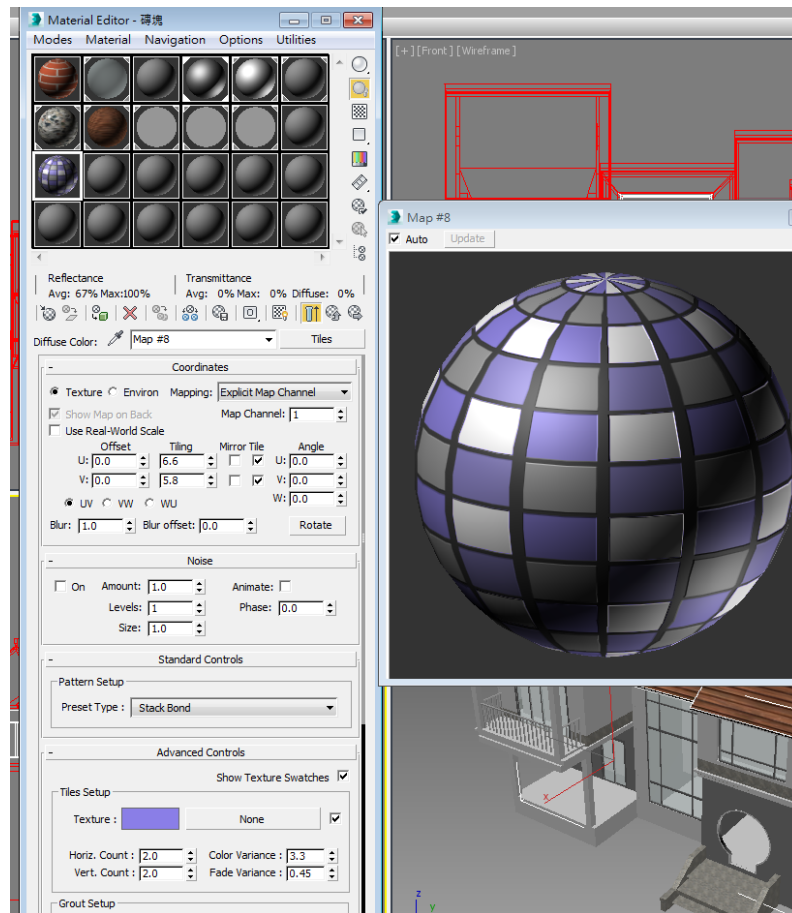


作業九 材質製作 二

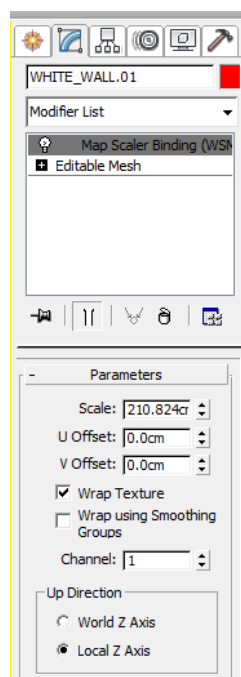
姓名

學號

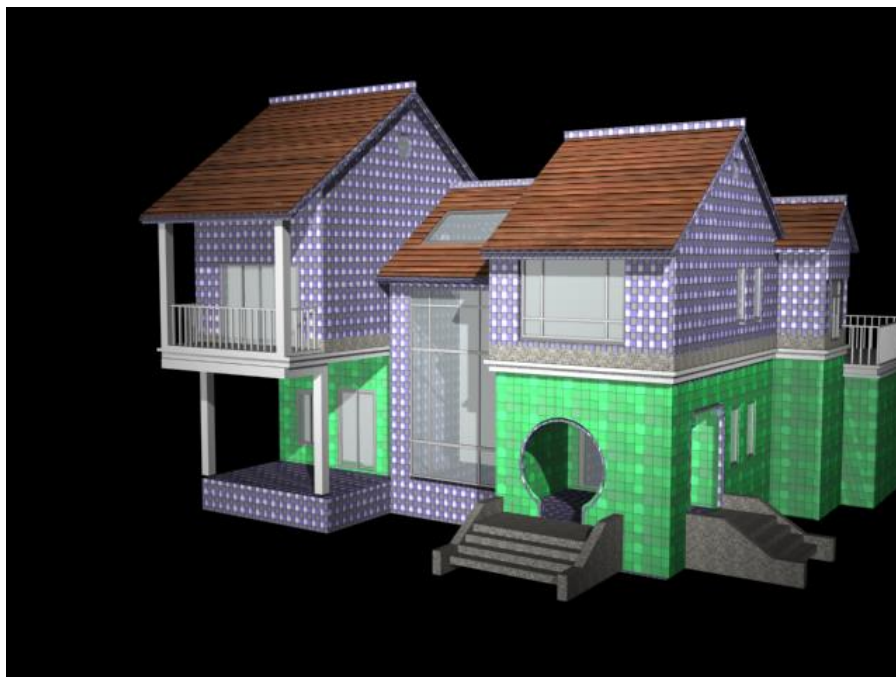
1. 磚塊材質



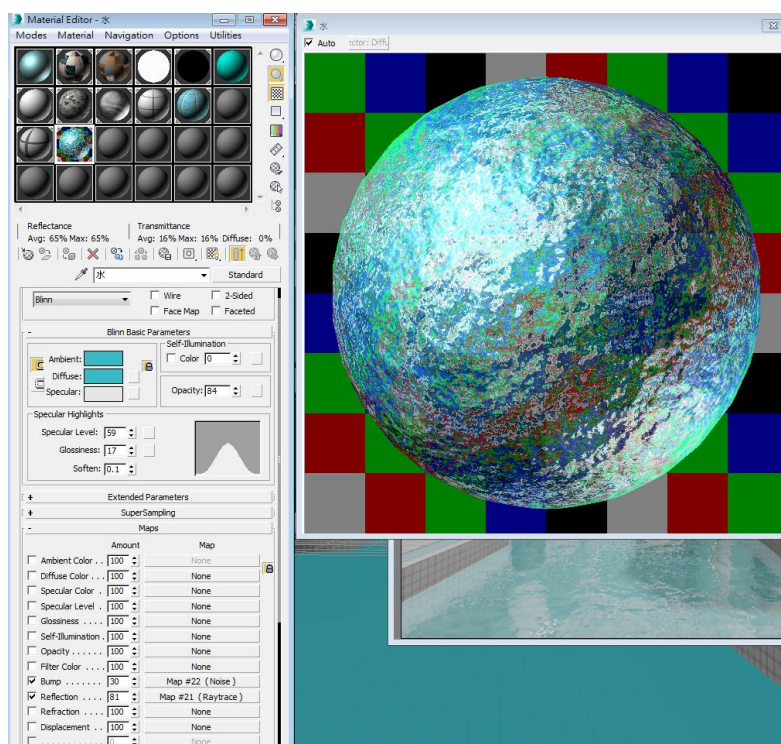
物件不規則時 加入貼圖座標 **MapScaler** 編輯器



新增磚塊材質



2. 水材質製作

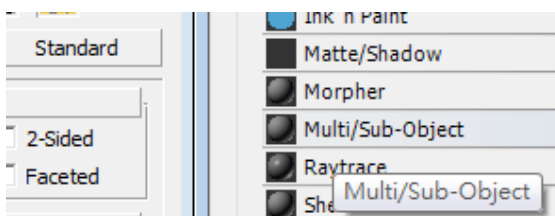


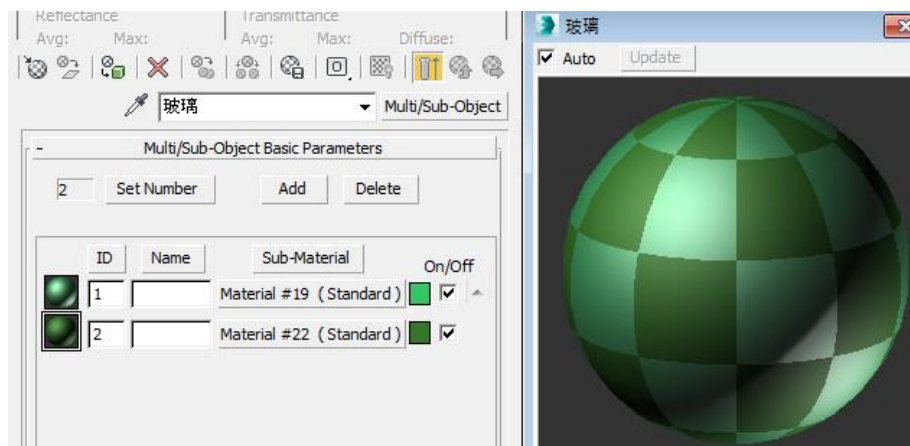


3. 玻璃材質
不同面 設定不同材質 ID

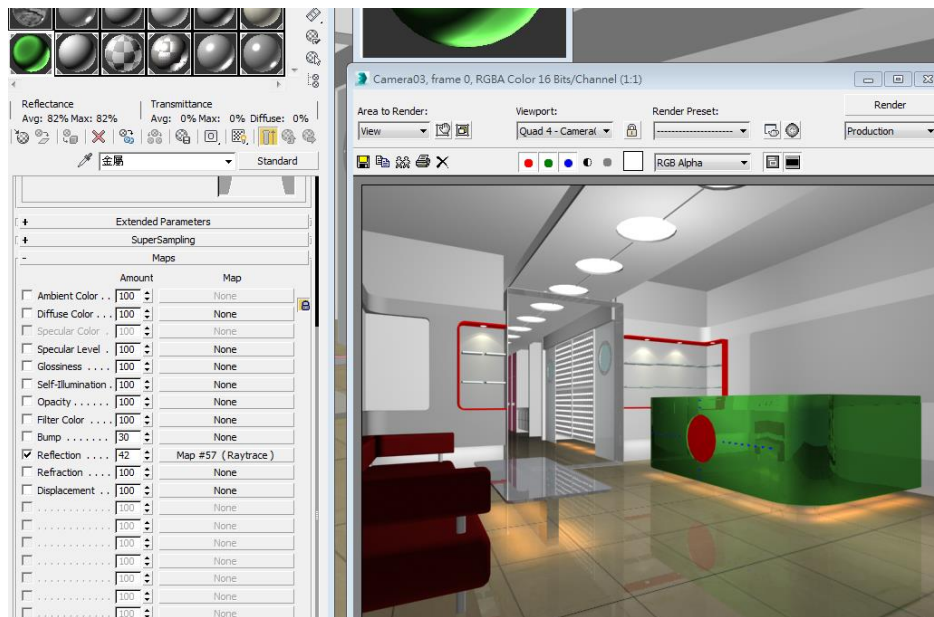


製作多重材質 Multiple Material

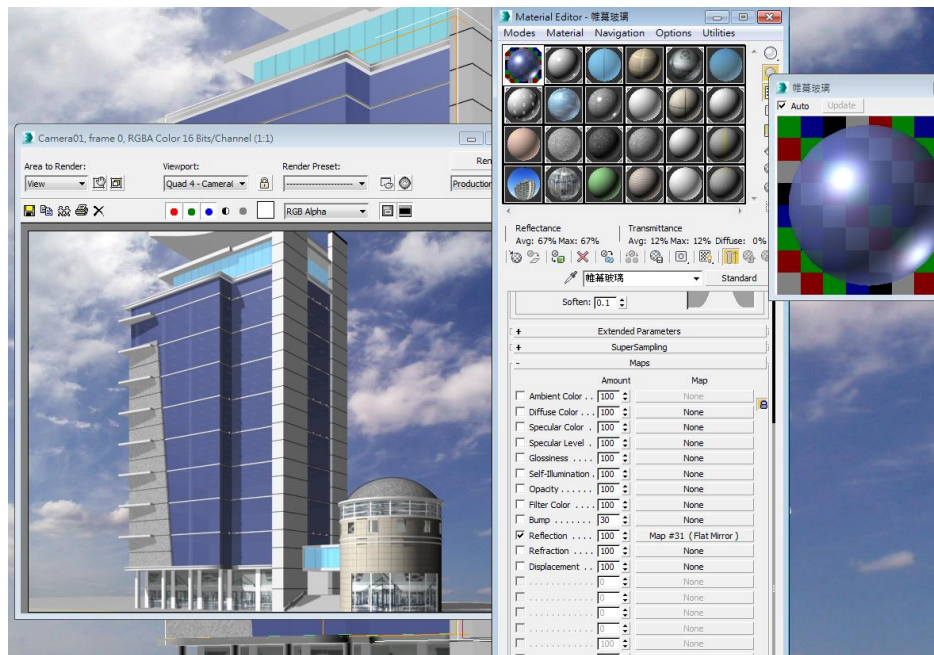




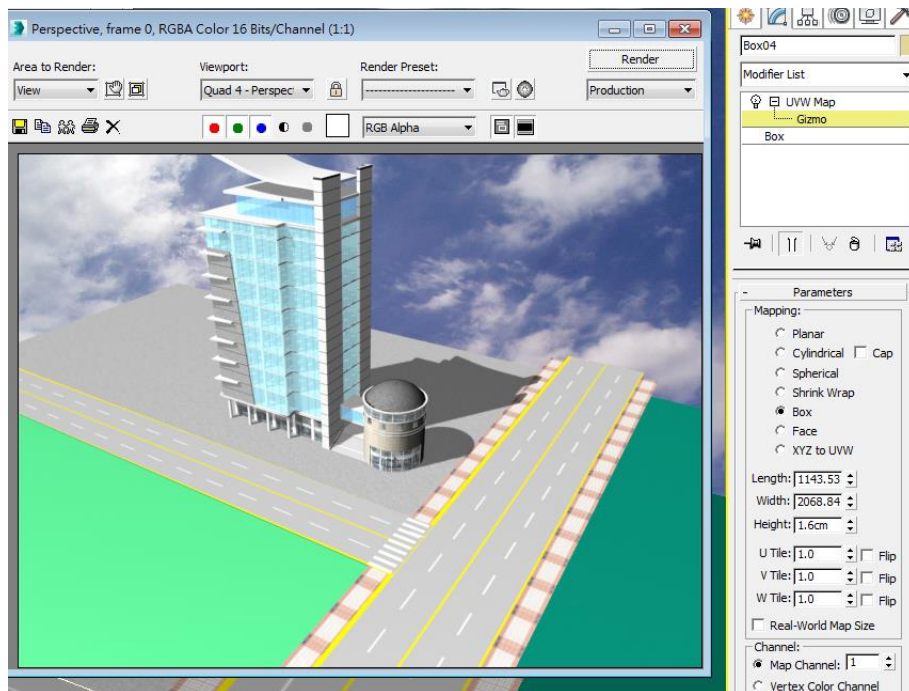
4. 金屬



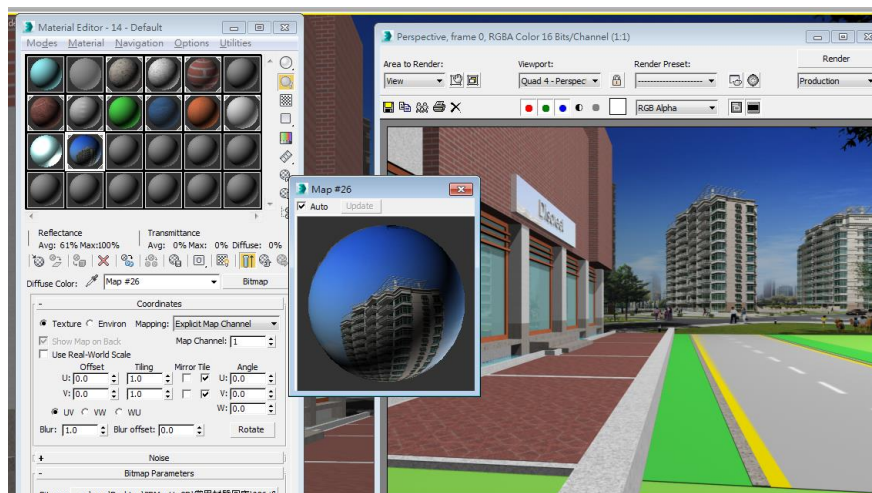
5. 帷幕玻璃材質



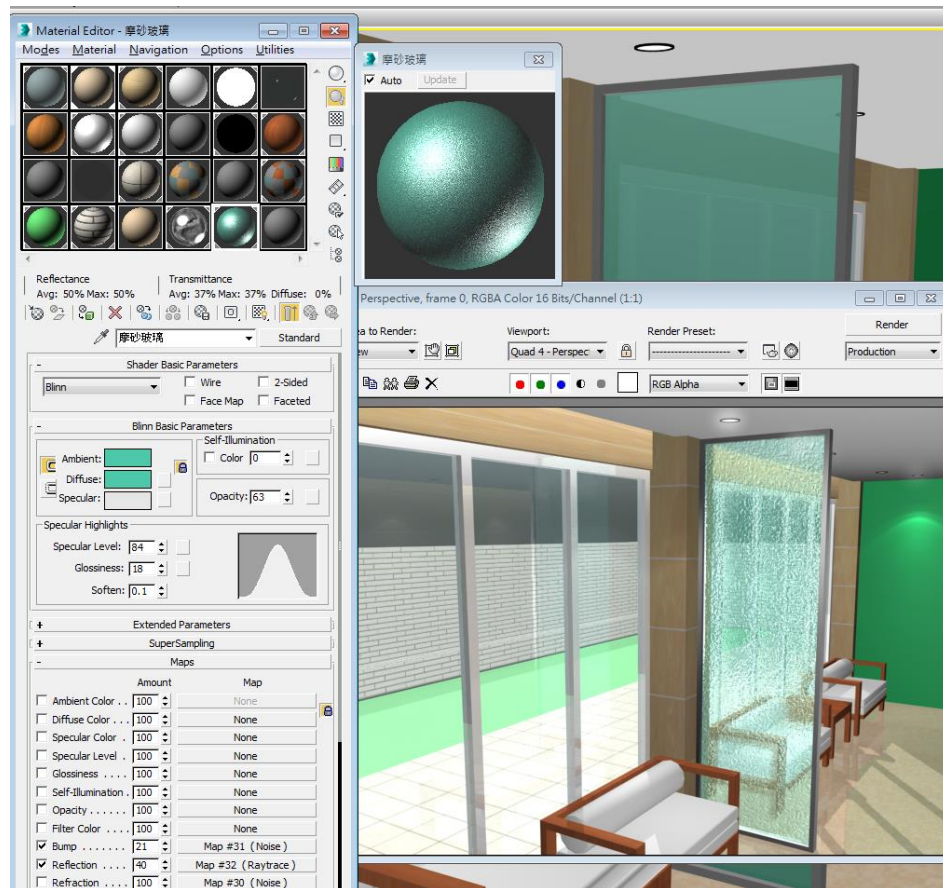
6. 馬路材質製作



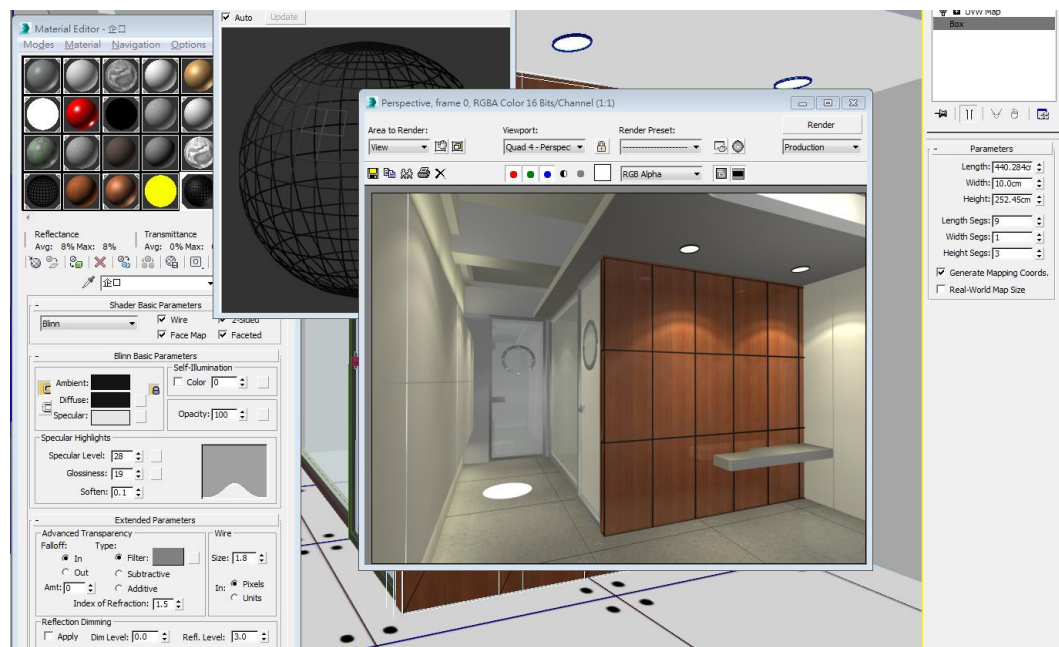
7. 背景設定



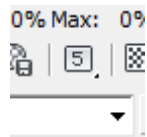
8. 磨砂玻璃材質



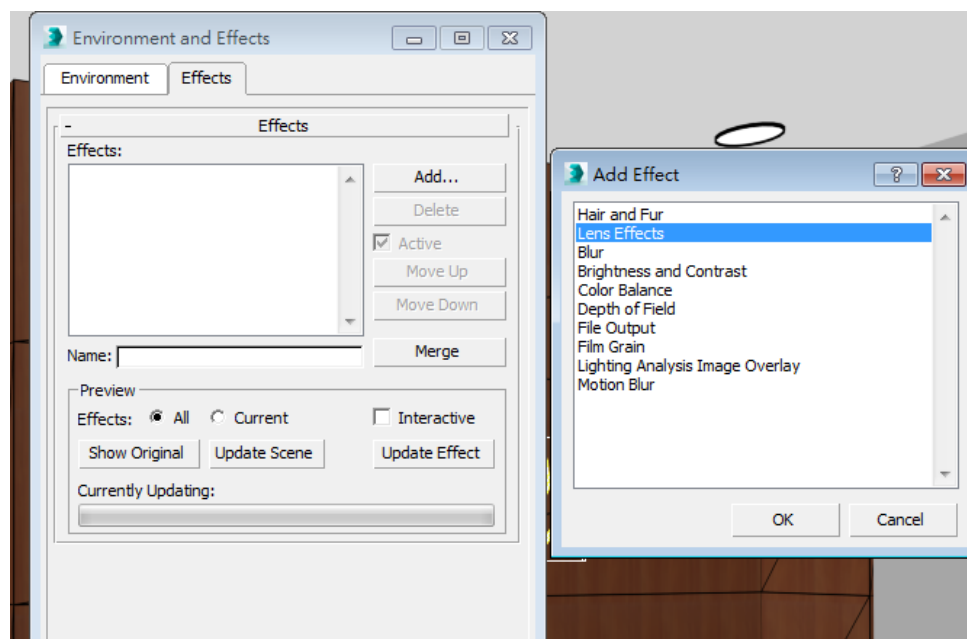
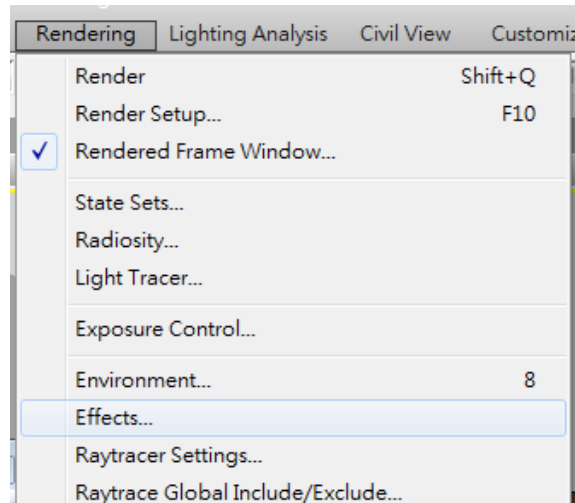
9. 企口材質製作

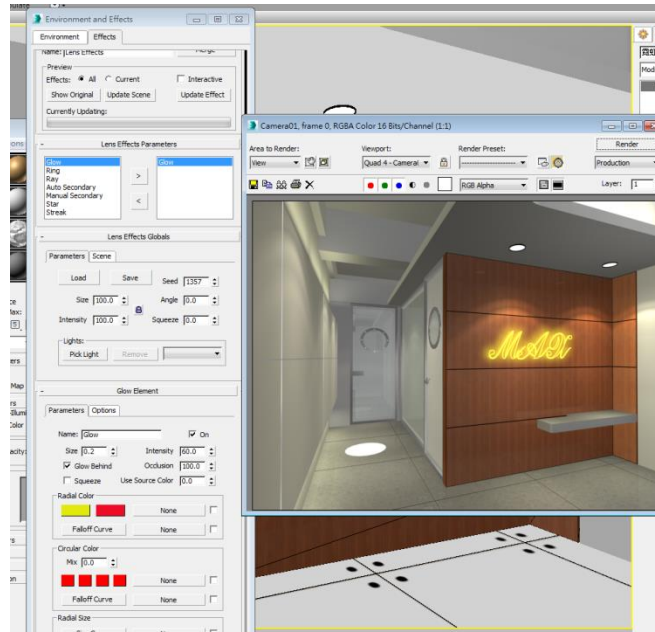
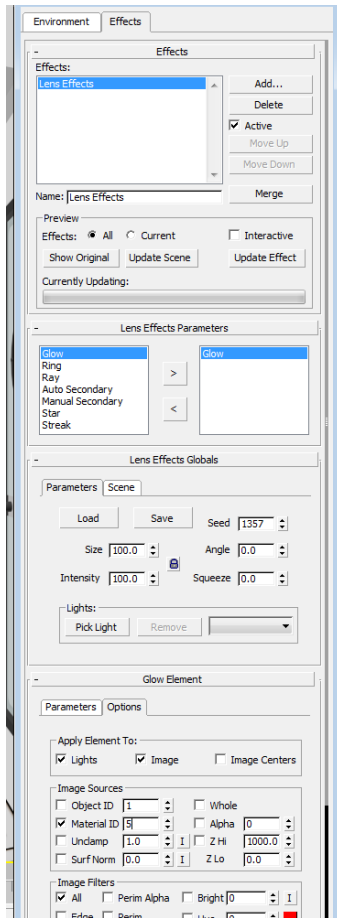


10. 霓虹特效材質 設定材質球 ID = 5



加入霓虹特效





11.