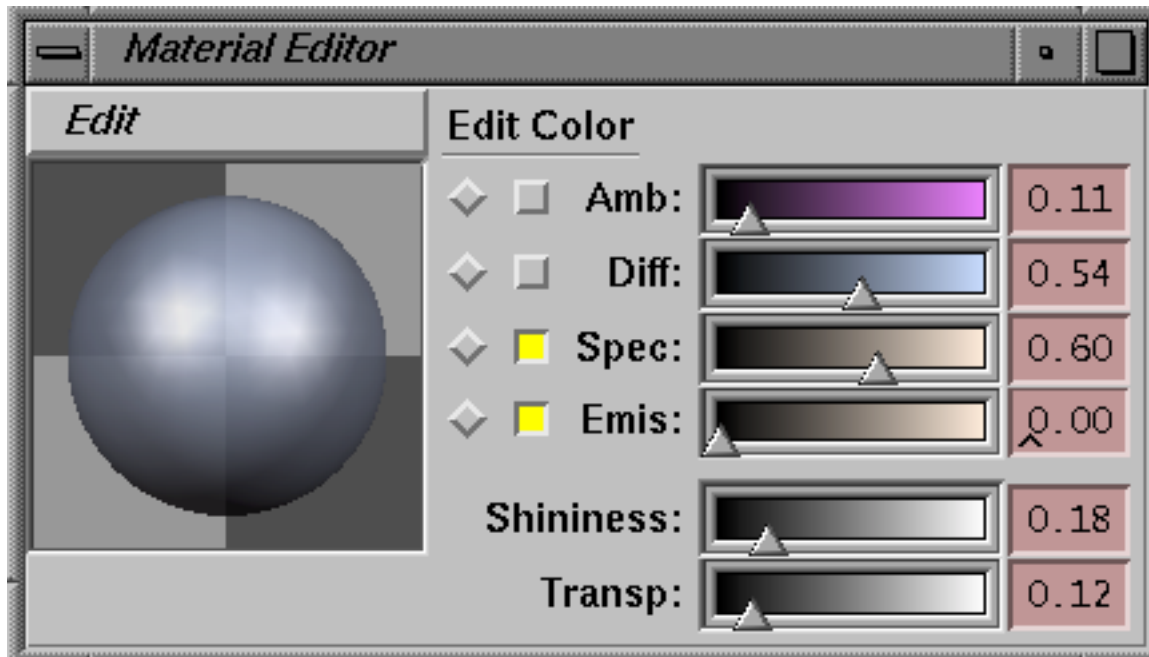# Material Editor

Description:

The Material Editor allows the user to edit color and material characteristics of selected obects in the scene. Materials may be selected from the material list (accessed from the menu bar under "Edit") or can be created by the user. The sphere represents the obect in the scene, and will change appearance as the six coefficients making up the material type are altered. The sphere is also shown with two light sources that show how lighting will affect the material.

Edit:

Explanation of menu bar entries in following pages

Sphere represents obect in scene

Shininess and Transparency:
Shininess and transparency are represented as single values ranging from 0.0 to 1.0. As the value increases, shininess or transparency increase.

Edit Color:
The ambient, diffuse, specular and emissive coefficients may all be assigned color values.

Choosing either a check box or a radio button will activate a Color Editor window. *(Click on Menu icon to see Help cards for Color Editor)*

Picking a radio button in the left column will edit the color for that coefficient only.
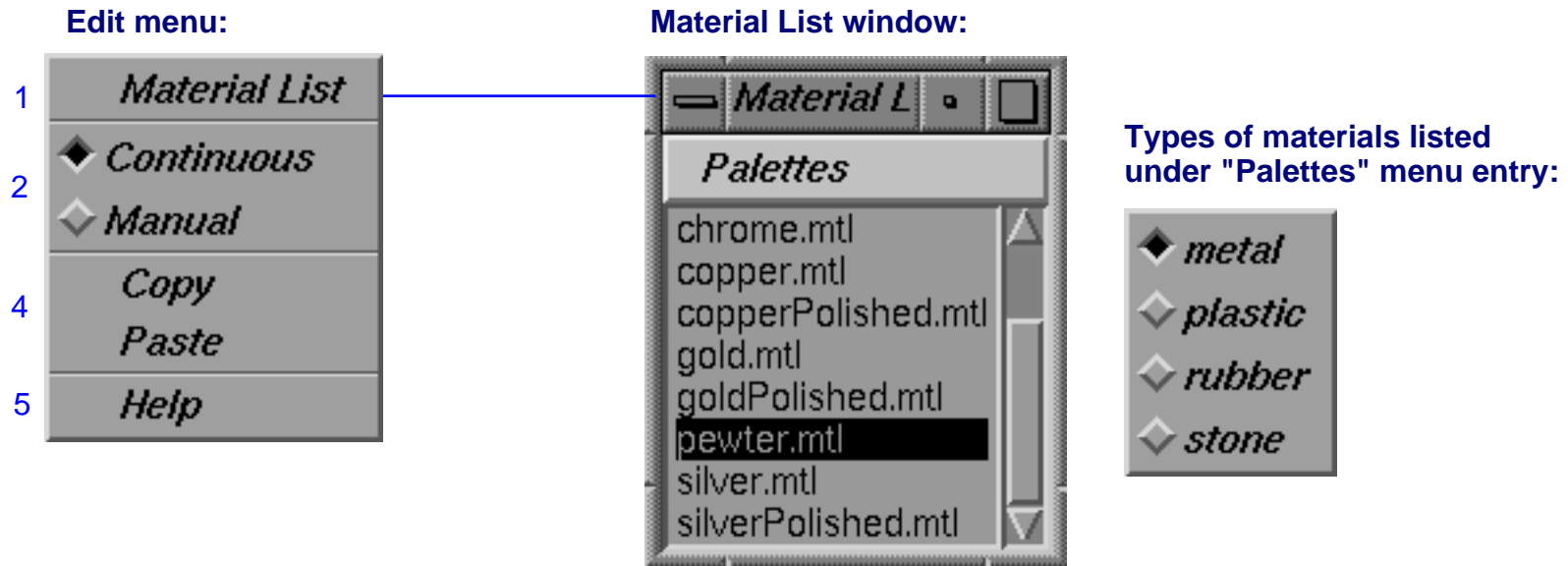
Picking one or more check boxes in the right column allows the user to link the coefficients to the same color editor. This will enable the user to interactively choose the same base color for more than one coefficient at the same time.

The coefficient contribution can then be scaled up or down using the slider or text field at the right.

Menu

Menu entries in the Material Editor

Description:

Edit menu:

Material List window:

1   Material List

2   ◆ Continuous
    ◇ Manual

4   Copy
    Paste

5   Help

Material L ▫ ☐

Palettes

chrome.mtl
copper.mtl
copperPolished.mtl
gold.mtl
goldPolished.mtl
pewter.mtl
silver.mtl
silverPolished.mtl

Types of materials listed under "Palettes" menu entry:

◆ metal
◇ plastic
◇ rubber
◇ stone

1 Calls up Material List window. User can select pre–defined materials from a list grouped by type.

2 Changes made in the Material Editor are updated continuously in "Continuous" mode. In "Manual" mode, an "Accept" button appears under the material test sphere. Changes are updated only when this "Accept" button is pressed.

3 Materials may be copied and pasted between Material Editors.

4 Calls up these Help cards for the Material Editor.

Menu
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