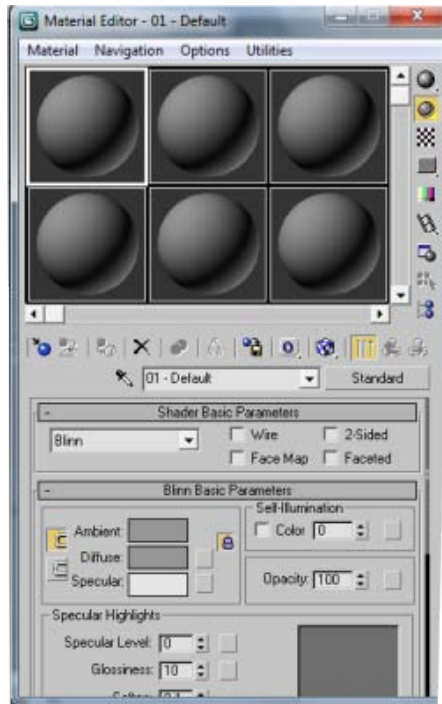


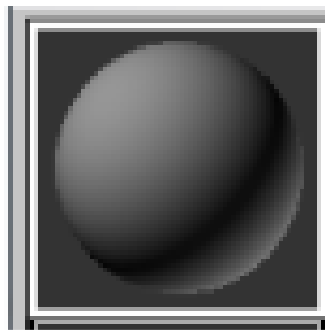
Applying Material

Material is popularly known as texturing is very important in Autodesk 3dsmax. It is used to give object a real life texture in Autodesk 3dsmax. Materials are used to make object look more beautiful compared to using ordinary color on objects.

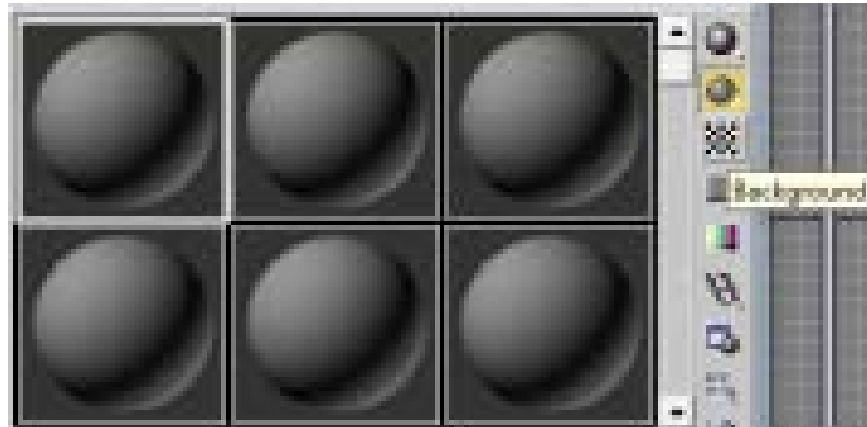
Hit M on the keyboard to bring out the Material Editor panel. Below image shows the Material editor panel.



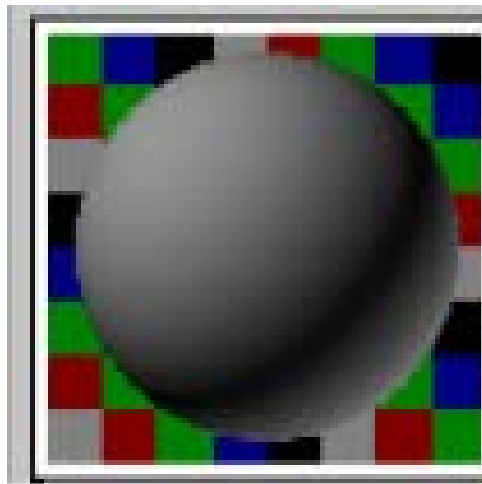
You will notice that the first material is outlined in white square. Which means is ready to be used.



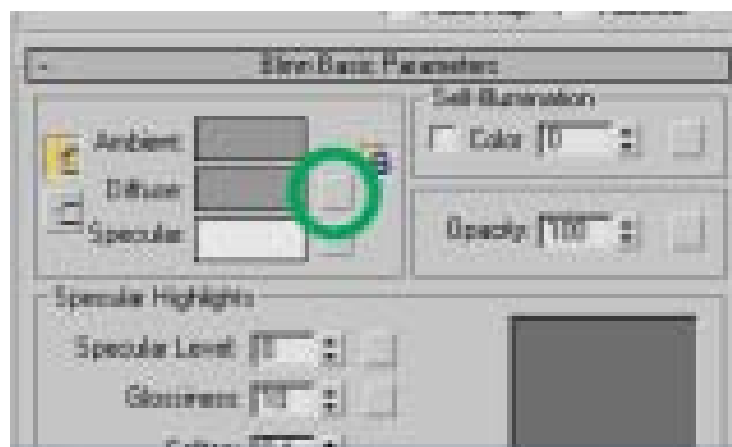
The next thing is to give it a background so that we can clearly see the effect when we assign a texture to it. To do so, click background



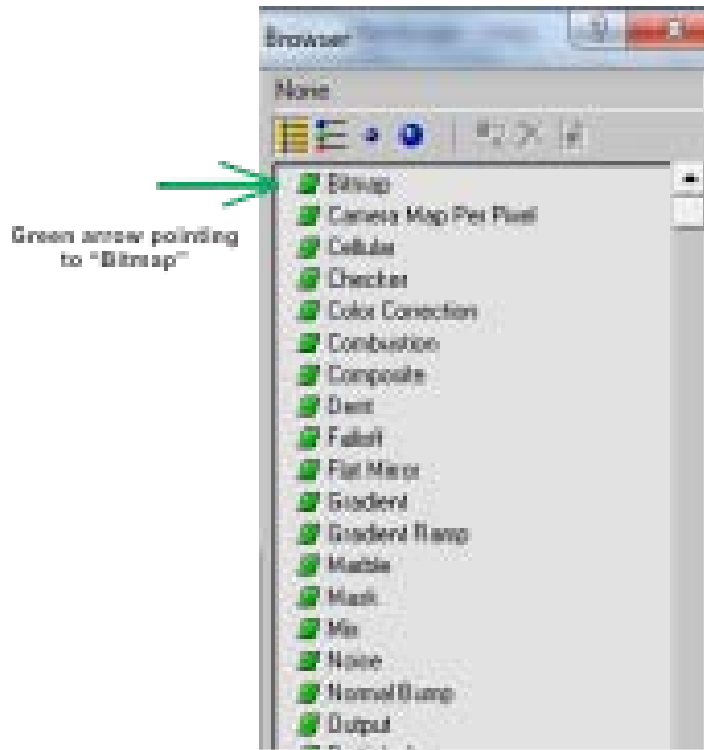
If you did the above step, the ball should have a background like the image below



Now click on the little box beside Diffuse.



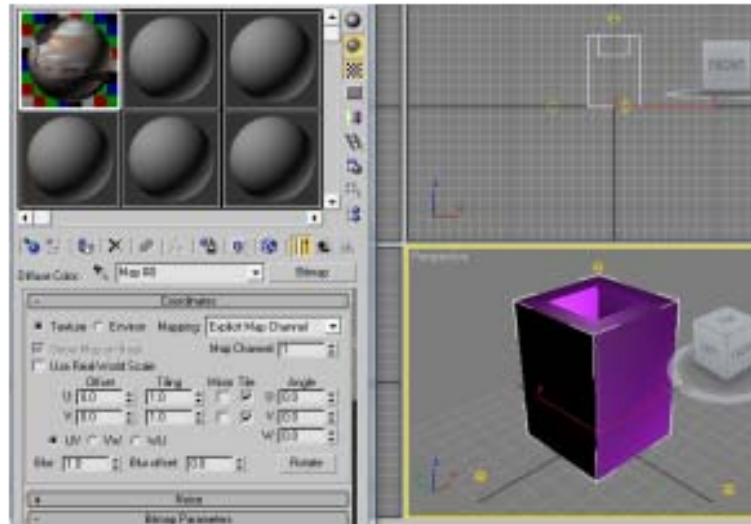
We are going to use an image in our computer as a material. So in the dialogue box that pop out after you clicked on the little box beside the Diffuses, Double-click on “Bitmap”



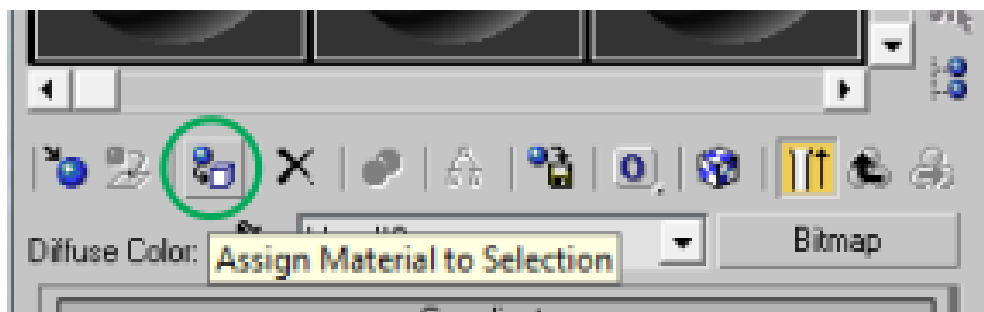
Now browse to the image you want to use, and when you get to one, Double-click on on it. Now the ball should look like the image below, depending on the texture of image you used.



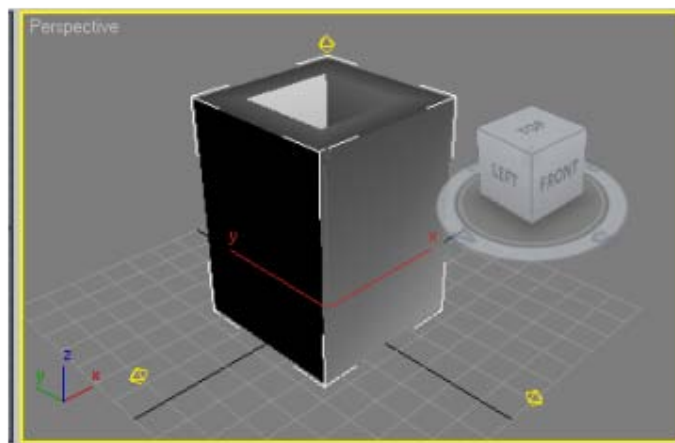
Now select the object on your scene



From the Material Editor panel, Click on Assign Material to Selection



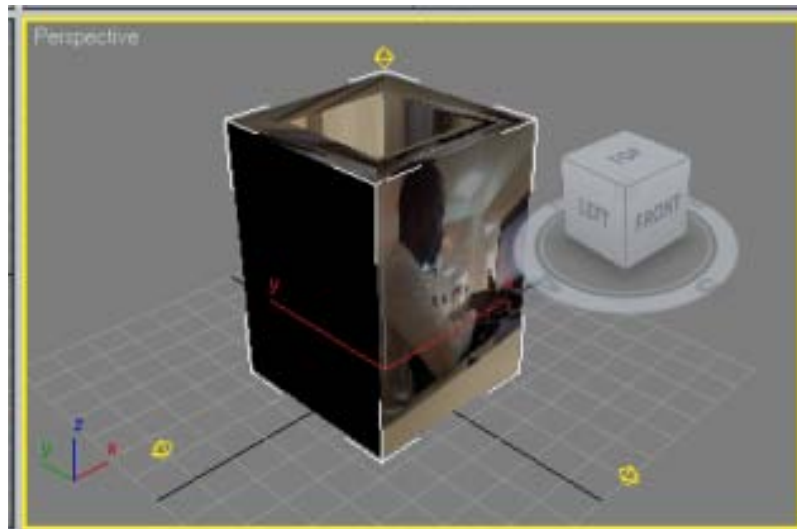
The box should look like the image below, after you click on Assign Material to selection



The last step is to click on Show Standard map in Viewport



The image below should be the texture of the box, depending on the image you used.



You can now try it out on your own and see if you can get it correctly.