**7 Lookdev: Materials**

**Target:**

1. Add Material Library node , add Principled Shader node,Rename soccerball\_mat,Set Base Color = {1,1,1,1}.Alt-drag copy,rename backdrop\_mat,set Base Color = dark green；
2. Add Assign Material node [,camera], set Primitives = soccerball,set Material Path = soccerball\_mat, repeat add backdrop；
3. Set soccerball\_mat Textures；
4. Set Roughness,Reflectivity,Bumps&Normals,Effect Scale = 0.5;
5. Set camera = camera1, add Edit node[sceneimport, assignmaterial], adjust logo；
6. Set Texture for backdrop\_mat node；
7. Add UV Project node[grid, bend].click Initialize tab, click Initialize.Set Transformation V Range = 0,-1；
8. Back to Stage level, add Null node, rename SHOT\_01.Add Karma. Set Convergence Mode = Path Traced, Image Output > Filters,set Denoiser to nvidia.Render to Mplay.File > Save Frame As；

**UI:**

**Nodes:**

**Material Library**

材质库

Authors USD material primitives from shader VOP nodes.

**Principled Shader**

创建材质

An artist-friendly shader that can model a large number of materials realistically.

**Assign Material**

设置材质

Assigns a material to one or more USD primitives. You can use also programmatically assign materials using VEX, programmatically override material settings for each assignment, and programmatically assign materials to geometry subsets.

**Edit**

保存编辑数据，方便取消

**UV Project**

快速设置UV

Assigns texture coordinates based on the specified projection type.

**Krama**

Krama渲染。