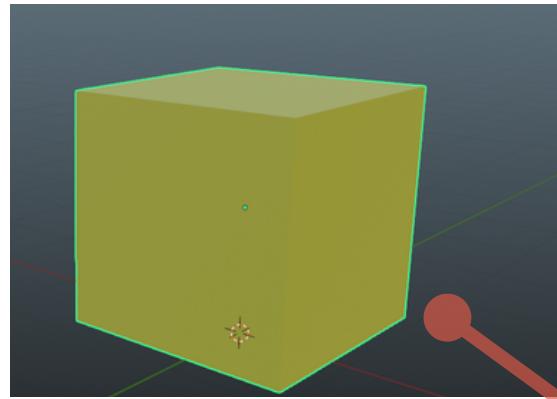
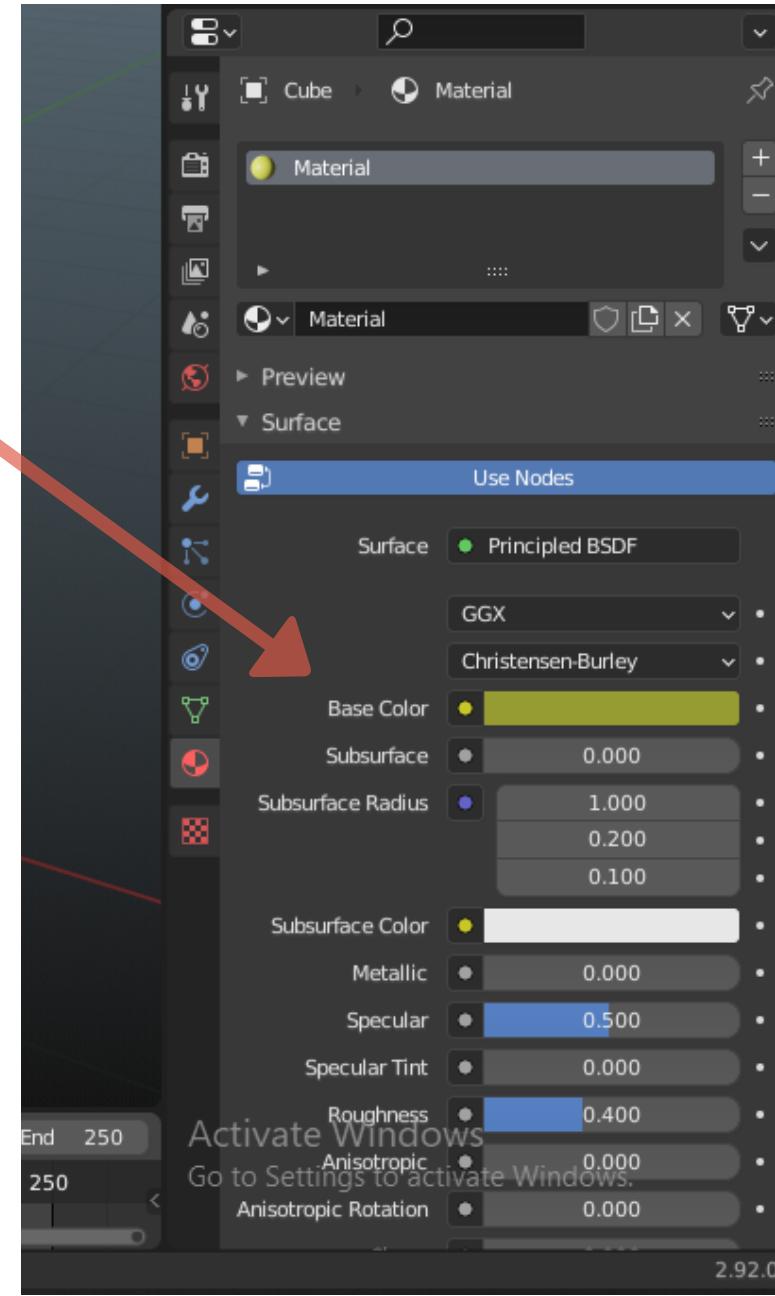


- To add material or colour to object



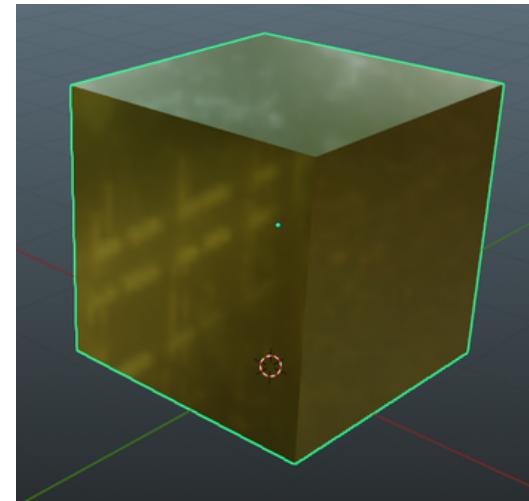
Non-metallic object

Metallic value to 0



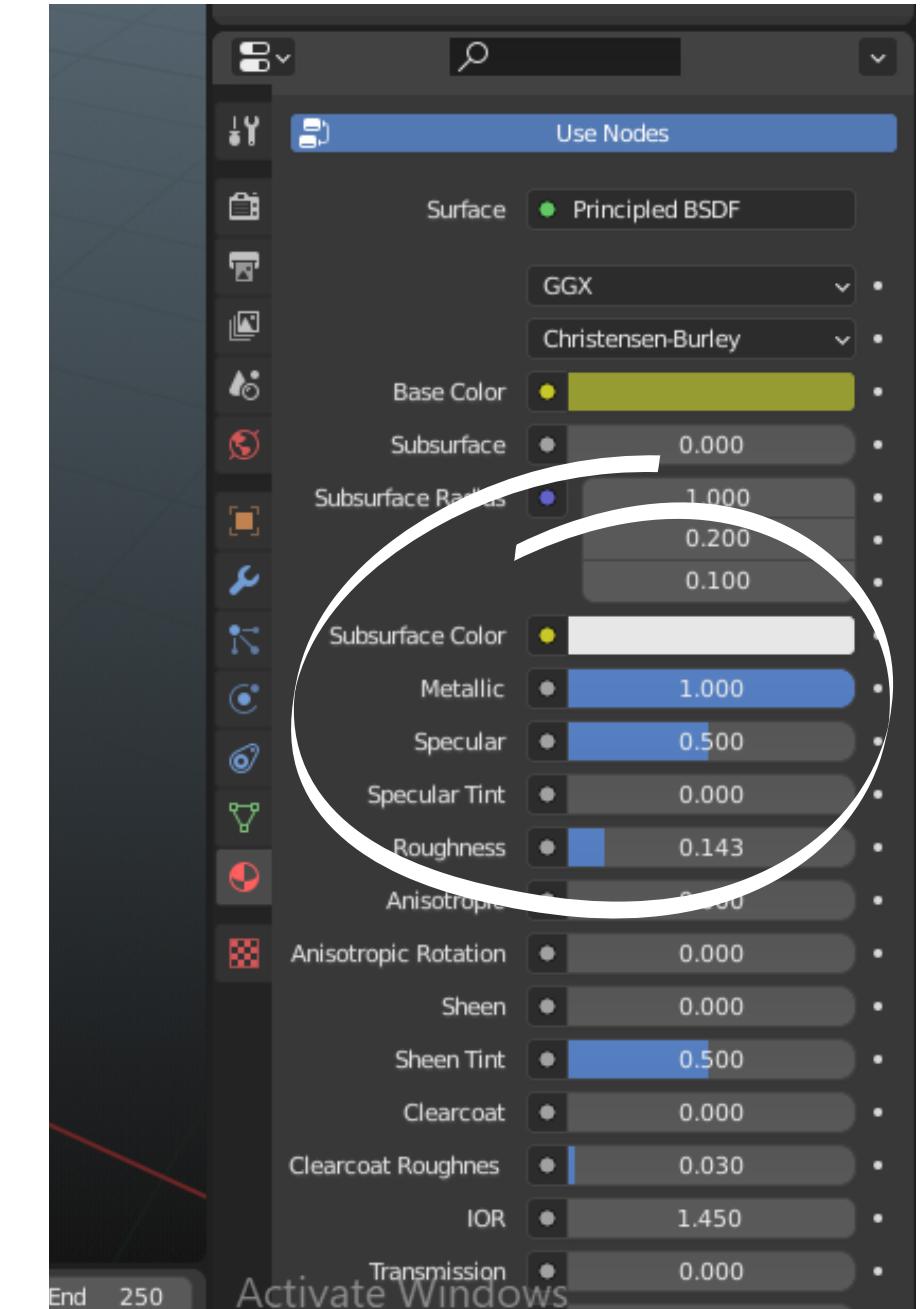
Material properties tab

Metallic



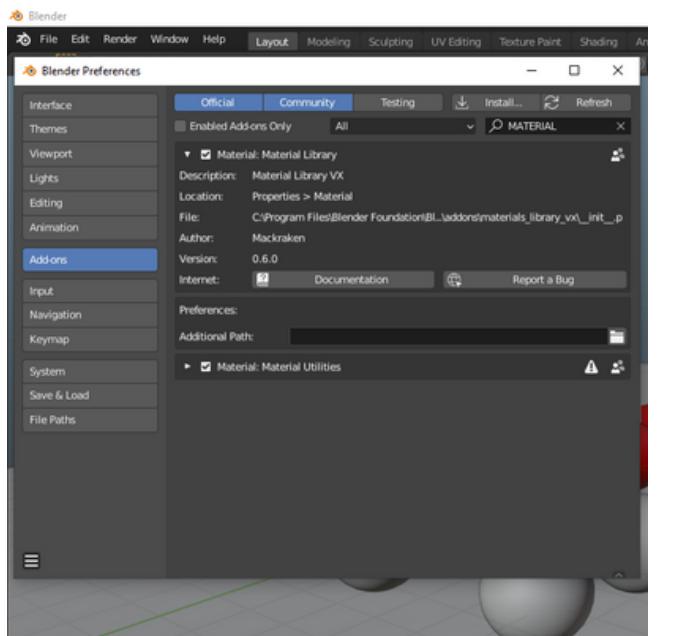
Metallic value to 1

Roughness to 0.143



• Material Library Add On

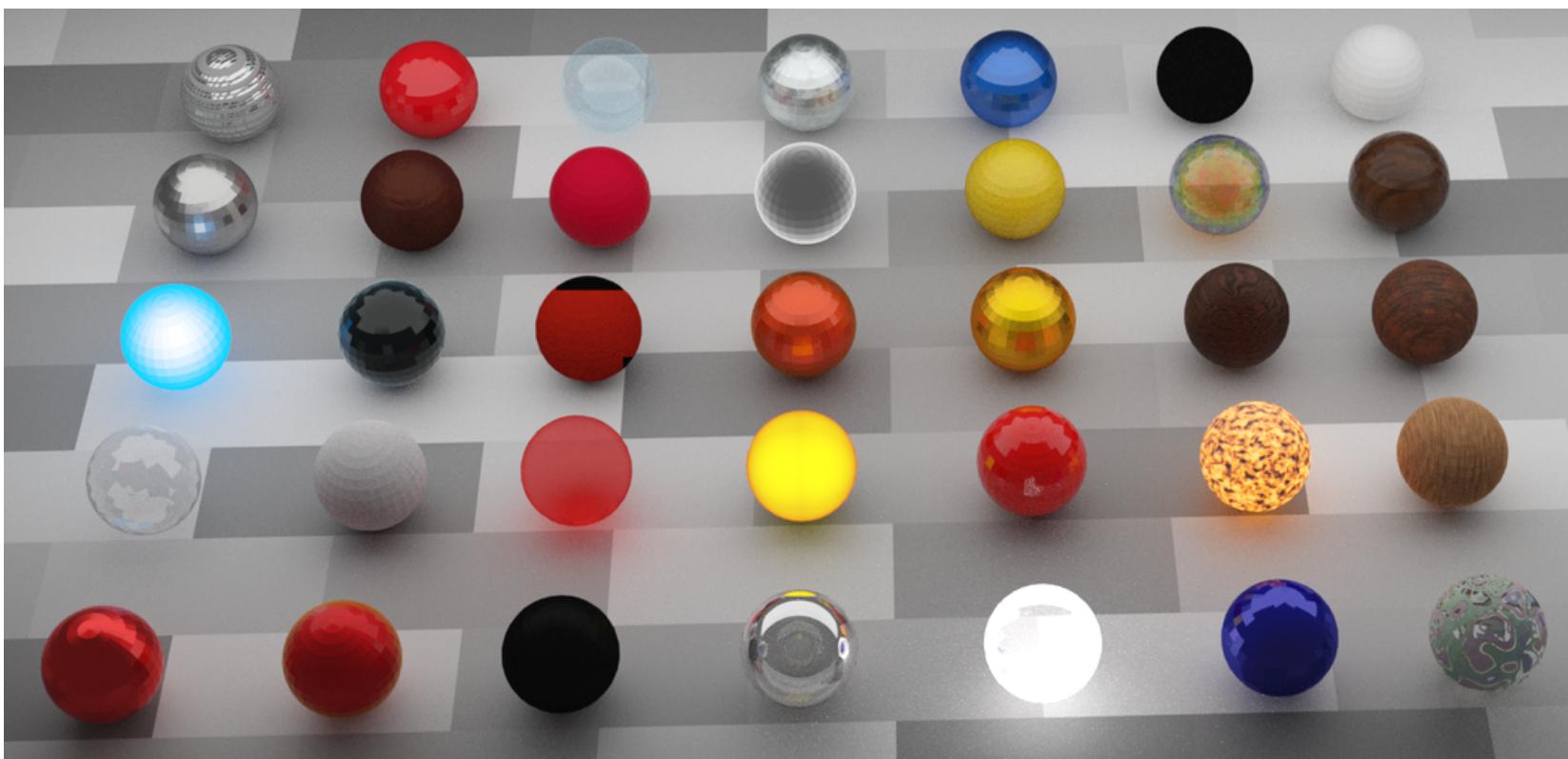
Active addon from preference



List Of Sample Material

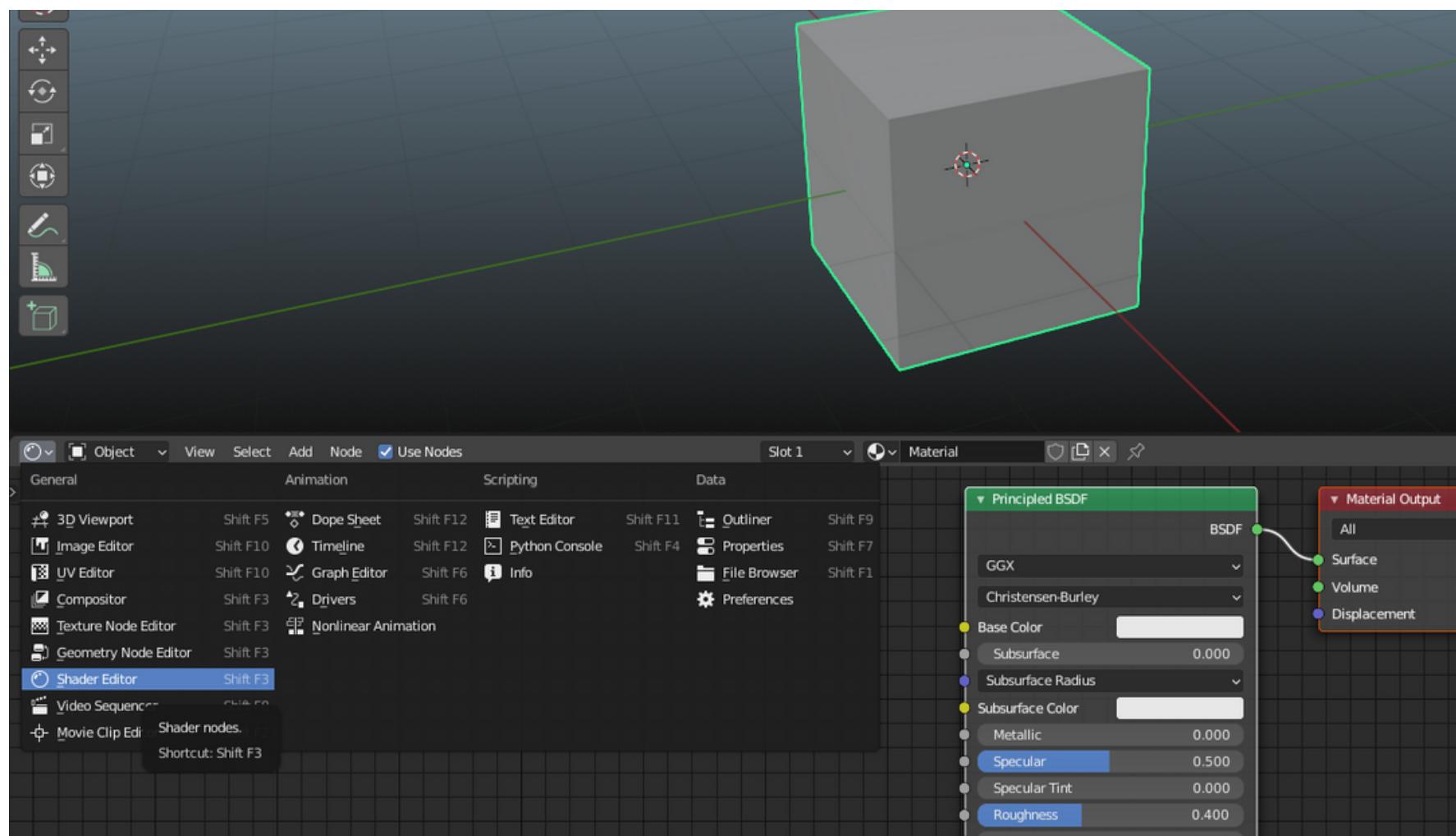


Material output

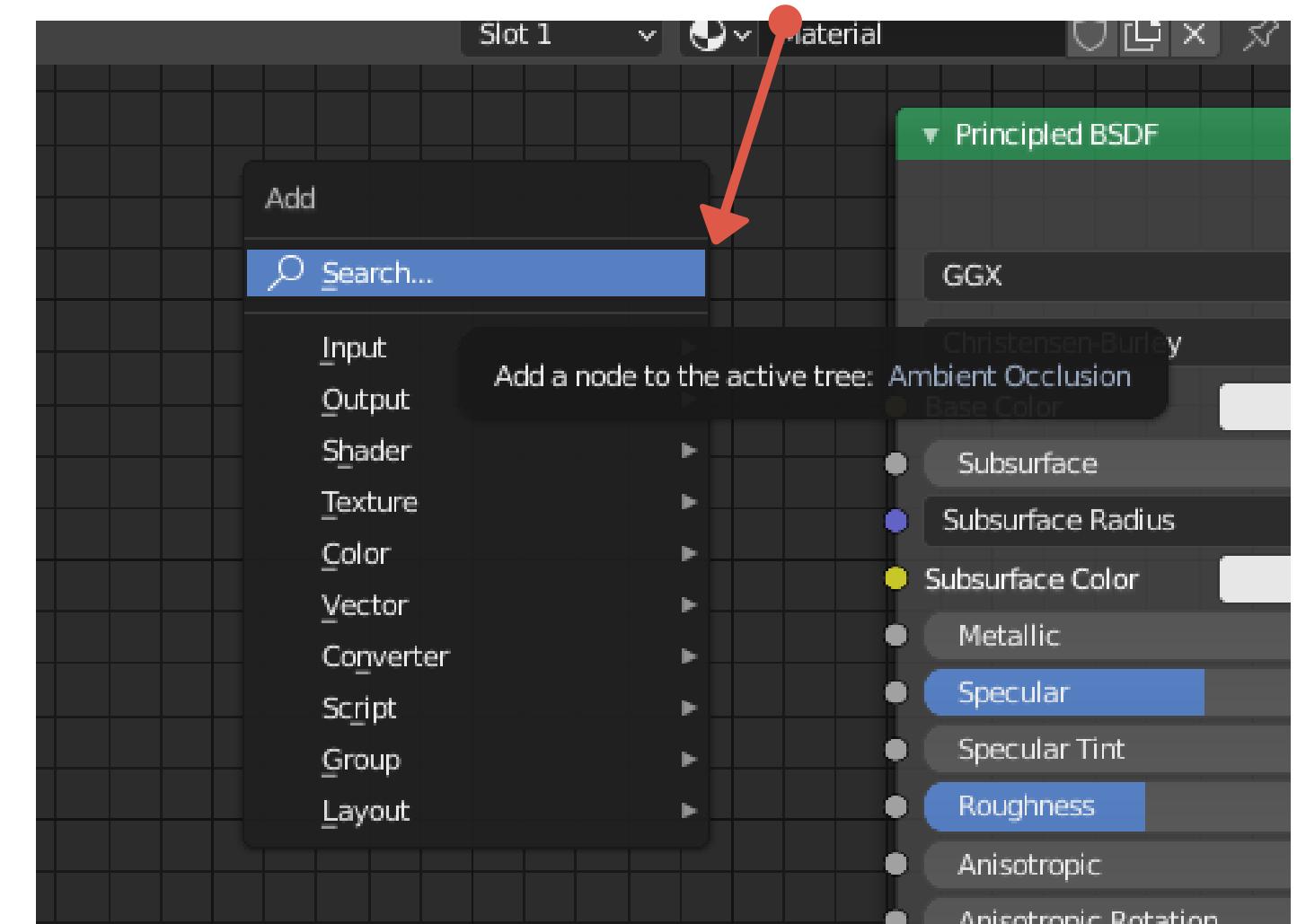


- shader Editor

To open the shader editor

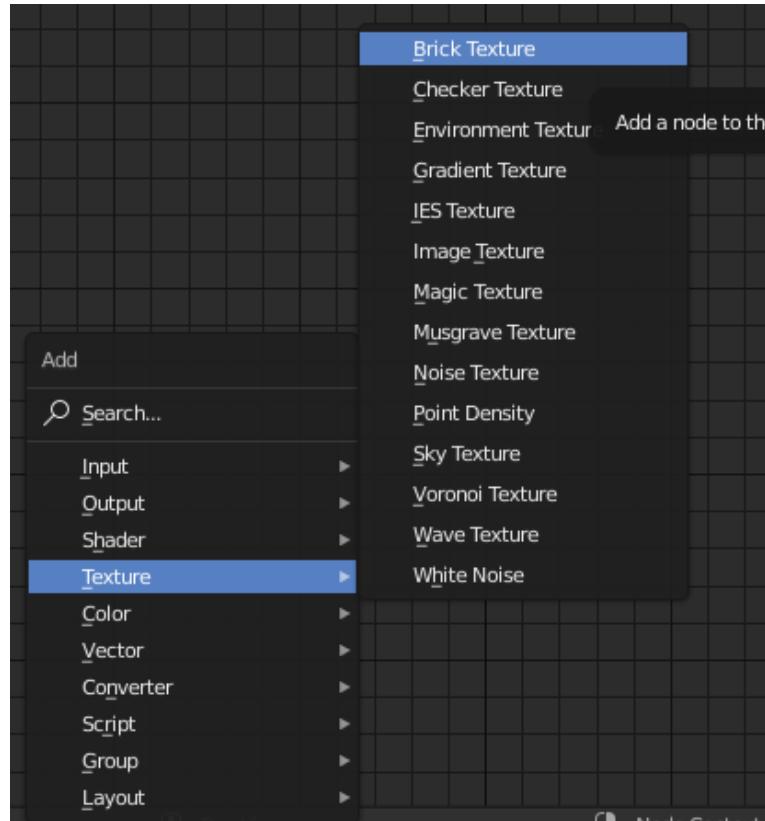


press **Shift+A** for Option

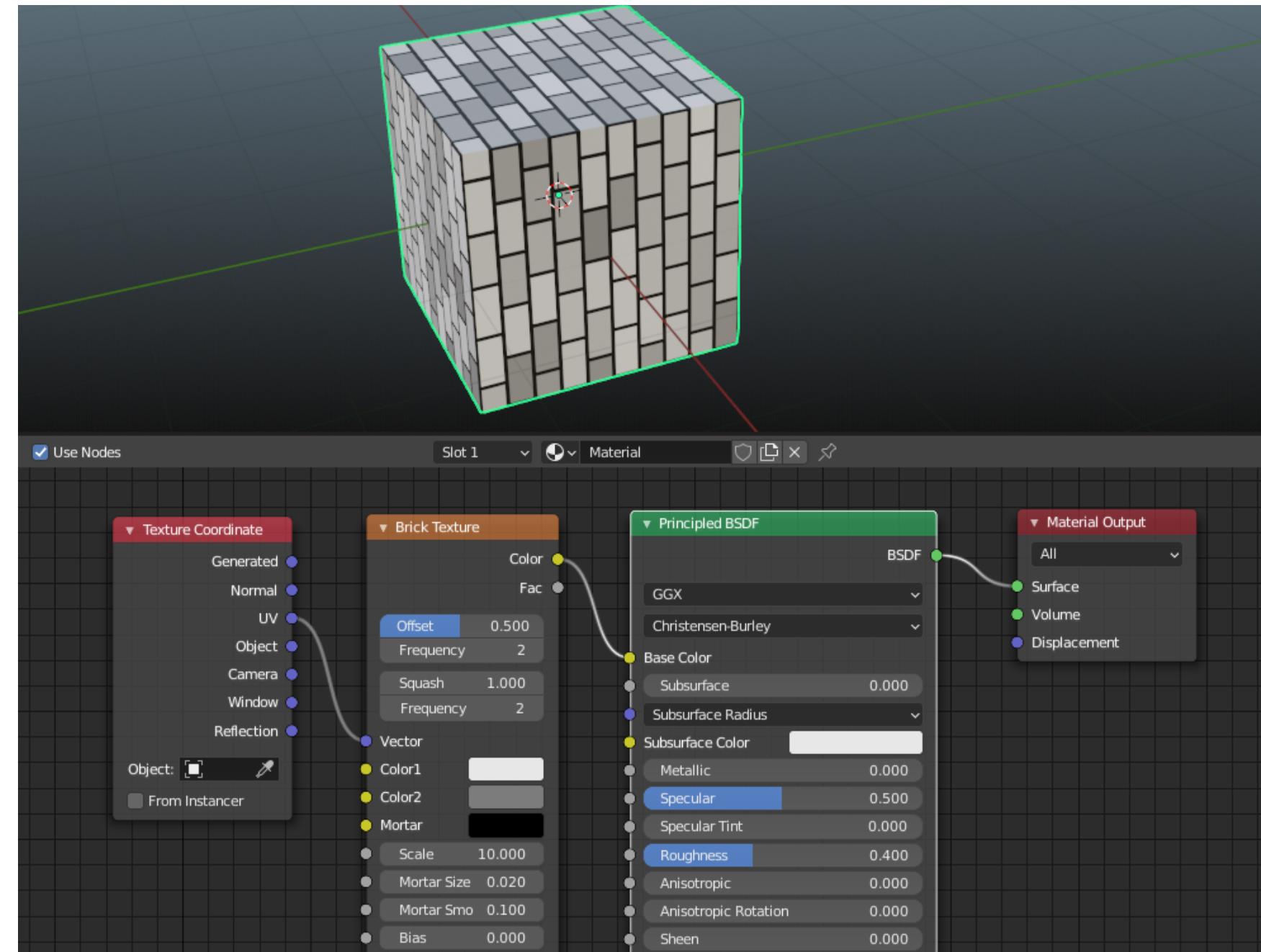


- Texture

list of Texture



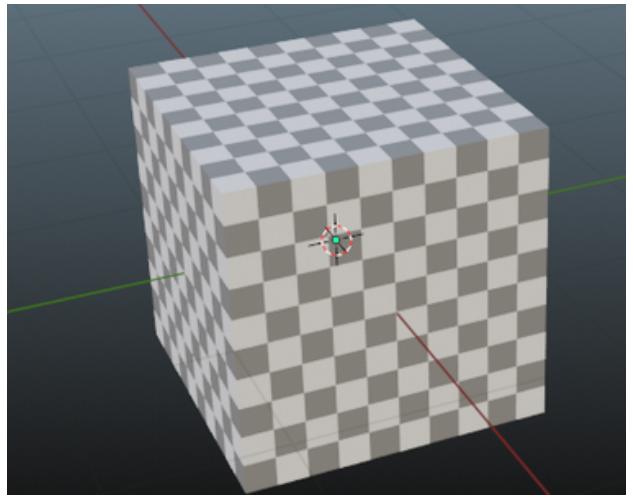
Example Brick Texture



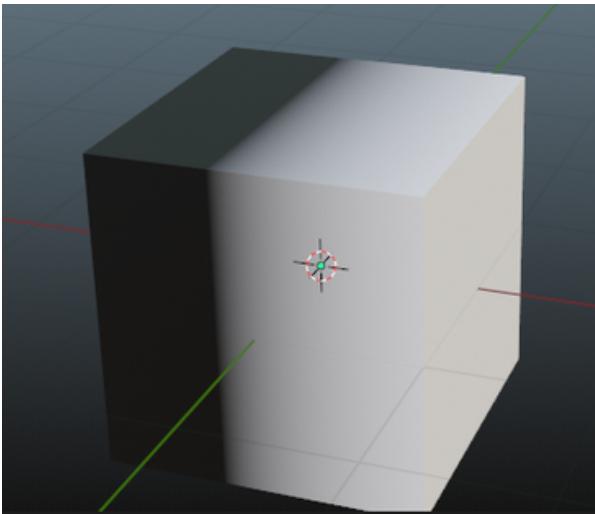
Texture coordinate---UV---Vector---Brick texture--principle BSDF

- **Texture**

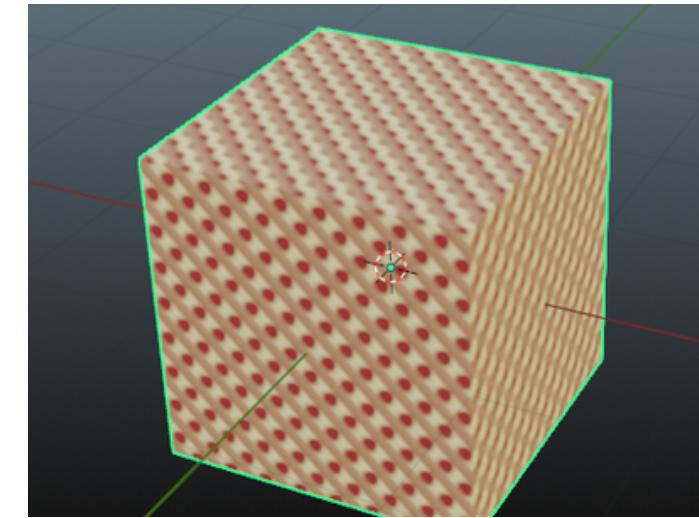
Checker Texture



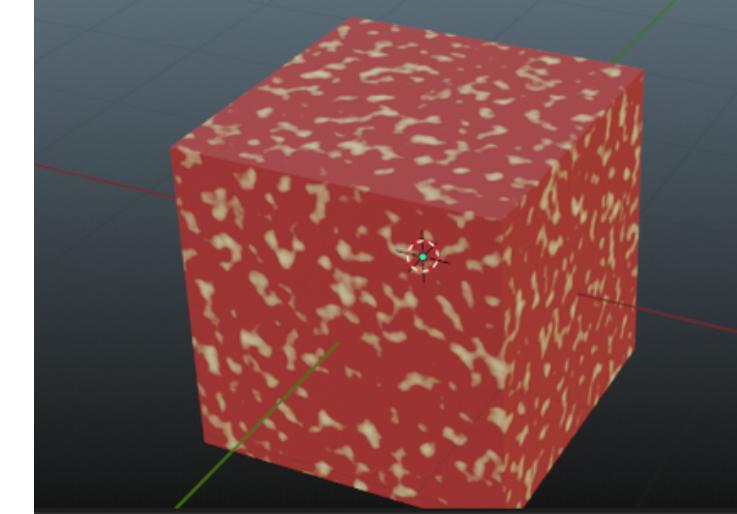
GradiantTexture



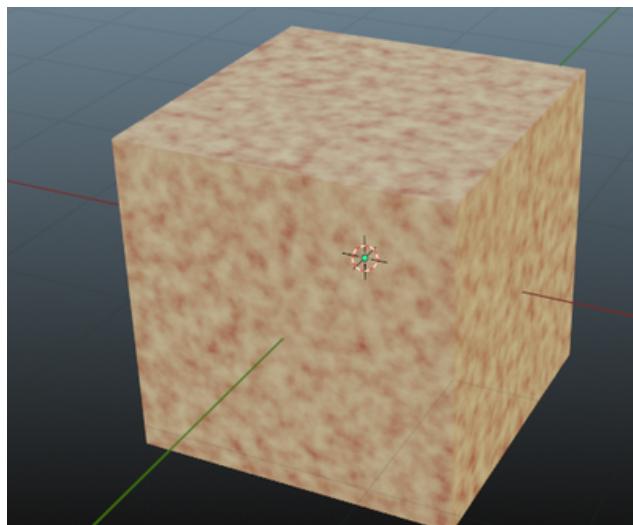
MagicTexture



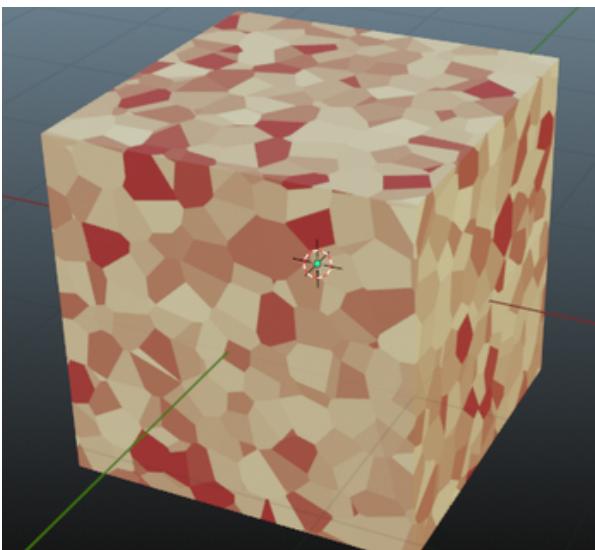
Musgrave Texture



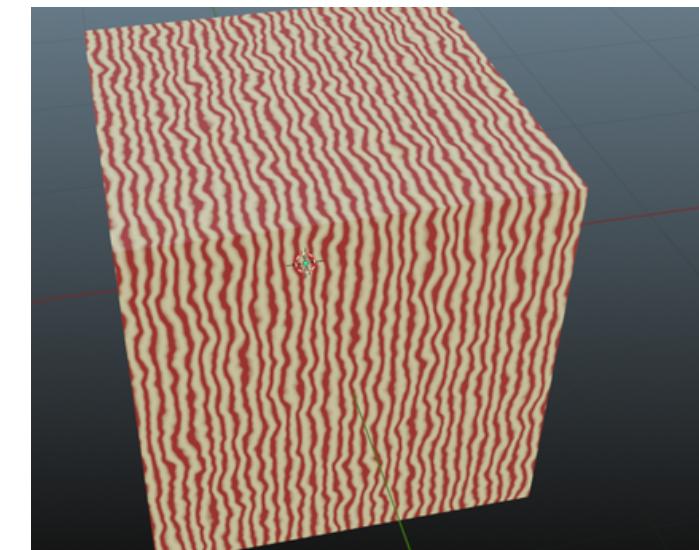
NoiseTexture



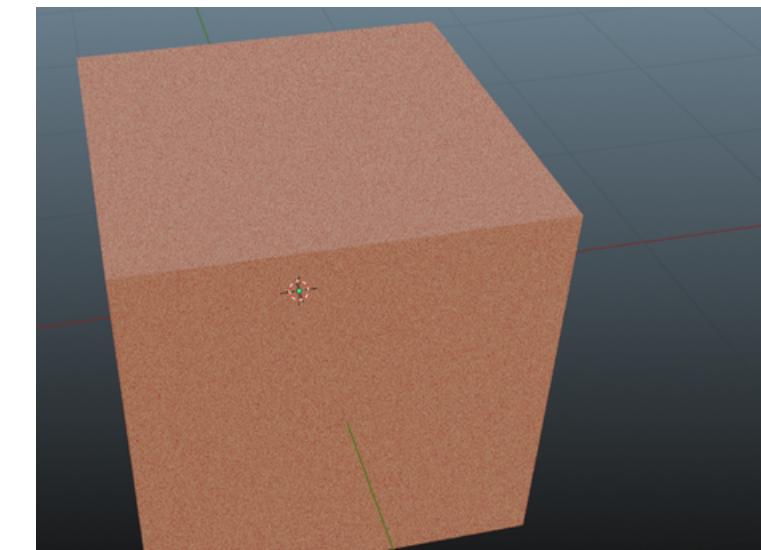
VoronicTexture



Wave Texture



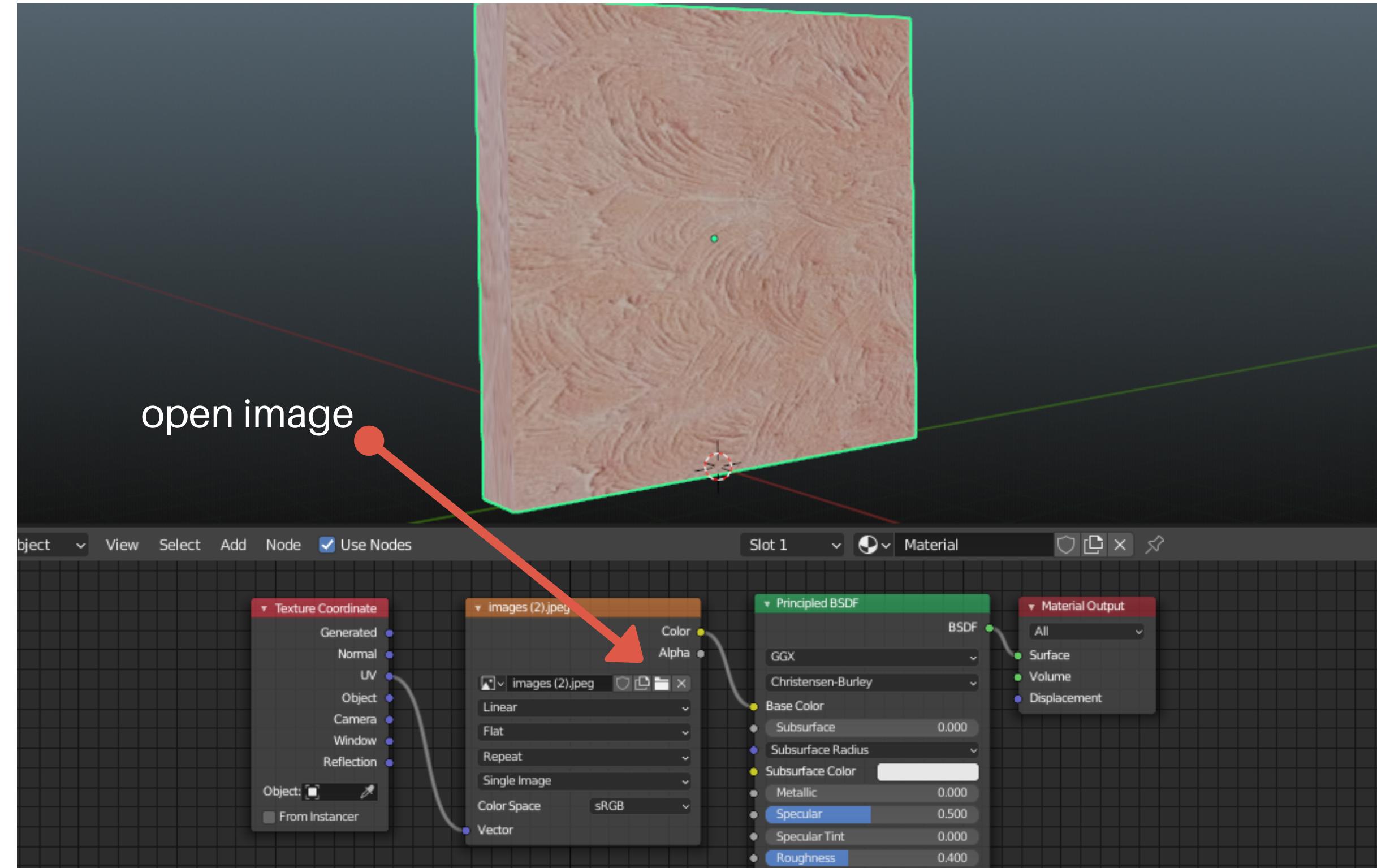
White noise Texture



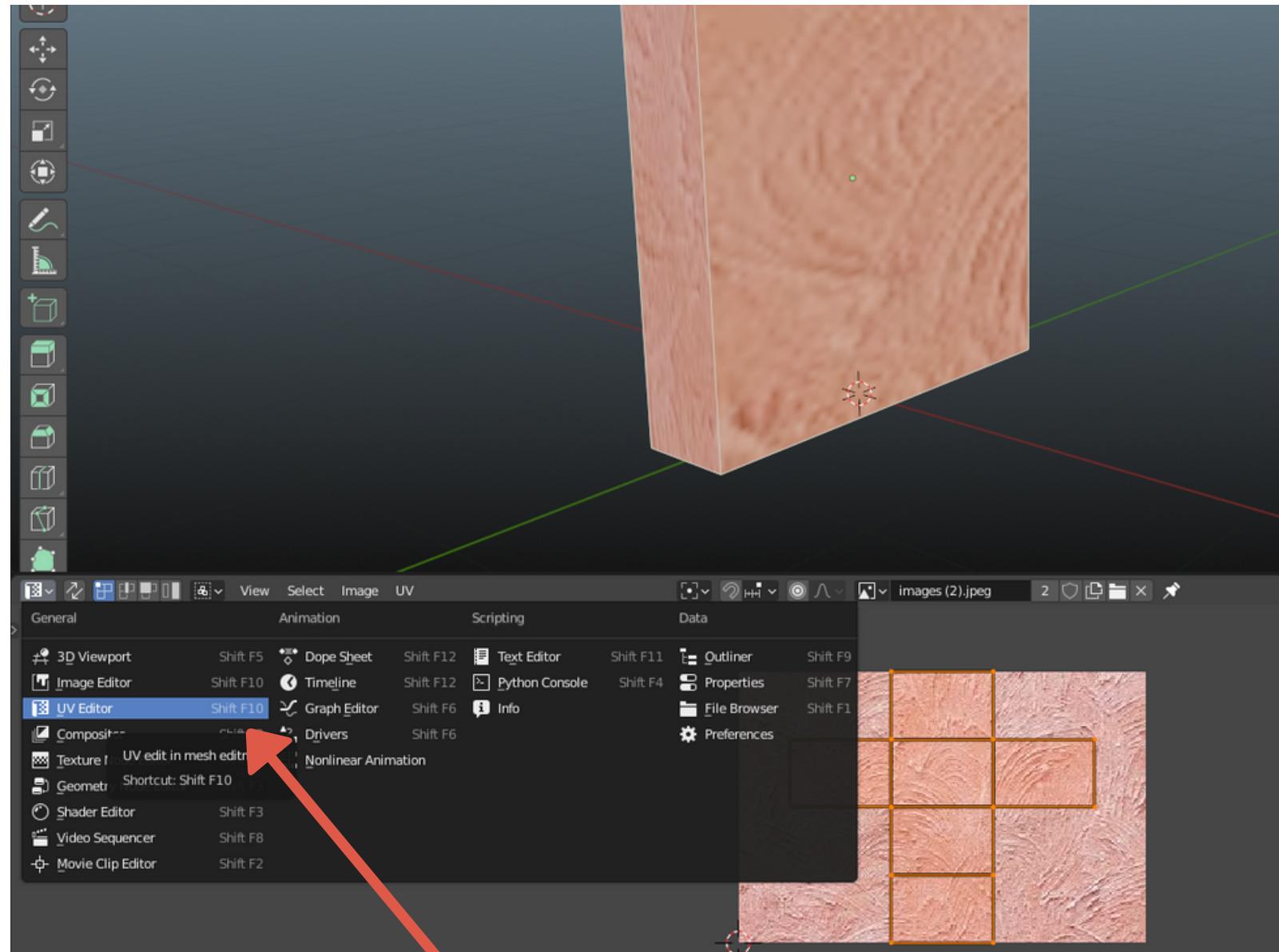
- **Image Texture**



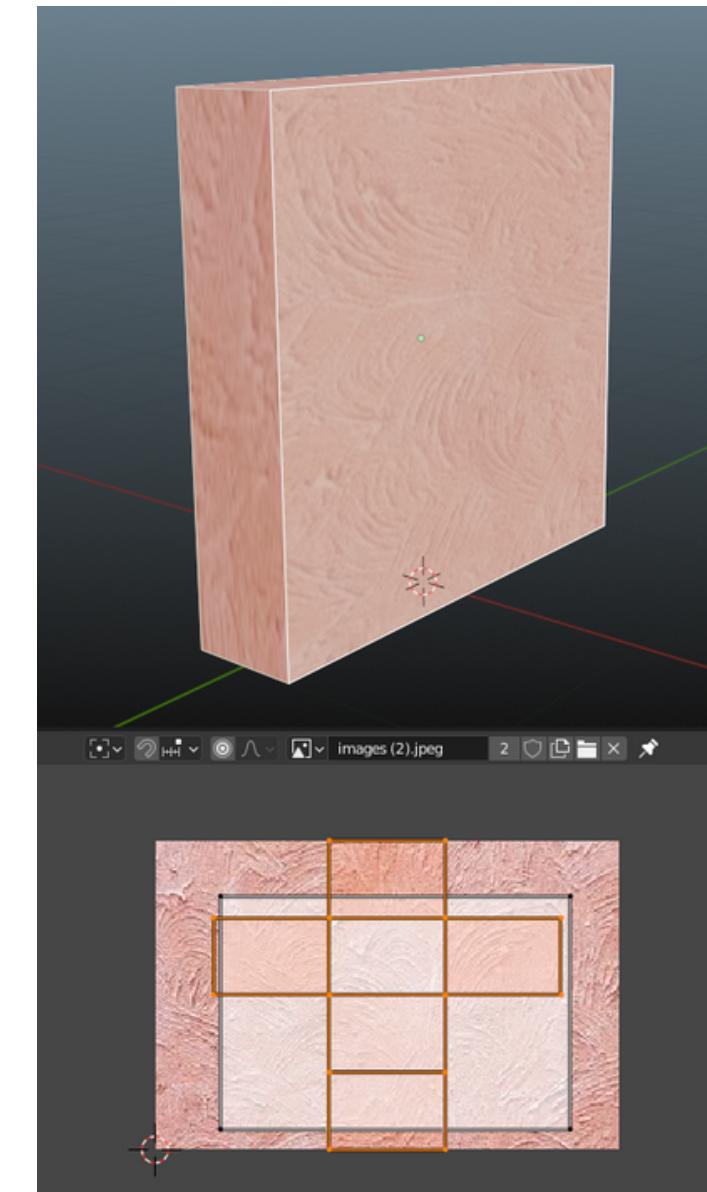
image file



- UV mapping

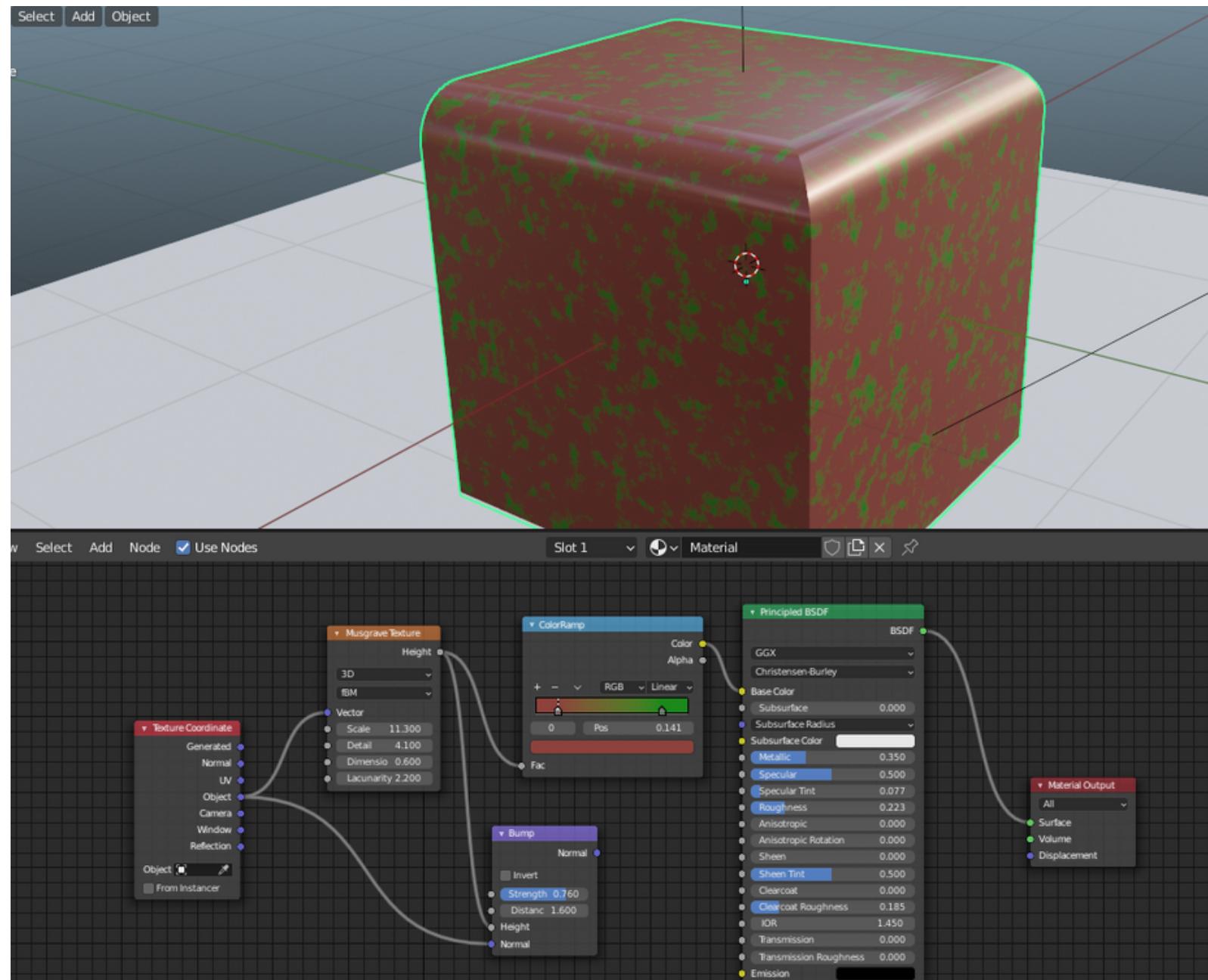


open editor

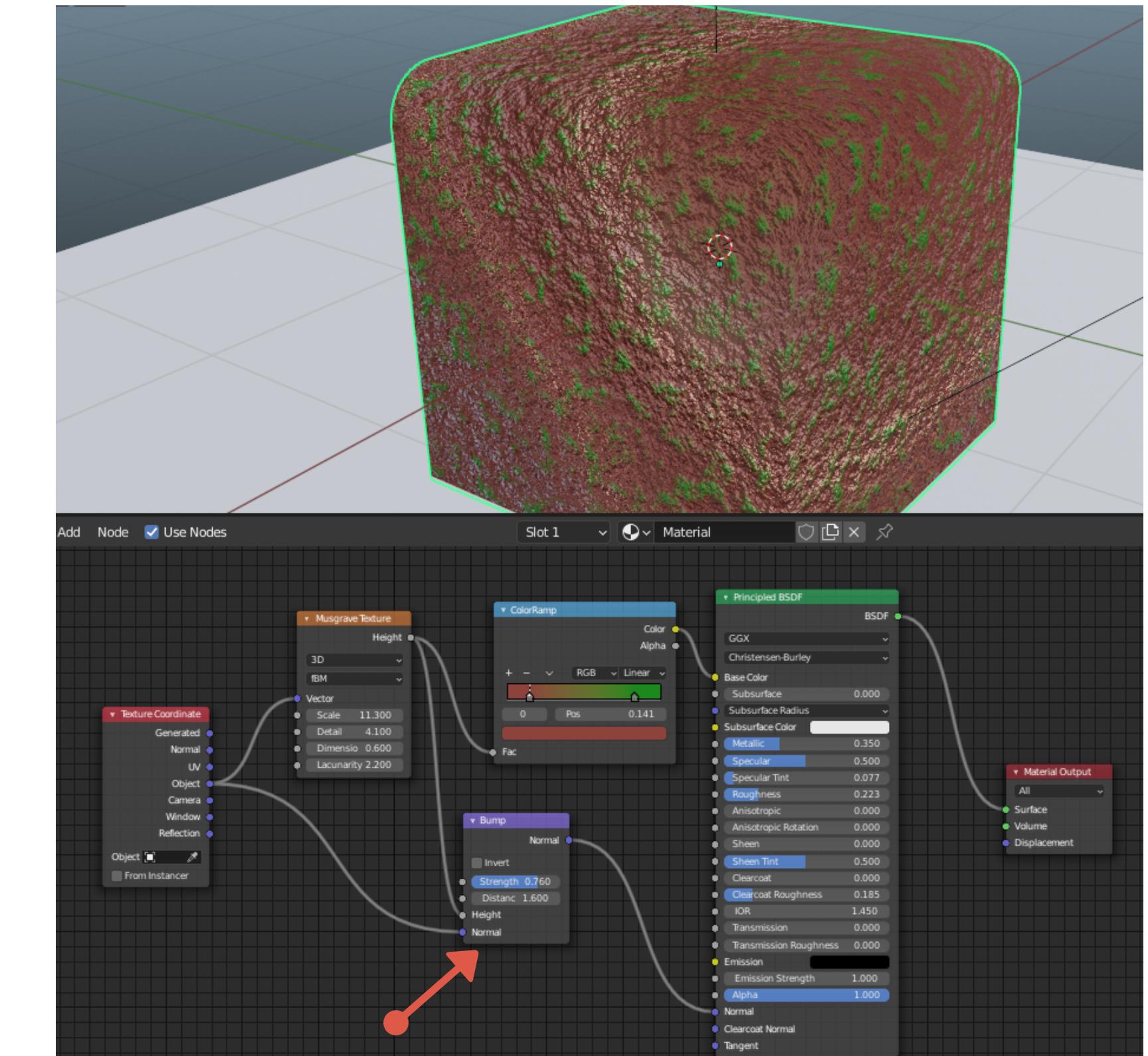


in edit mode select face

- Bump



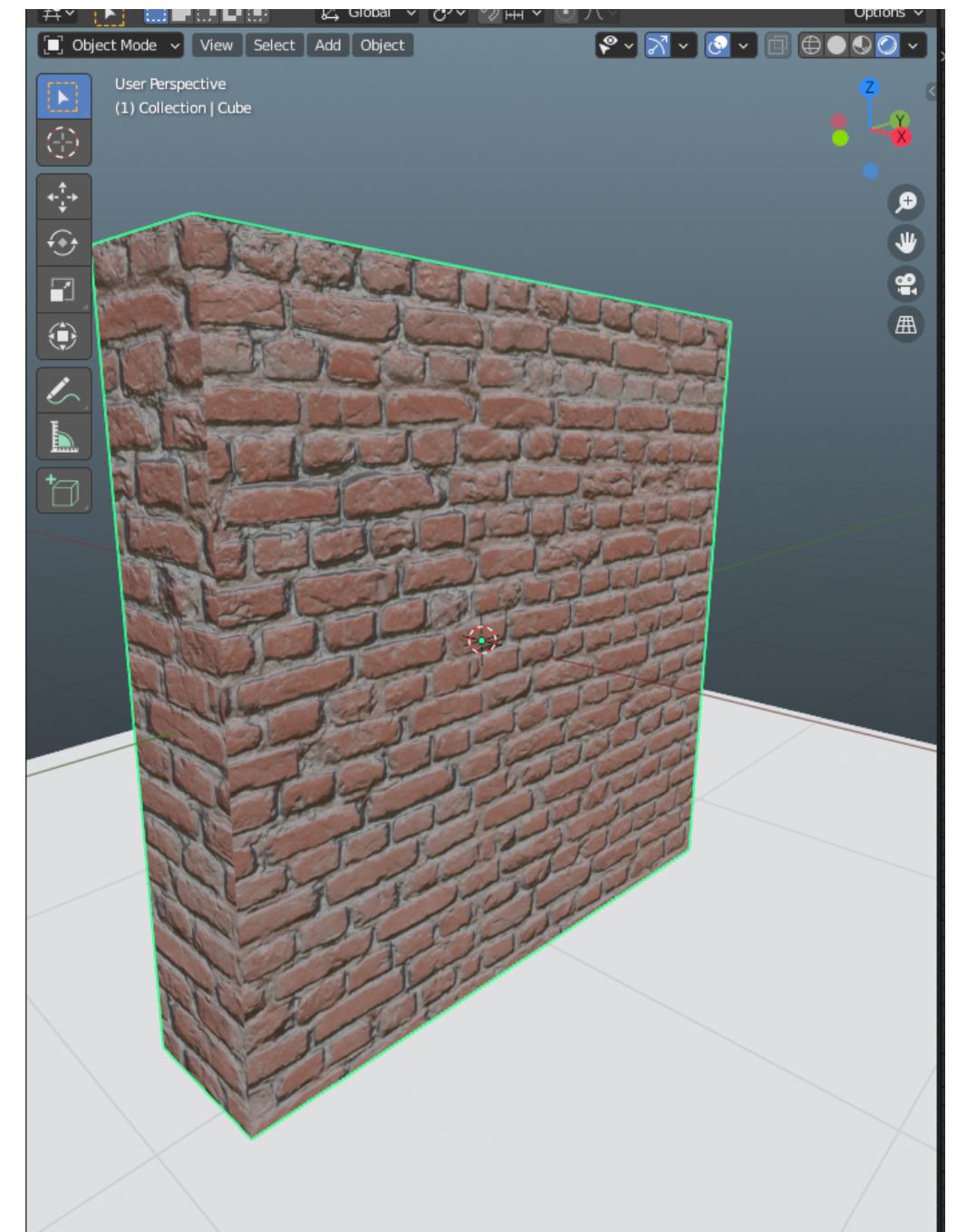
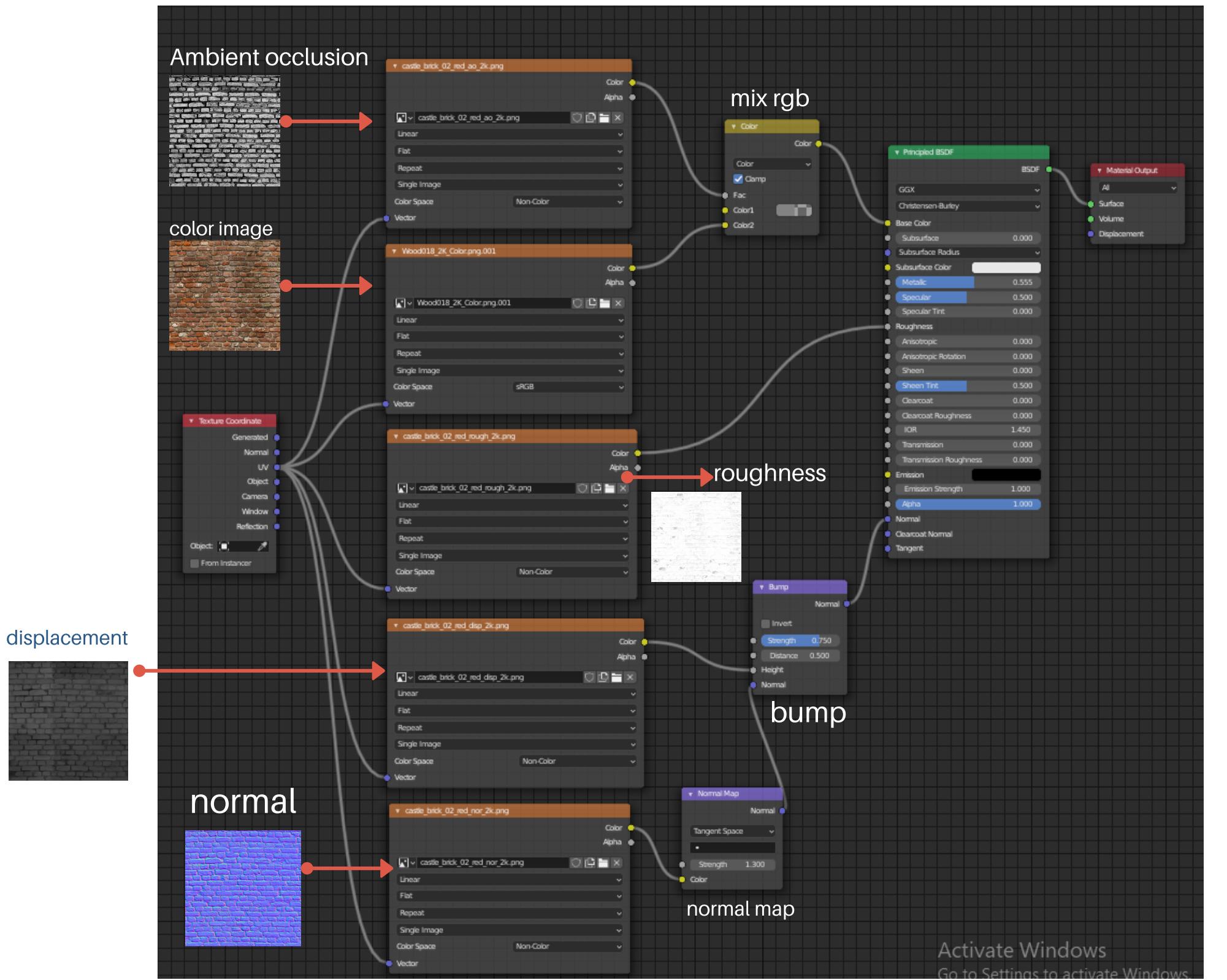
without Bump



with Bump

• PBR material

PBR node setup



Output