

# Material Lab

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*Configura*



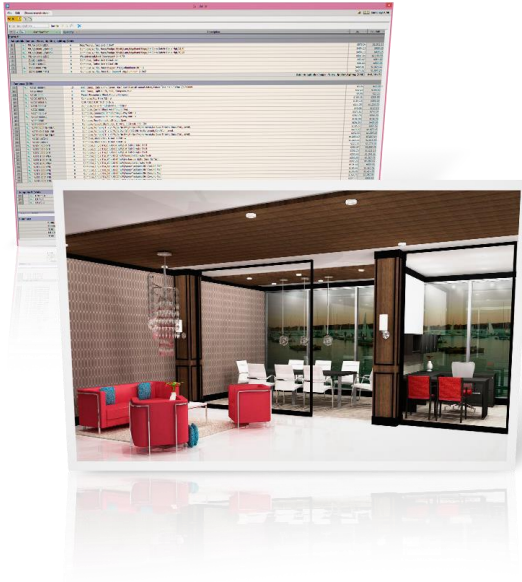


# Material Lab

Built-in tool for creating Materials for CET Designer

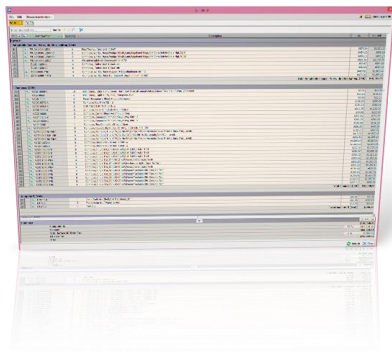
- Valid formats for importing: PNG, JPG, BMP/DIB
- Outputs to .GM “G Material”

# Window Set Up



“Lab” window similarities

- File Menu
- Toolbar
- Viewing Area
- Material Properties
- Selection Controller



# General Properties

Info about the Material

- File Name
- Double Sided
- Category



# Primary Color

RGB values, or image from file

- RGB + HSV
- Importing Textures
- Texture Manipulation

# Specular

That bright spot on a shiny object

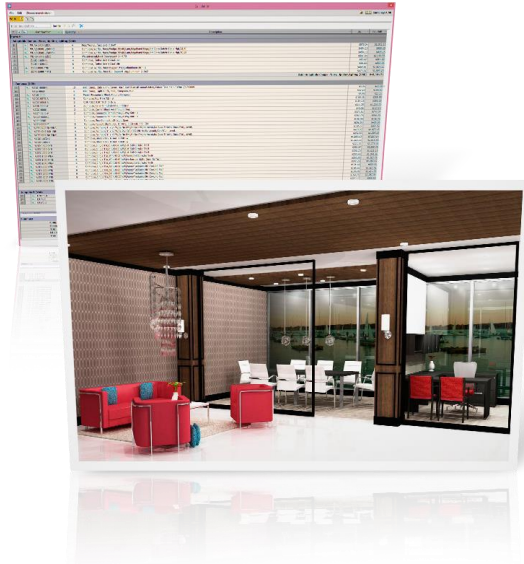
- Amount
- Area



# Reflection

Environment reflected onto material

- Amount
- Sharpness
- Fresnel



**SEE THROUGH!**



# Opacity

Control Transparency

- Amount
- Refraction Index
- Alpha Mask





# Bump

It's flat, but let's pretend its textured!

- Convert to Normal Map
- Texture import/Manipulation

Questions?

