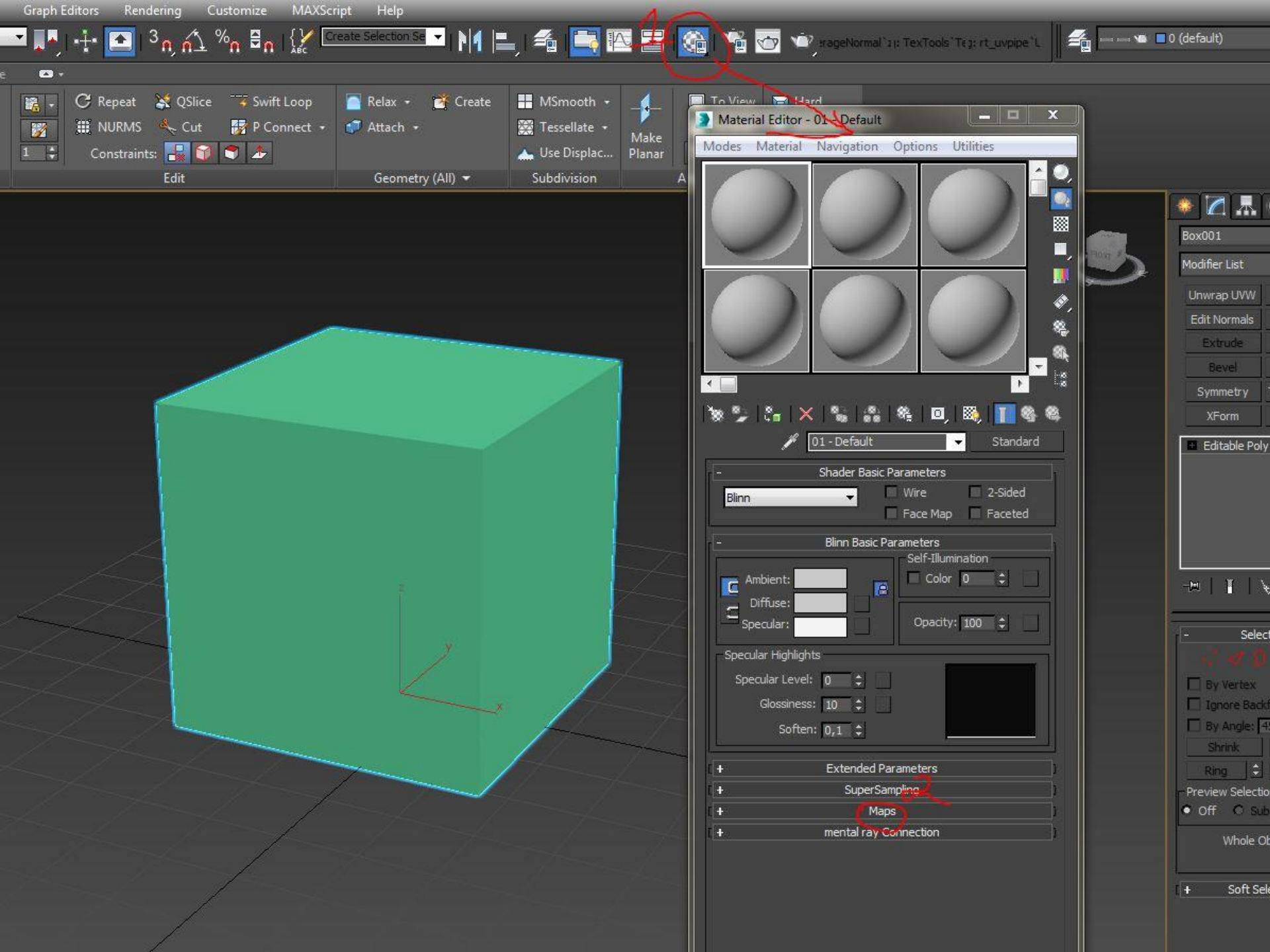
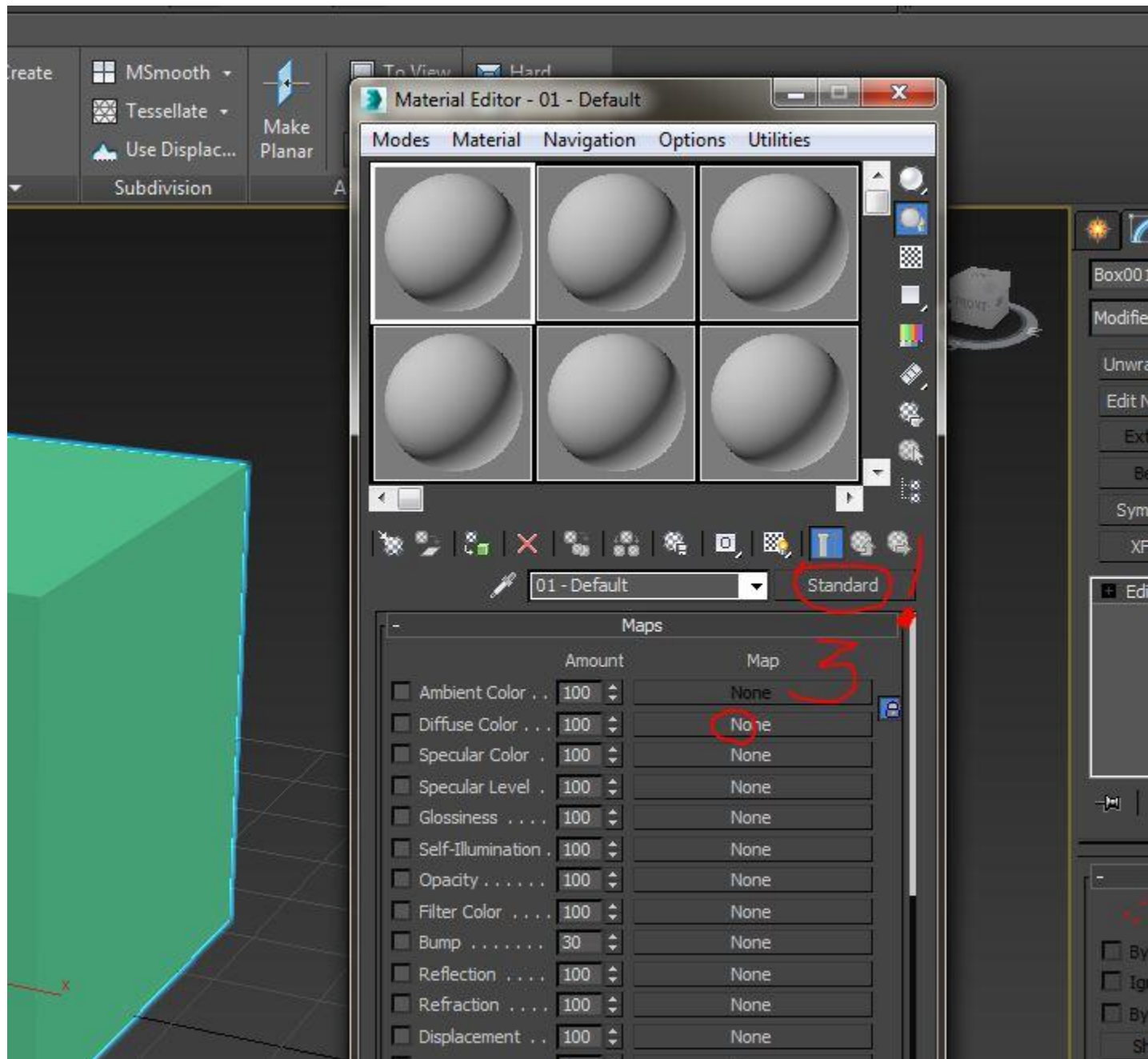
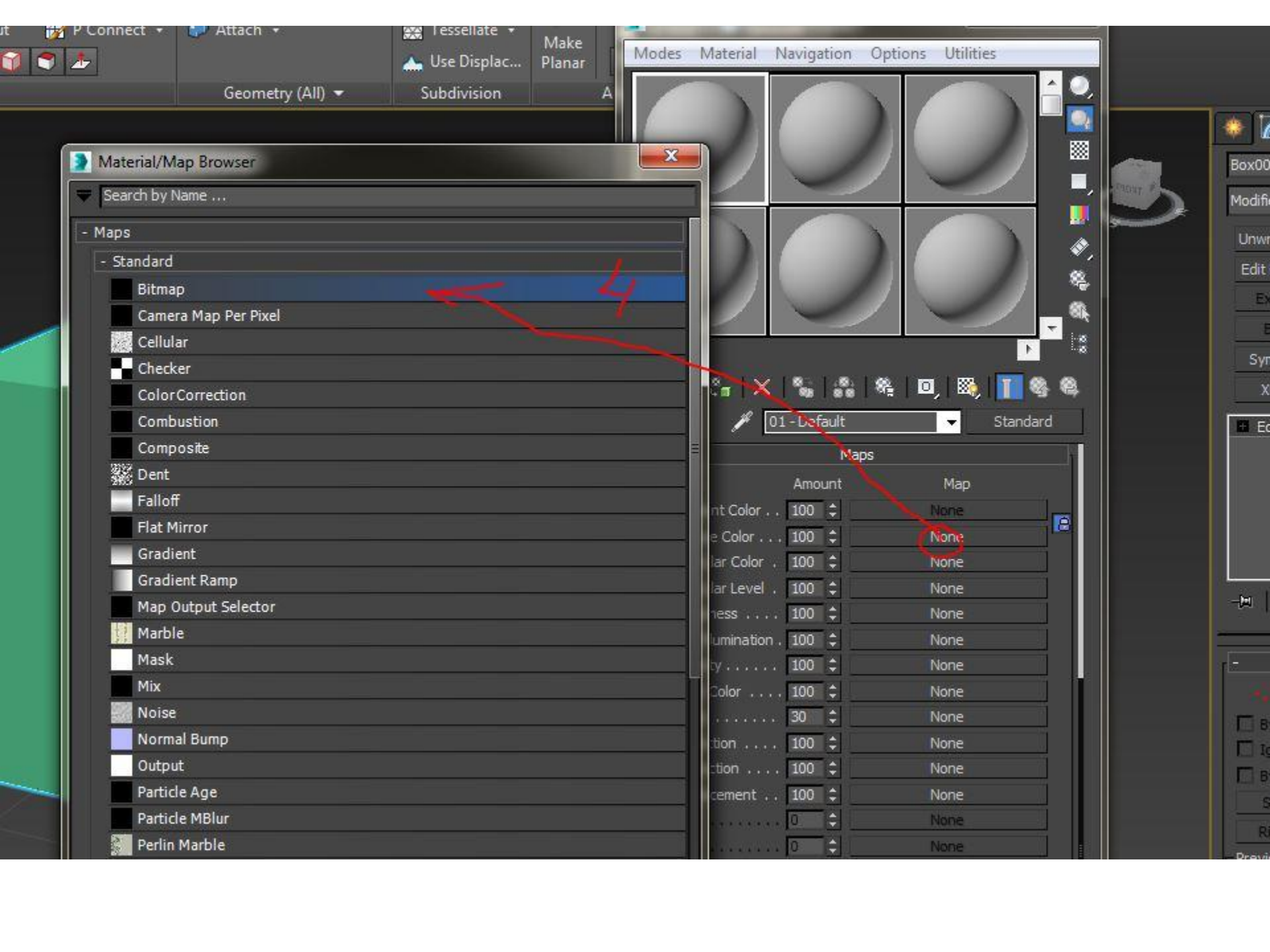


Работа с материалами в 3ds Max

Наложить базовую текстуру
(diffuse).







Material/Map Browser

Search by Name ...

- Maps

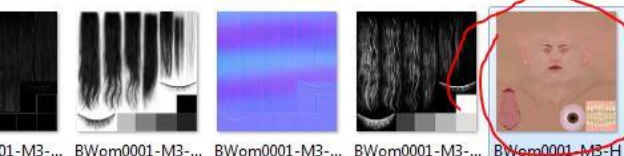
- Standard
 - Bitmap
 - Camera Map Per Pixel
 - Cellular
 - Checker
 - ColorCorrection
 - Combustion
 - Composite
 - Dent
 - Falloff
 - Flat Mirror
 - Gradient
 - Gradient Ramp
 - Map Output Selector
 - Marble
 - Mask
 - Mix
 - Noise
 - Normal Bump
 - Output
 - Particle Age
 - Particle MBlur
 - Perlin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

Material Editor

Modes Material Navigation Options Utilities

01 - Default Standard

Property	Amount	Map
Diffuse Color	100	None
Emissive Color	100	None
Normal Color	100	None
Normal Level	100	None
Specular	100	None
Translucency	100	None
Refraction	100	None
Refractive Index	100	None
Color	100	None
...	30	None
...	100	None
...	100	None
...	100	None
...	100	None
...	0	None
...	0	None

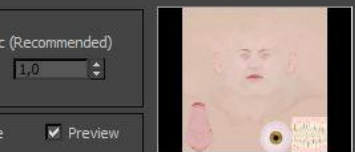


BWom0001-M3-Head-D

All Formats

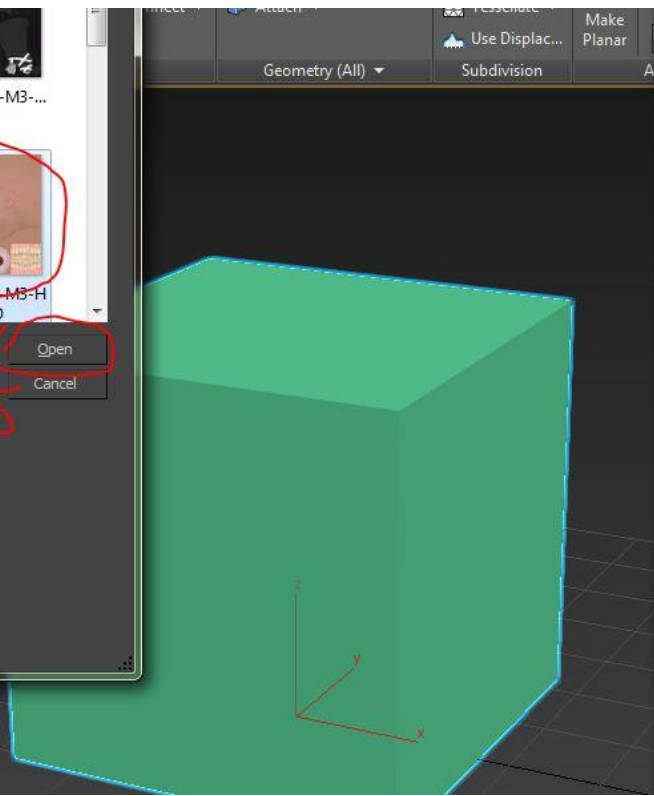
Open

Cancel



Color 8 Bits/Channel - Single Image

ents\3dsMax\sceneasset...\BWom0001-M3-Head-D.jpg



Modes Material Navigation Options Utilities

Geometry (All) ▾

Subdivision

Make Planar

Use Displac...

01 - Default

Standard

Maps		
	Amount	Map
<input type="checkbox"/> Ambient Color . .	100 ▾	None
<input type="checkbox"/> Diffuse Color . .	100 ▾	None
<input type="checkbox"/> Specular Color . .	100 ▾	None
<input type="checkbox"/> Specular Level . .	100 ▾	None
<input type="checkbox"/> Glossiness	100 ▾	None
<input type="checkbox"/> Self-Illumination .	100 ▾	None
<input type="checkbox"/> Opacity	100 ▾	None
<input type="checkbox"/> Filter Color . . .	100 ▾	None
<input type="checkbox"/> Bump	30 ▾	None
<input type="checkbox"/> Reflection	100 ▾	None
<input type="checkbox"/> Refraction	100 ▾	None
<input type="checkbox"/> Displacement . .	100 ▾	None

Box001

Modifier List

Unwrap UVW

Edit Normal Map

Extrude

Bevel

Symmetry

XForm

Editable Poly

By Vertex

Ignore

By Area

Shrink

