**Getting Started - Chapter 2 – Texture**

**@@启程-第二章-纹理@@**

**Add Texture**

**@@添加纹理@@**

In order to add color and texture to our meshes we apply a material to them. The basic material is the standard material created like this

@@为了给我们的网格添加颜色和纹理，我们首先要为这些网格添加“材质”属性。最基础的材质叫做“基础材质”，通过以下方法建立。@@

const material = new BABYLON.StandardMaterial("name", scene);

Let's make the ground color green for grass

@@让我们把地面的颜色设为绿色，作为草地。@@

const groundMat = new BABYLON.StandardMaterial("groundMat");

groundMat.diffuseColor = new BABYLON.Color3(0, 1, 0);

ground.material = groundMat; //Place the material property of the ground 设置地面的材质属性

Since there is only one scene we can drop that parameter and let it default to the current scene.

@@因为这里只有一个场景，所以我们可以省略scene参数，默认使用当前场景@@

Setting a color requires three parameters, red, green, blue (r, g, b) each 0 - 1 inclusive (0, 0, 0) is black and (1, 1, 1) is white.  
For these colors you can use

@@设置颜色需要三个属性，红、绿、蓝（r，g，b），每个分量的范围都是0-1，(0,0,0)是黑色(1,1,1)是白色。你也可以使用以下预定义颜色：@@

new BABYLON.Color3.Red();

new BABYLON.Color3.Green();

new BABYLON.Color3.Blue();

new BABYLON.Color3.Black();

new BABYLON.Color3.White();

new BABYLON.Color3.Purple();

new BABYLON.Color3.Magenta();

new BABYLON.Color3.Yellow();

new BABYLON.Color3.Gray(),

new BABYLON.Color3.Teal();

Now some texture for the box and roof

@@接下来为盒子和屋顶添加一些纹理：@@

const roofMat = new BABYLON.StandardMaterial("roofMat");

roofMat.diffuseTexture = new BABYLON.Texture("https://assets.babylonjs.com/environments/roof.jpg", scene);

const boxMat = new BABYLON.StandardMaterial("roofMat");

boxMat.diffuseTexture = new BABYLON.Texture("https://www.babylonjs-playground.com/textures/floor.png");

The first parameter for a texture is a relative or absolute url to the image to be used. As usual the scene parameter is optional and will default to the current scene.

@@纹理的第一个参数是将要使用的图片的相对或绝对url。通常第二个scene参数是可选的并且将默认使用当前场景。@@

Finally of course set their material properties

@@最后设置两个网格的材质属性：@@

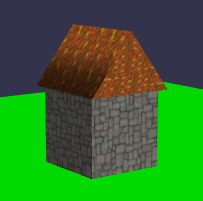
roof.material = roofMat;

box.material = boxMat;

Adding Materials To Your Objects'

为你的物体添加材质

https://playground.babylonjs.com/#KBS9I5#71



Having stone walls with no doors or windows is not an interesting look for a house. Also when you look closely you can see that each side uses the same image and on some sides it is rotated.

@@只有石头墙而没有门和窗的房子看起来并不有趣。另外如果仔细观察，你能发现每一面使用的都是同样的图片，并且有些面上的图片被旋转了。@@

（译者注：在拉近观察时，一些过于靠近相机的像素会被剔除，影响近距离观察细节，可以设置camera.minZ=0.1;以获得更近的观察距离，也可以将建立相机的代码改为var camera= new BABYLON.UniversalCamera("FreeCamera", new BABYLON.Vector3(0, 0, 0), scene);）使用另一种浏览控制方式。）

**Further reading 延伸阅读**

Materials 材质

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https://doc.babylonjs.com/divingDeeper/materials