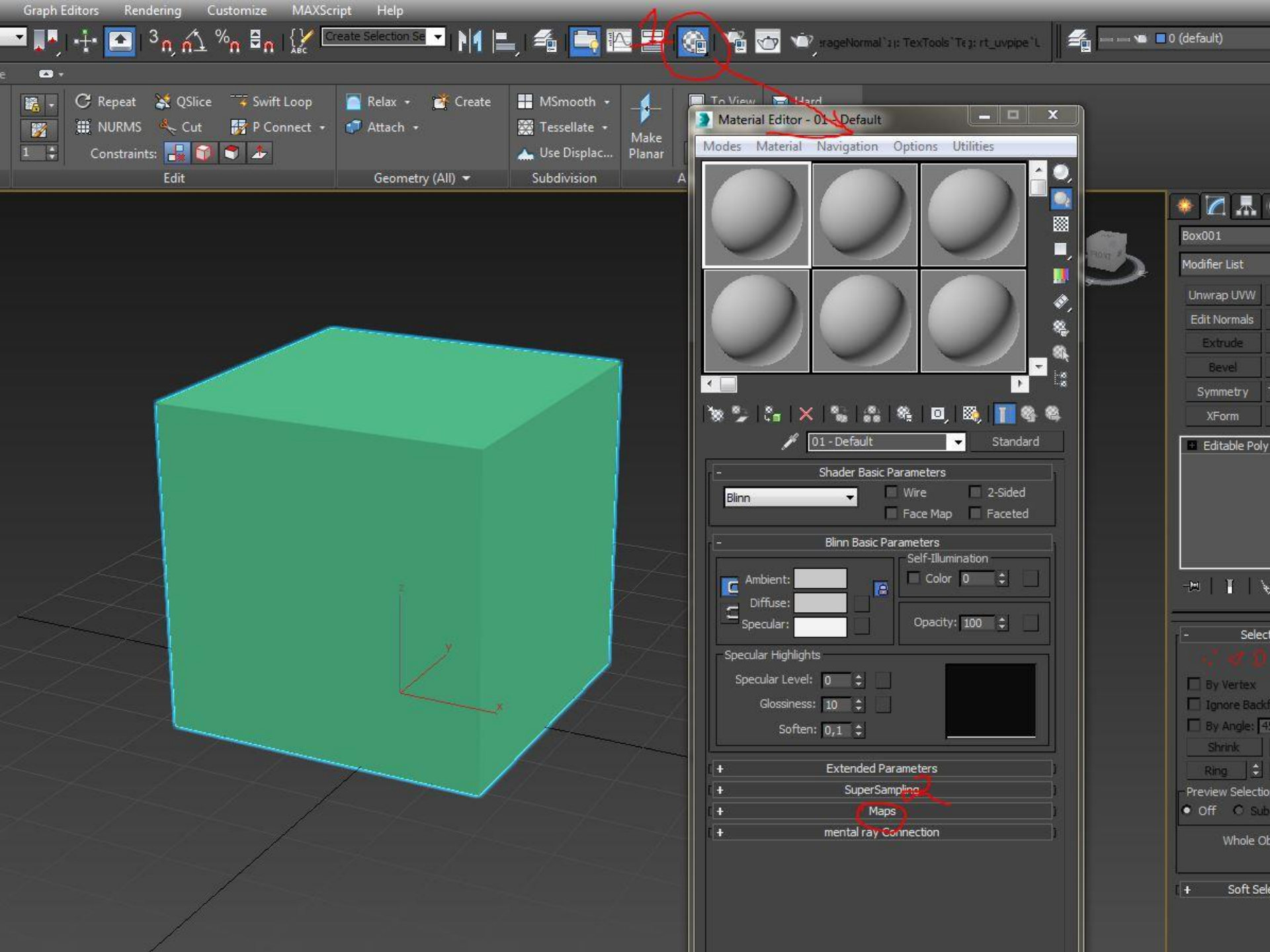
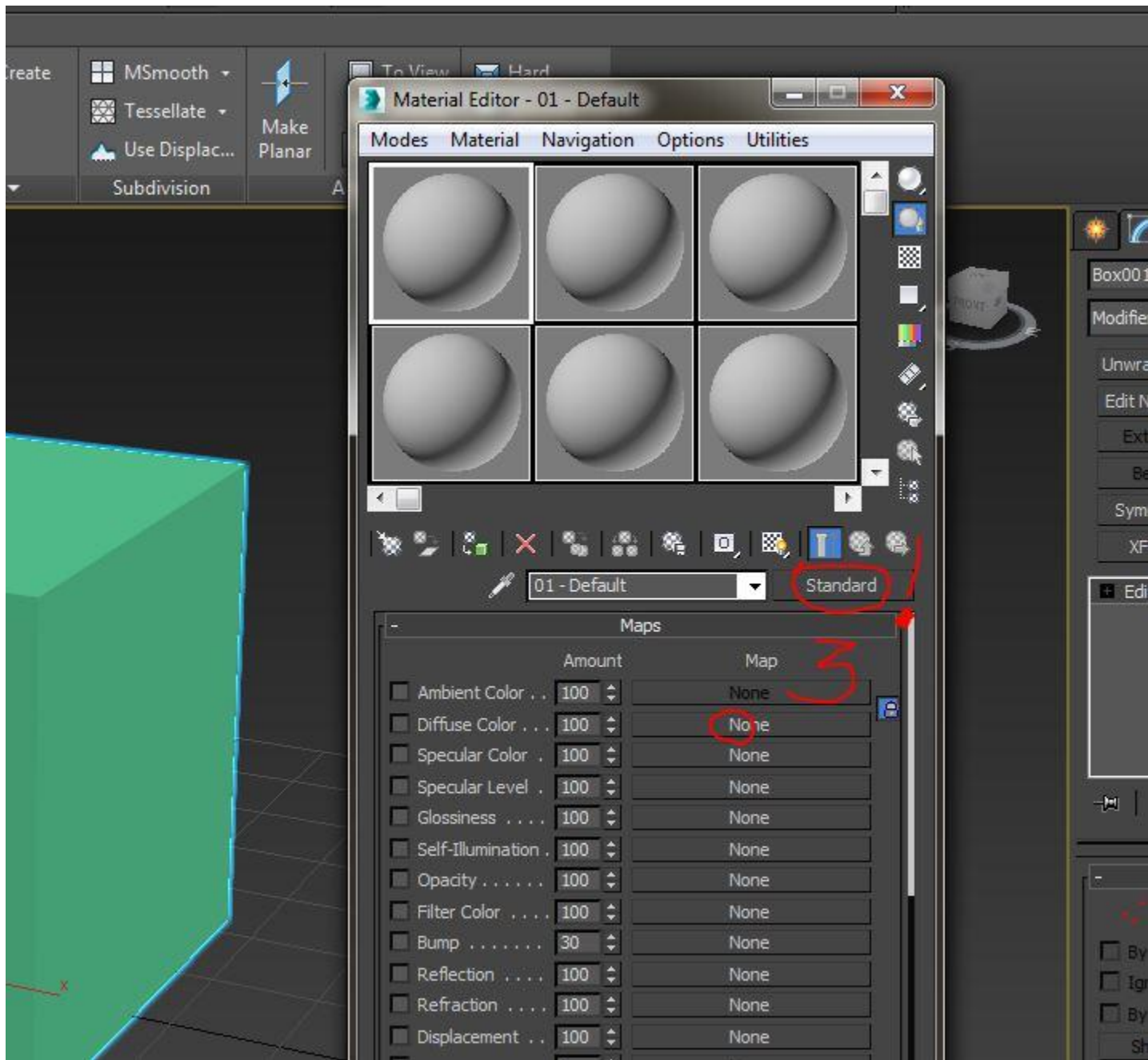


# Работа с материалами в 3ds Max

Наложить базовую текстуру  
(diffuse).





### Material/Map Browser

Search by Name ...

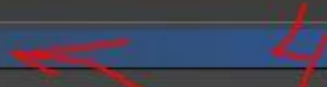
- Maps

- Standard
  - Bitmap
  - Camera Map Per Pixel
  - Cellular
  - Checker
  - ColorCorrection
  - Combustion
  - Composite
  - Dent
  - Falloff
  - Flat Mirror
  - Gradient
  - Gradient Ramp
  - Map Output Selector
  - Marble
  - Mask
  - Mix
  - Noise
  - Normal Bump
  - Output
  - Particle Age
  - Particle MBlur
  - Perlin Marble

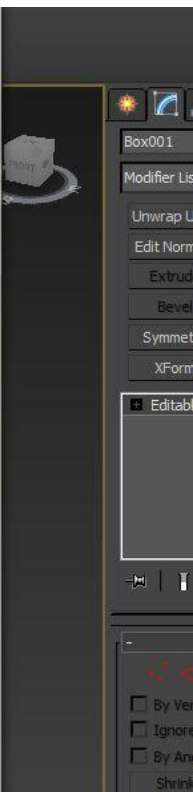
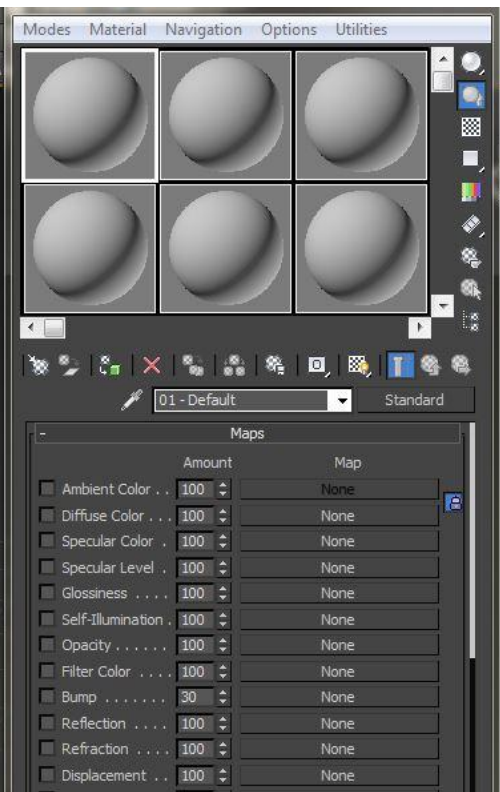
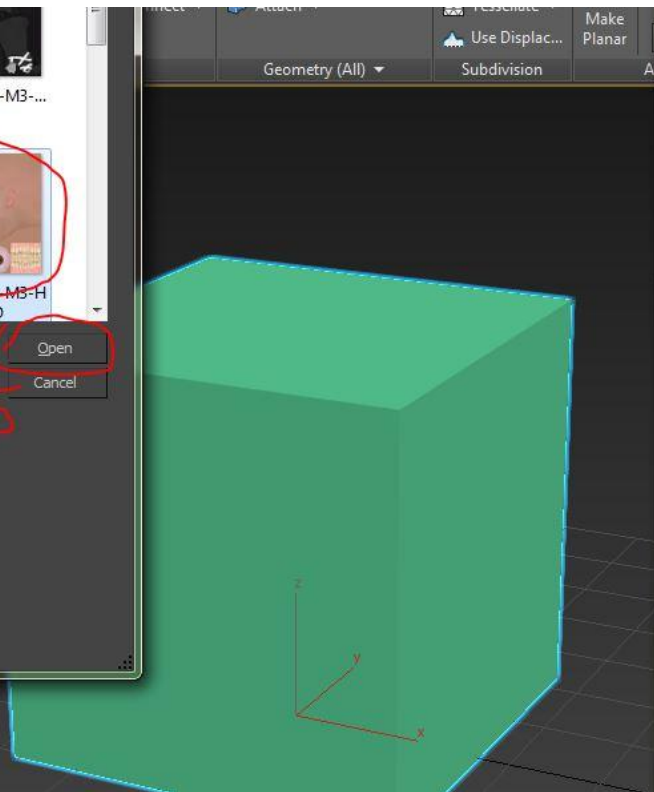
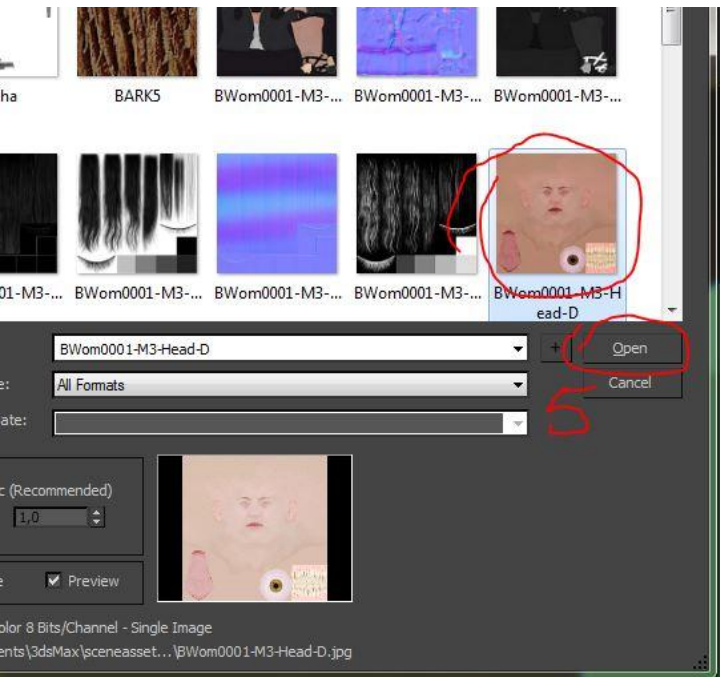
Modes | Material | Navigation | Options | Utilities

01 - Default | Standard

Property	Amount	Map
Environment Color	100	None
Diffuse Color	100	None
Specular Color	100	None
Specular Level	100	None
Transparency	100	None
Luminescence	100	None
Refractive Index	100	None
Color	100	None
...	30	None
...	100	None
...	100	None
...	100	None
...	100	None
...	0	None
...	0	None

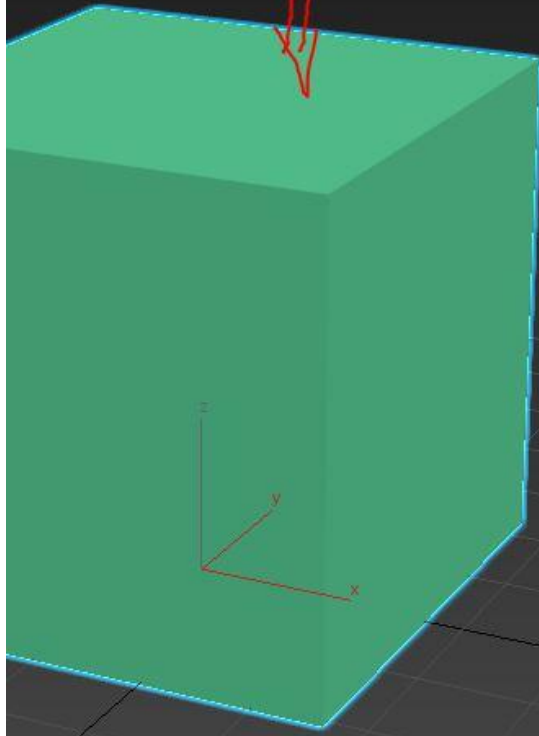


Box01 | Modify | Unwrap | Edit | Extrude | Synthesize | X-Ray | Edits | Bump | Image | Bump | Smooth | Render | Preview



ft Loop  
connect  
Relax  
Attach  
Create  
MSmooth  
Tessellate  
Use Displac...  
Make Planar  
Geometry (All)  
Subdivision

select!



Material Editor - 01 - Default

Modes Material Navigation Options Utilities

Diffuse Color: [Map #1] Bitmap

Coordinates

- Texture  Environ  Mapping: Explicit Map Channel
- Show Map on Back Map Channel: 1
- Use Real-World Scale
- Offset: U: 0,0 V: 0,0
- Tiling: 1,0
- Mirror Tile:
- Angle: U: 0,0 V: 0,0 W: 0,0
- UV  VW  WU
- Blur: 1,0 Blur offset: 0,0 Rotate

Noise

Bitmap Parameters

Bitmap: ...ax\sceneassets\images\BWom0001-M3-Head-D.jpg

Reload

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB

Cropping/Placement

- Apply View Image
- Crop  Place
- U: 0,0 W: 1,0
- V: 0,0 H: 1,0
- Jitter Placement: 1,0

Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)