

Basic materials Step 1

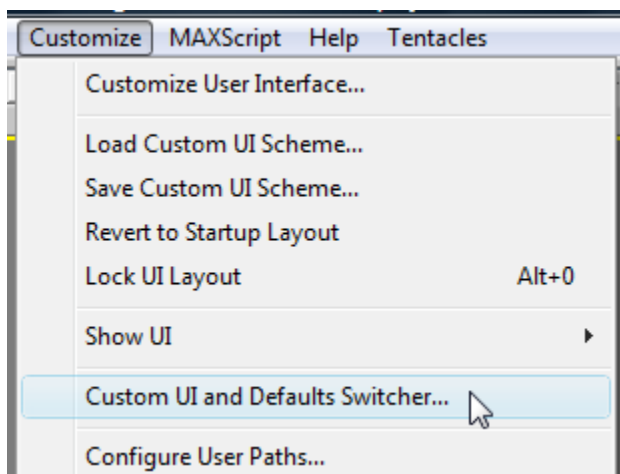
Set up units (Customize/Units Setup ...)



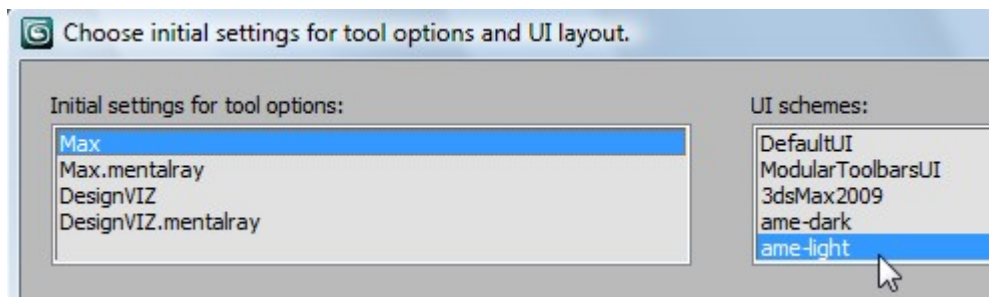
You can set up how Max works in a variety of ways besides the units setup. The Custom UI and defaults switcher is one way. (UI stands for User Interface.)

This will affect the materials library so we all have standard materials. It will also set the color of the interface.

For this lesson, go to the Main Menu make sure the Custom UI Defaults Switcher is set to ...

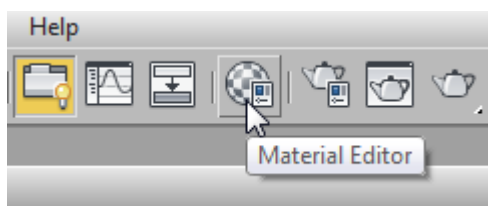


... **Default UI with ame-light.**

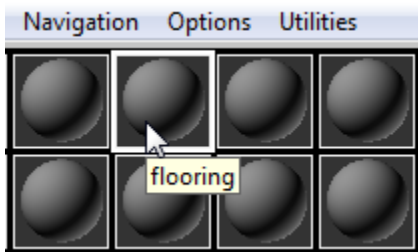
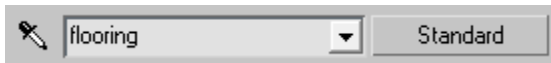


Hit the Set button at the bottom, exit 3ds Max and restart 3ds Max.

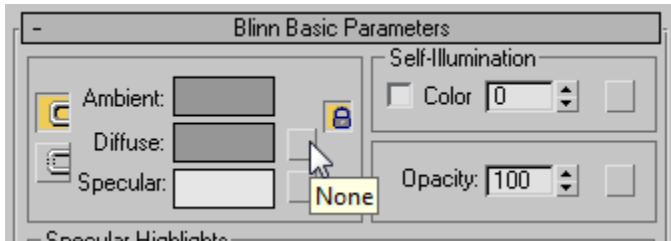
Go to the Material Editor (shortcut is M.) Or, hit this button:



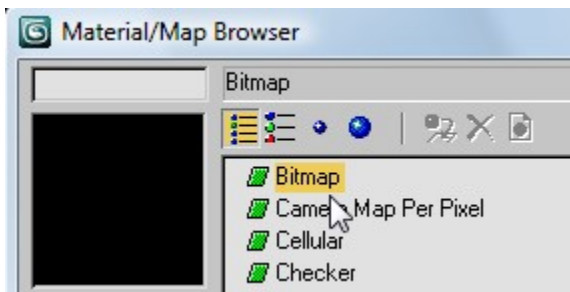
Make a new material by naming it flooring



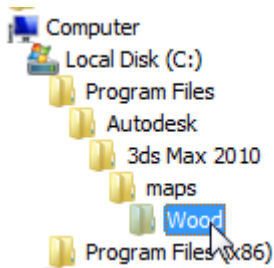
Hit the diffuse button



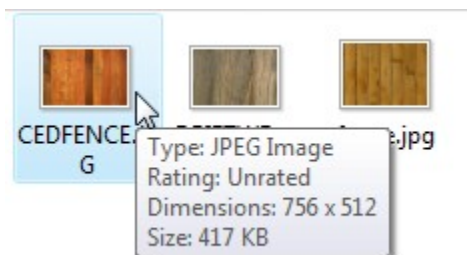
Hit bitmap and double click or hit OK at the bottom.



Your browse path will look something like this. The Maps folder is where hundreds of images reside that you can use for materials.



Navigate to your 3ds Max maps ... pick an image of wood ... I'm using CEDFENCE.jpg

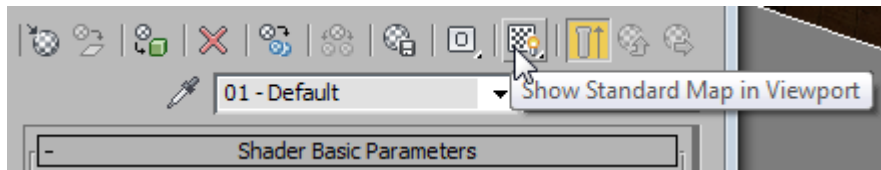


Make a box **15' x 15' and 1 ft high.**
1X1x1 segments.

Drag the texture you made to your box.

By this we mean drag the large sphere directly to the box you made.

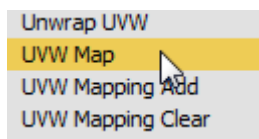
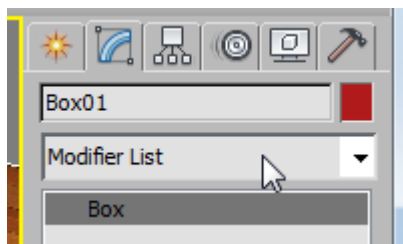
If you cannot see the box change, hit to button that looks like a checked box to show the map in the viewport.



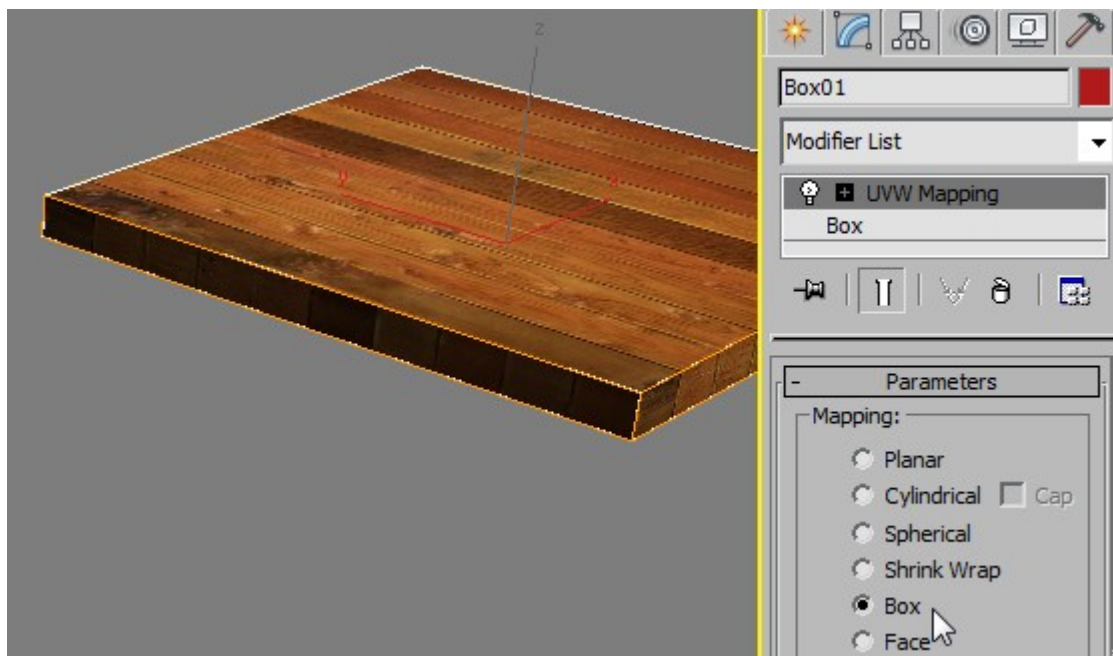
Make the wood a more narrow plank.

In the command panel, add a UVW Map modifier.

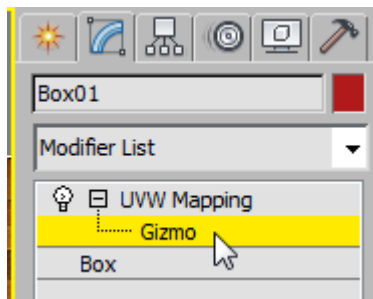
Tip: drop down the modifier list and hit "U" twice.



Set it to Box.

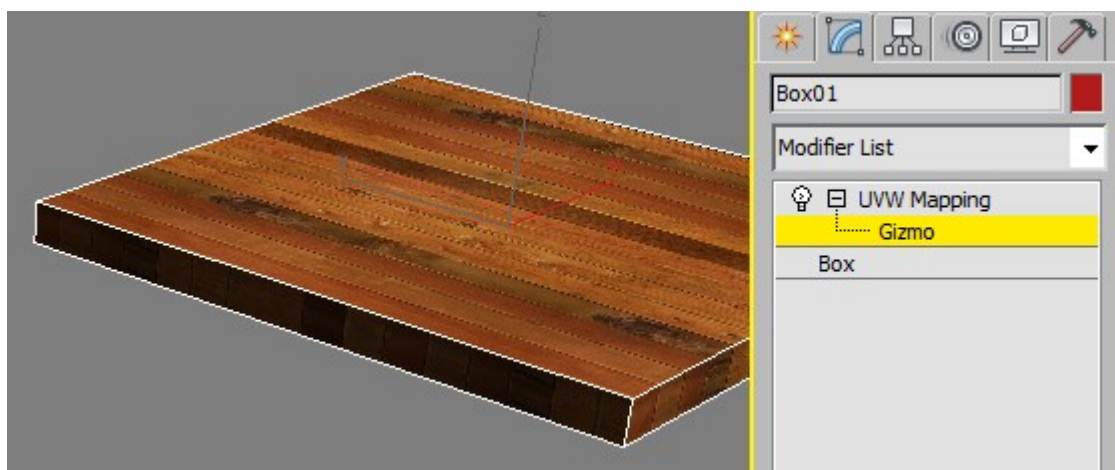
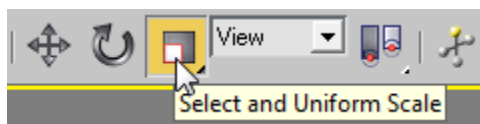


Drop down the Plus sign and select Gizmo.

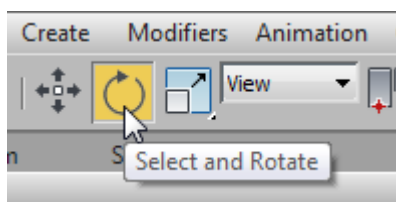


Note the floor has 10 boards across.

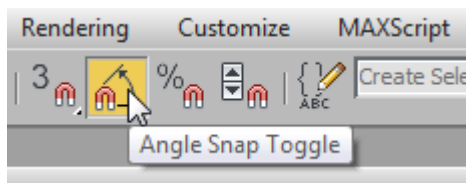
Use your transform tool to scale down the planks so they have a better scale, more in keeping with a 15 ft wide floor. Try making about 15 boards across the floor.



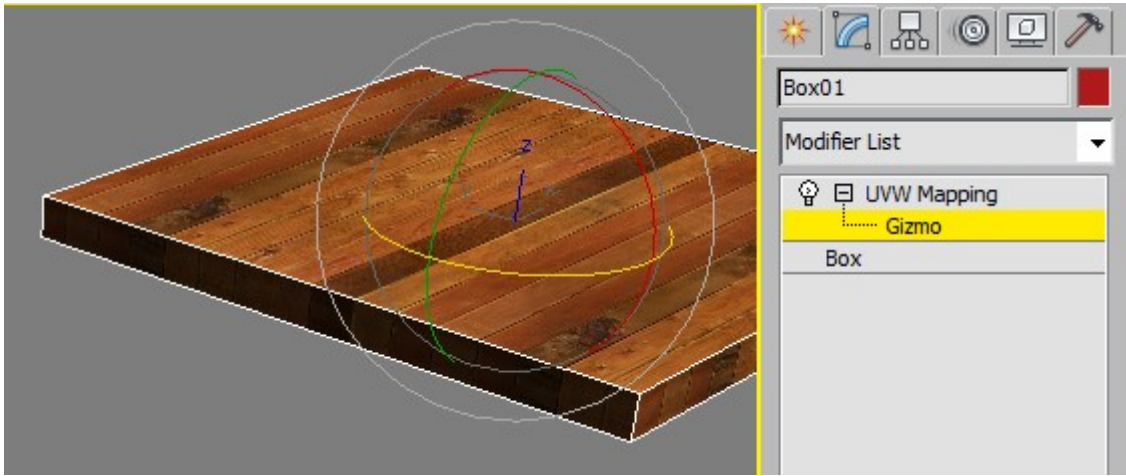
Now access the rotate tool and rotate the material on the box:



Turn on angle snap



Rotate the material, not the box itself! This is only possible when you are in the UVW modifier gizmo.



Turn off angle snap.

Exit the UVW modifier by clicking on the work "Gizmo."

Get a good view of this in your viewport, render to jpeg, open in Photoshop. Type in your name and the title "Standard Materials" and print in color.