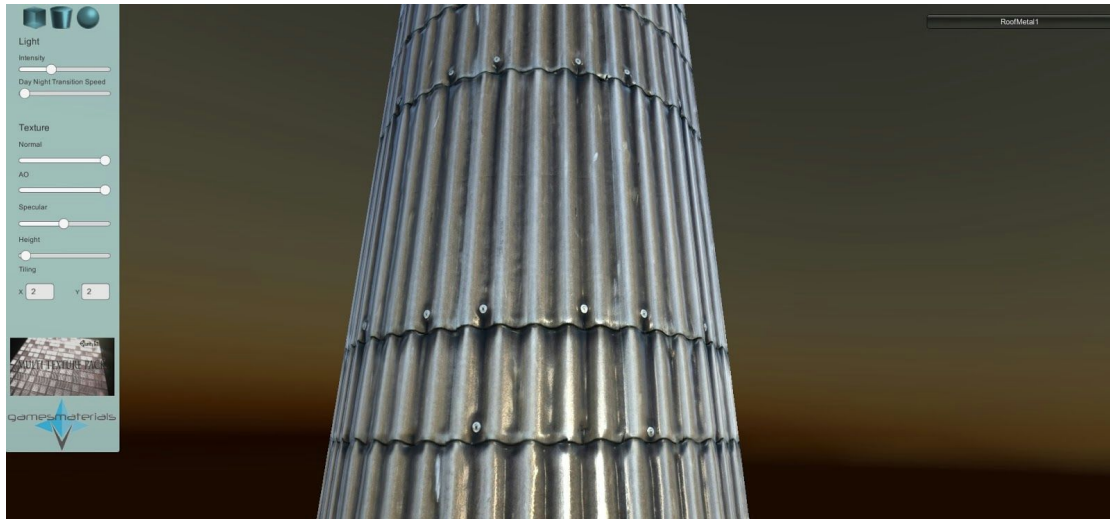


Material Previewer v 1.00



1. Description

Material previewer have been developed in order to easily preview material in real time. There are few tweakable components that will have instant impact on material like light intensity, amount of normal, occlusion height and specularity volume. User can also choose to define speed of night/day transition as well as X/Y tiling. There are 3 objects to preview material on : Sphere, Cylinder and Cube.

2. Setup

PreviewTextures scene is included with this project and it's already set up to preview 6 materials. In order to add new materials for preview in Material Interaction Script attached to Preview Camera increase the size of Materials List then drag and drop new material. It will automatically appear on droplist selection once Material Previewer is running.

3. Scripts

- **ColorsDefinition.cs** - class that stores default color values
- **ComboBox.cs** - script that is responsible for material dropdown behaviour
- **MaterialInteraction.cs** - generates material dropdown list based on previously selected materials
- **RotationAroundObject.cs** - rotation around object in all axis, zoom in/out
- **SceneSetup.cs** - core script for interaction with currently selected material

4. Sample materials taken from <http://u3d.as/gq7>

5. Have fun and enjoy!