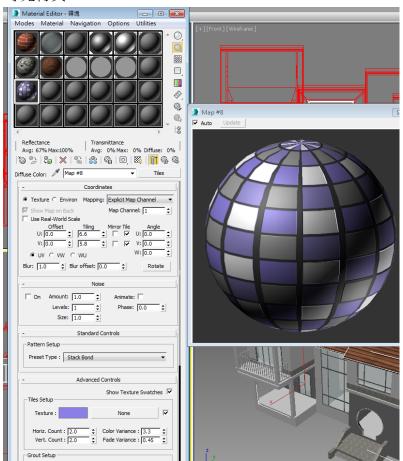
#### 作業九 材質製作 二

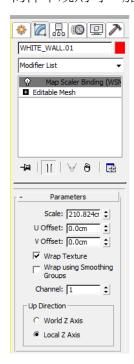
姓名

學號

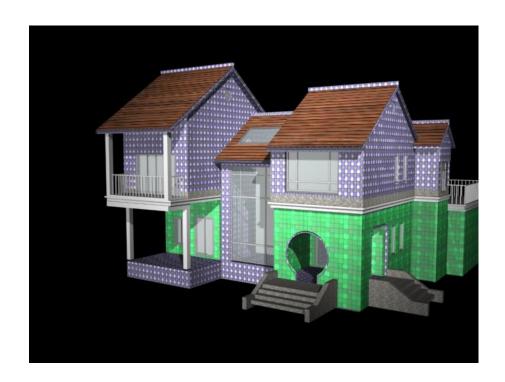
#### 1. 磚塊材質



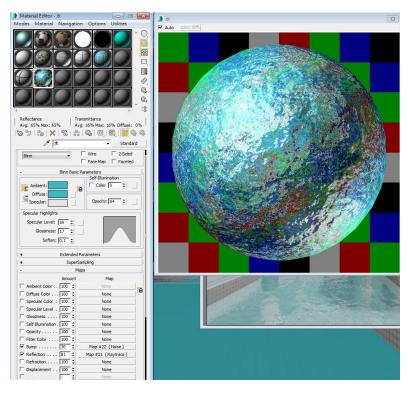
物件不規則時 加入貼圖座標 MapScaler 編輯器



新增磚塊材質



# 2. 水材質製作



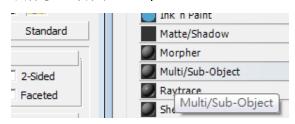


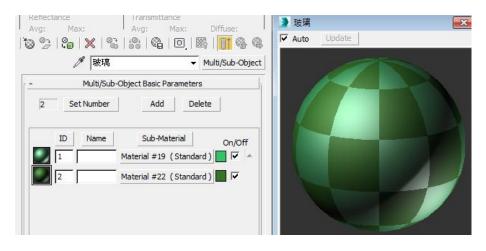
# 3. 玻璃材質

不同面 設定不同材質 ID



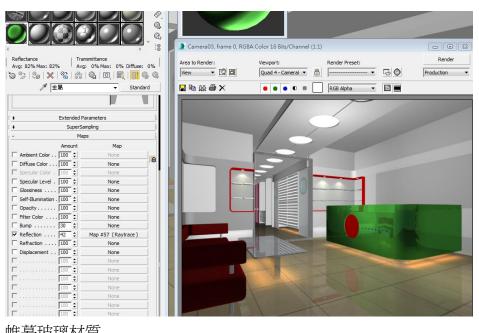
製作多重材質 Multiple Material



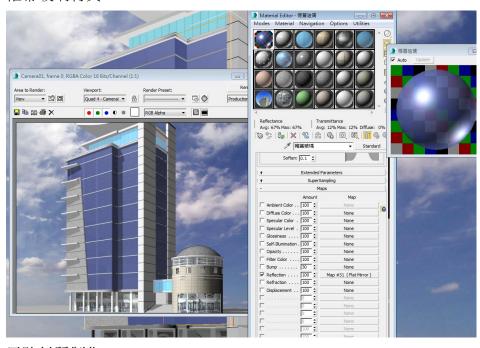




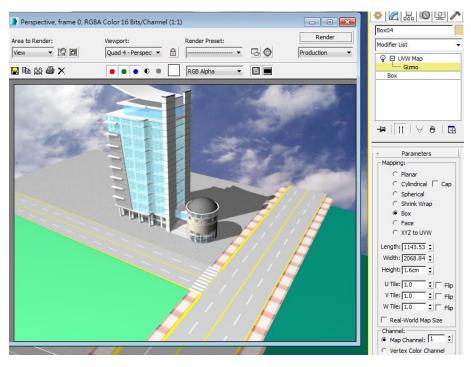
### 4. 金屬



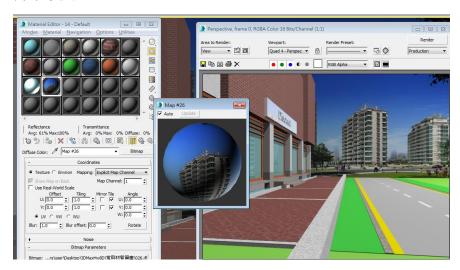
5. 帷幕玻璃材質



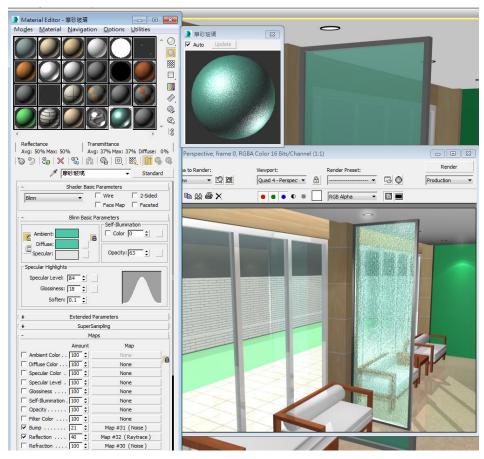
6. 馬路材質製作



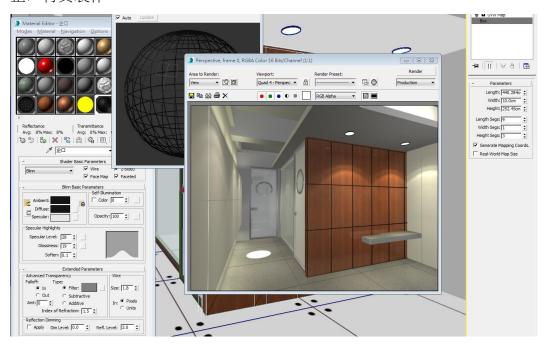
### 7. 背景設定



#### 8. 摩砂玻璃材質



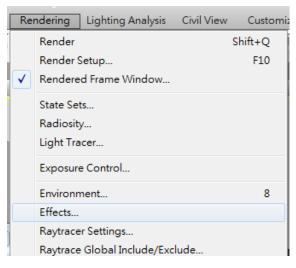
9. 企口材質製作

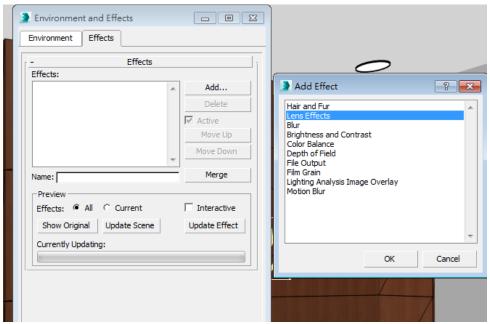


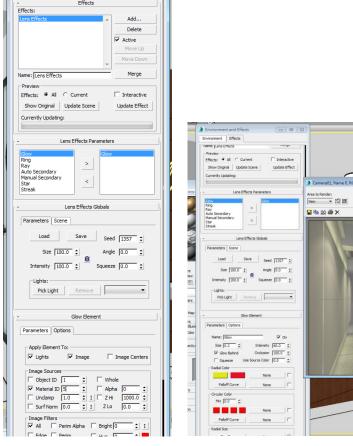
10. 霓虹特效材質設定材質球 ID = 5



## 加入霓虹特效







SERIAL Modifie

Render

Laver: [1 :

Environment Effects

