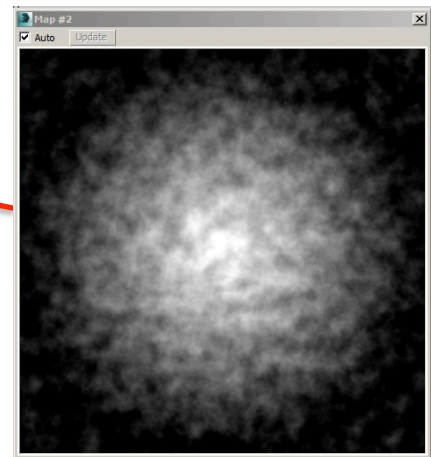
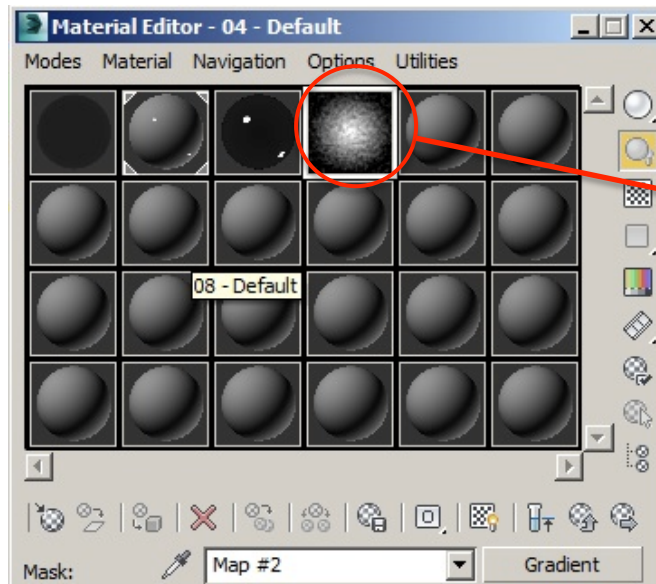


A **MATERIAL** is a shader definition and it contains all the information about the appearance of an objects surface.

Aside from material we also have MAPS. Maps are textures or patterns that are attached to a property of a material such as its color (diffuse), its transparency levels(opacity), its skin (bump), etc. In the materials we can create mask to feather out the edges of particle types to have a realistic effect upon rendering.



Double clicking on a slot will show a bigger pop-up window of our material. This way we can better appreciate what we are doing.



This Icon is the command to open the material library and map library so we can create new maps and materials.



This is the apply to selected object command. So it will apply the material to the object that is currently selected in our scene.



This is the show end result command, with this turned on we can see how our material will look.



This is the command to go up to the parent material (main parameters) when we are modifying one of its parameters like color or transparency.



This Icon is to change from sphere, cube, and cylinder to check our results.



This is a backlight to simulate the effect of light and shadows on a material slot.

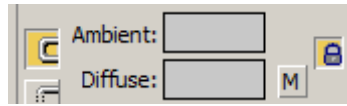


This turns on and off the background of our material slot. Useful when working with a material that has levels of transparency.

BLINN PARAMETERS



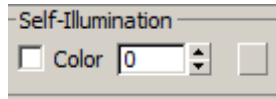
Remember to check this box when mapping onto particles so you are able to see the transparent (feathered) edges.



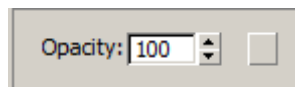
This section is where we change the color of the material, either by mapping or just playing with the colors. In order to have different colors for ambient and diffuse you must turn the lock off.



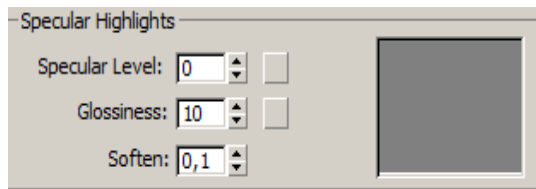
These blank blocks are actually buttons that will open the material and map library so we can map onto a material.



This setting refers to the glow coming from the object (not to be confused with its shininess or reflectivity).



This is where we set up the transparency of a material. It is also the place where we usually map masks in order to blur out and feather particle edges.



If working with metals, glass, or any other material that needs to have a level of glossiness to it, this is where you set it up. As you can tell by the empty blank boxes, you can also apply maps in those parameters.

