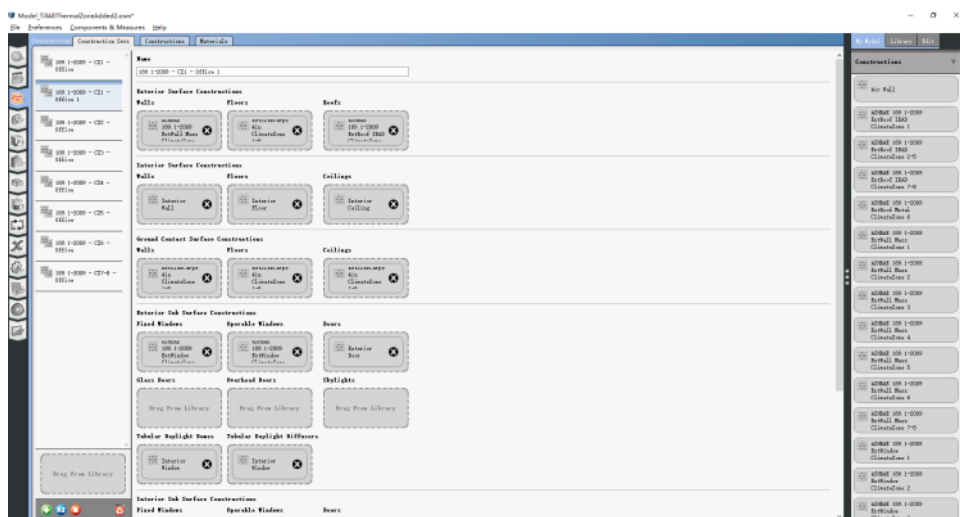
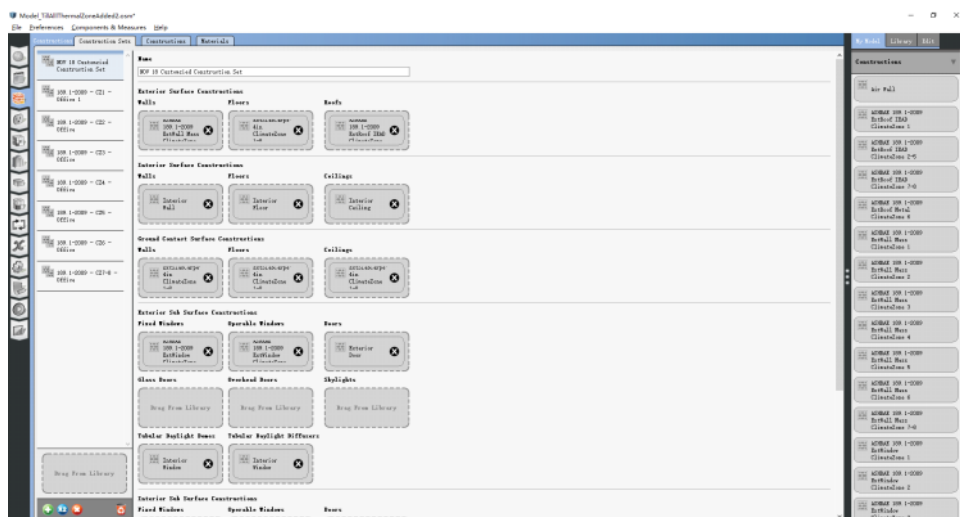


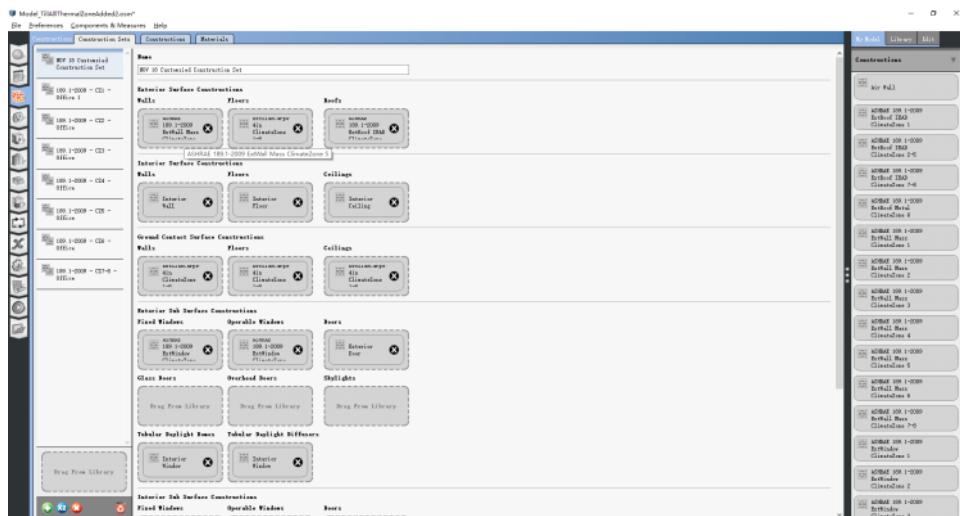
# Week7-hulinxue(steps)



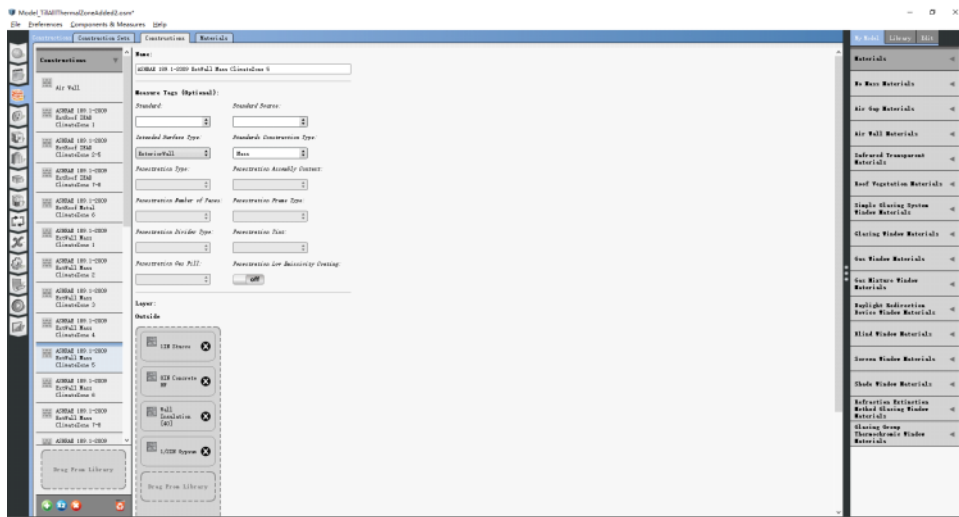
rename



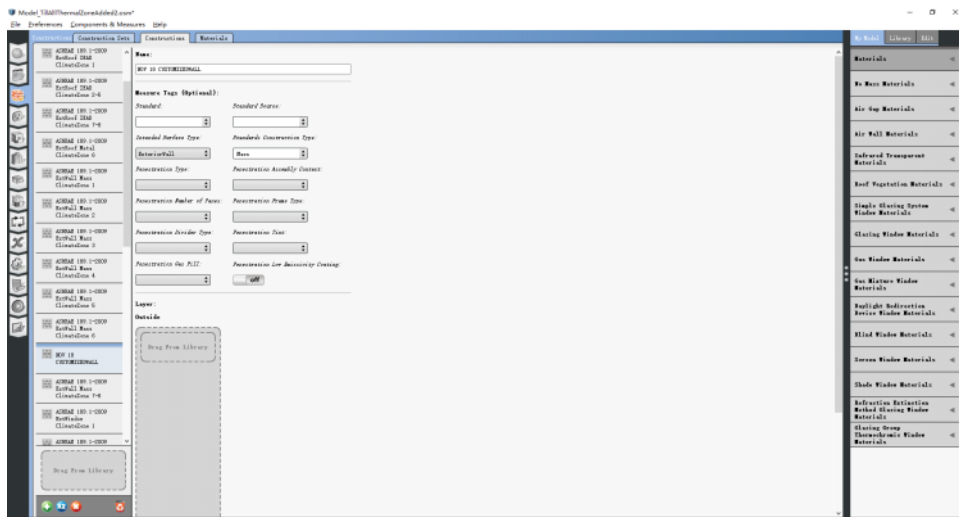
Drag the material to the material box



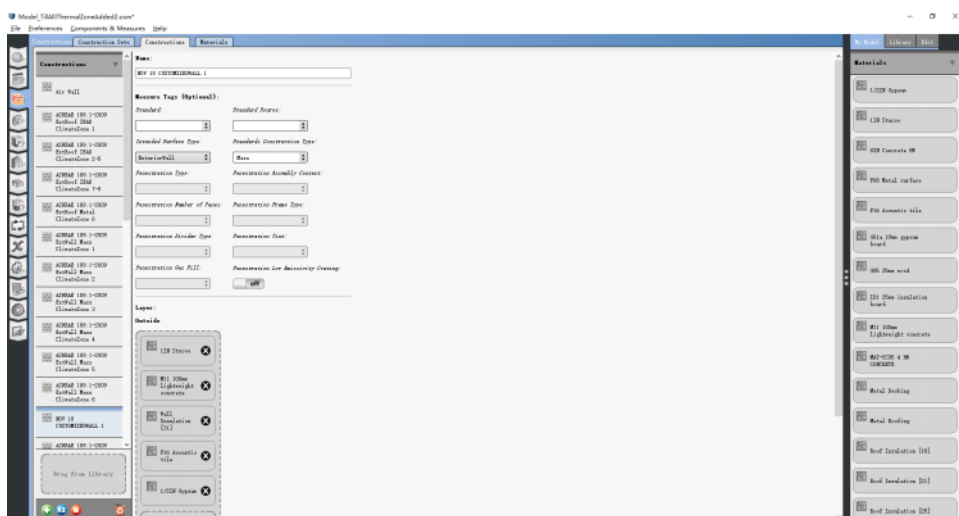
Till here we are just using existing construction  
define a new construction or to check the properties of the existing ones  
check existing constructions' properties



create a custom one and remove the existing layers



drag and drop from the material library



then go to materials tab (check their properties and define new materias)

