MATERIALS command

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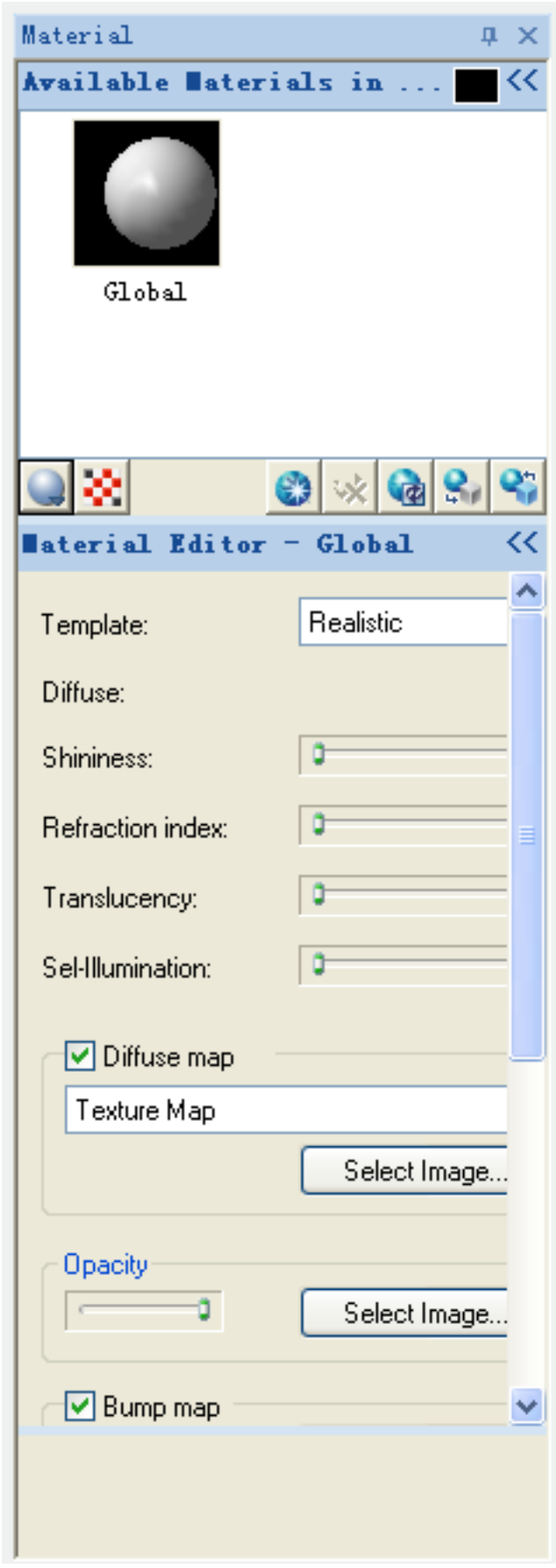
The **MATERIALS** command is used to open the "Materials" dialog box.

Command Access:

Ribbon : 3D > Render > Materials
Menu : View > Render > Materials
Command : MATERIALS

Function Description:

Users could browse and manage materials in the "Materials" dialog box. They could also arrange, search and select some materials that to be used in drawing.


Material
Available Materials in ...
Global
Material Editor - Global
Template:
Realistic
Diffuse:
Shininess:
Refraction index:
Translucency:
Sel-Illumination:
Diffuse map
Texture Map
Select Image...
Opacity
Select Image...
Bump map

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