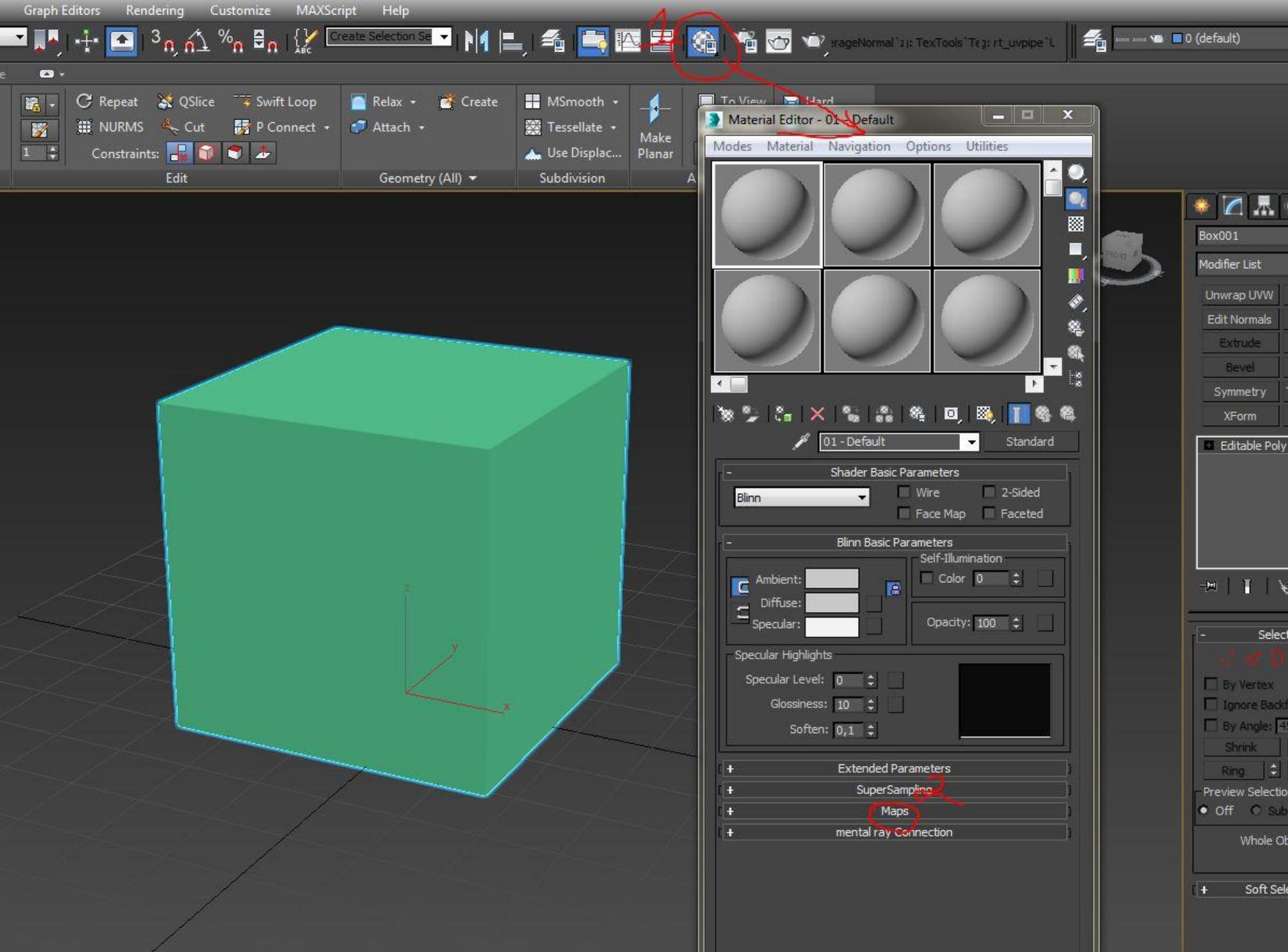
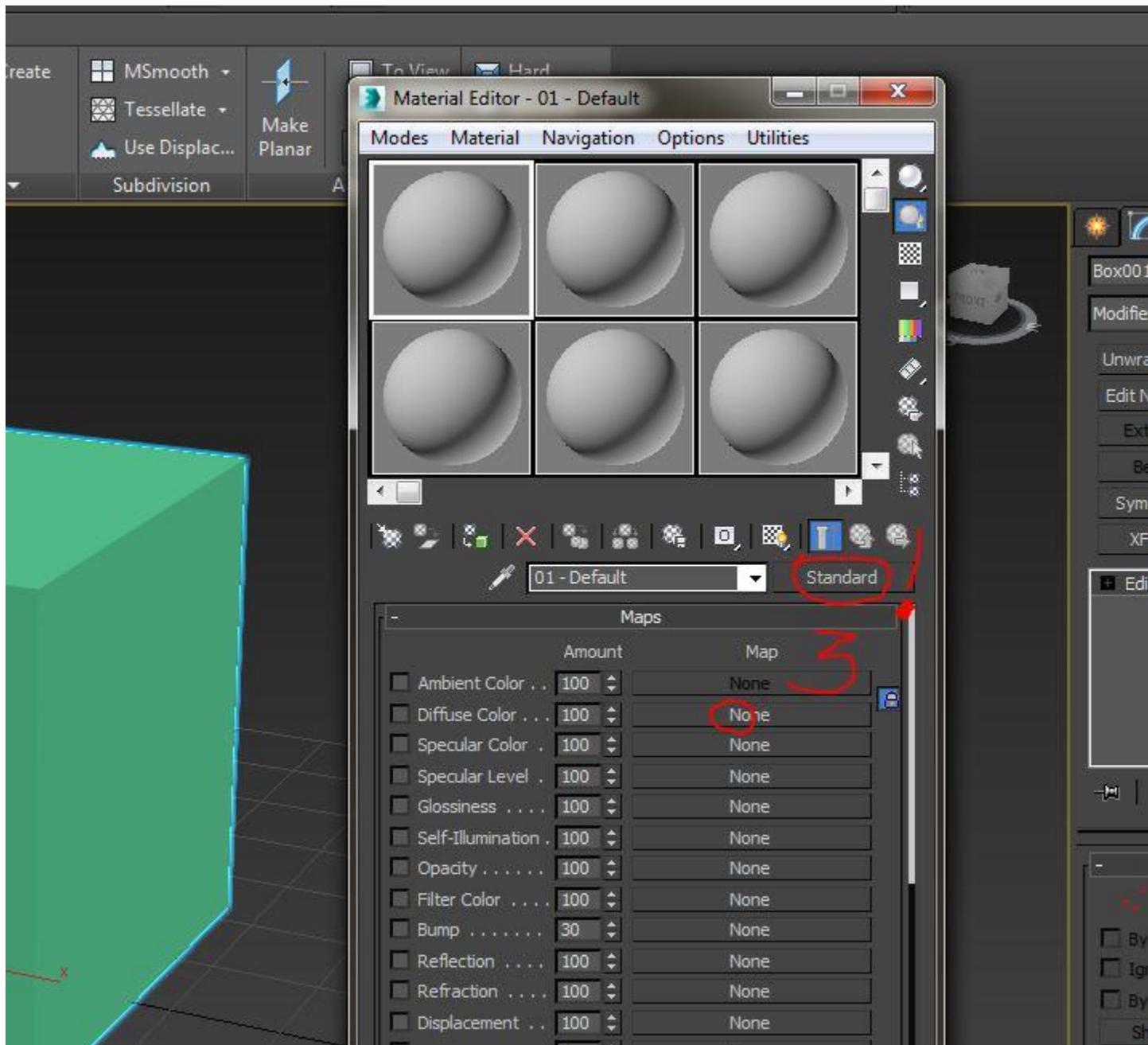
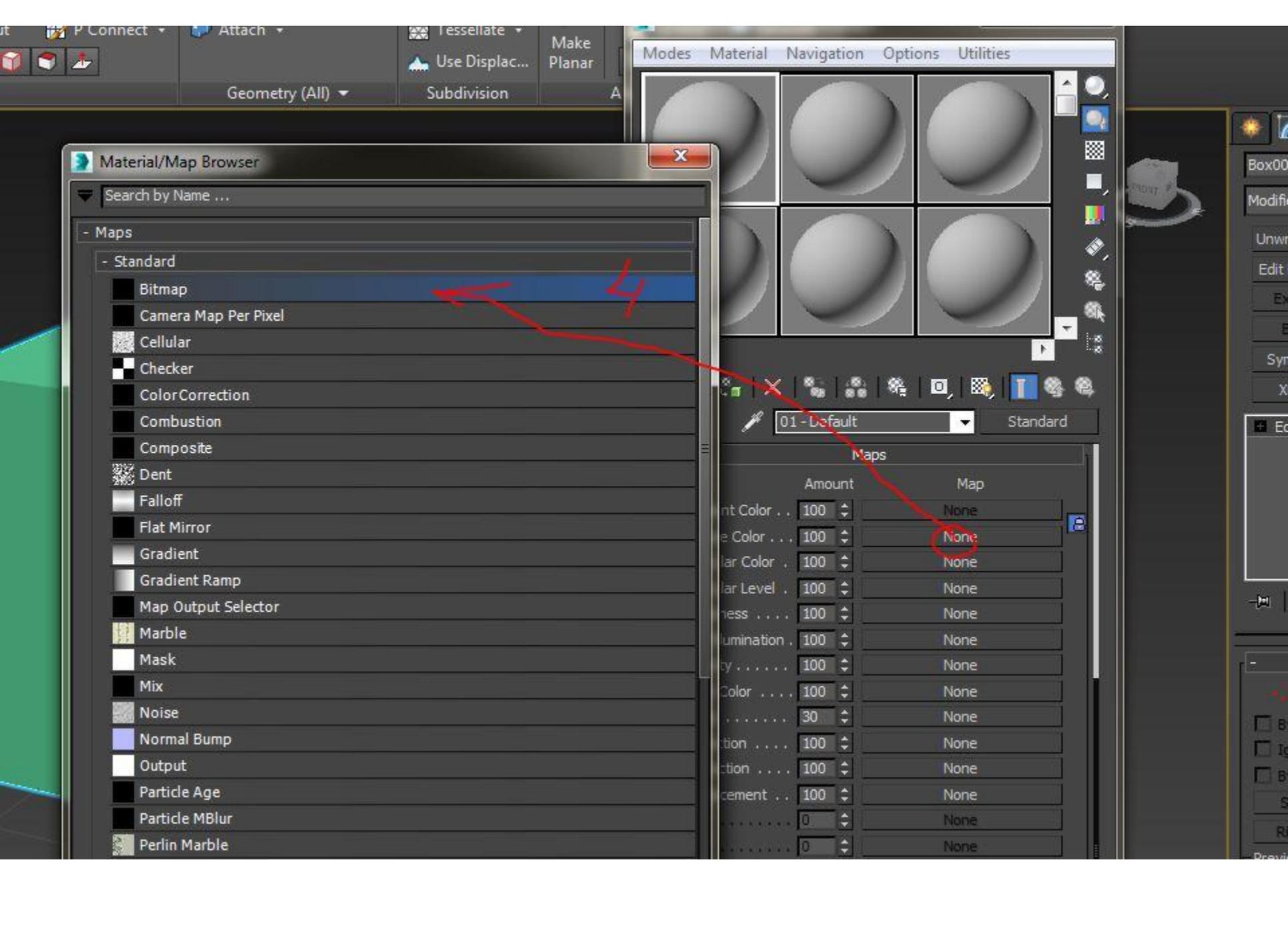


Работа с материалами в 3ds Max

Наложить базовую текстуру
(diffuse).







Material/Map Browser

Search by Name ...

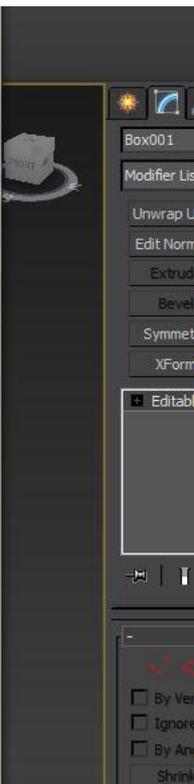
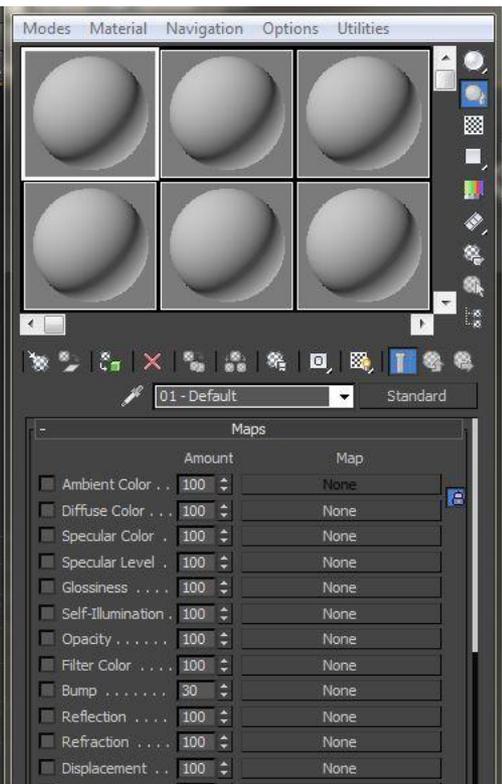
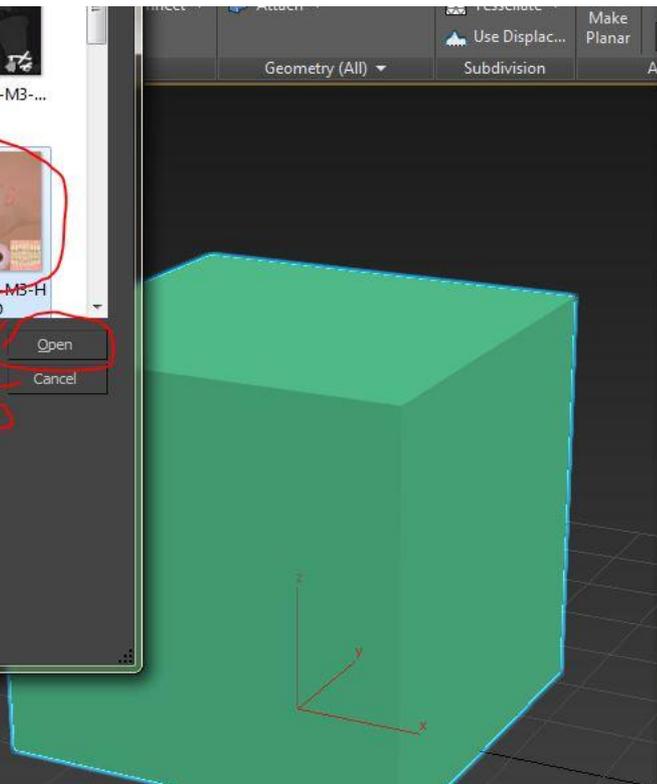
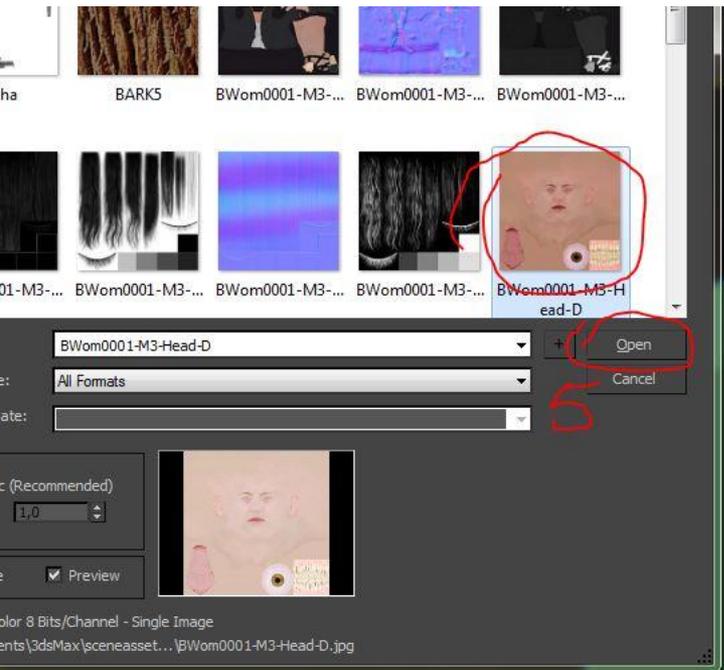
- Maps

- 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

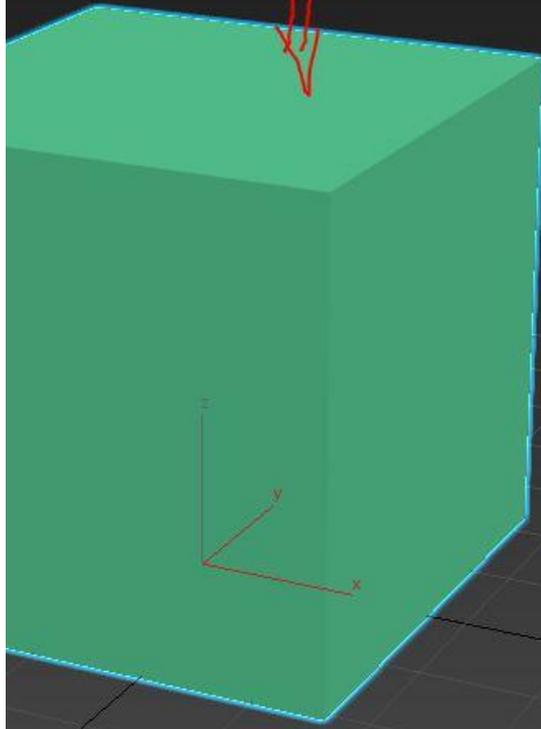
01 - Default Standard

	Amount	Map
nt Color . .	100	None
e Color . . .	100	None
lar Color . .	100	None
lar Level . .	100	None
ness	100	None
umination . .	100	None
y	100	None
Color	100	None
.	30	None
ction	100	None
ction	100	None
acement . . .	100	None
.	0	None
.	0	None



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 Cropping/Placement

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

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB

Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)