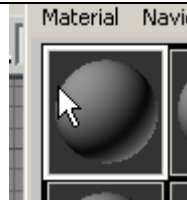
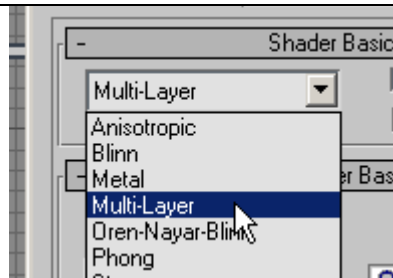


Cool Materials for Text Faces and Sides

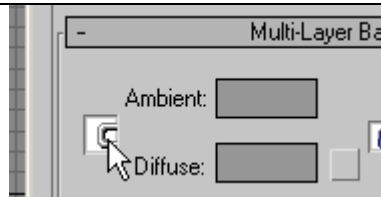
This material uses a MultiLayer shader. It is based on the Anisotropic shader which is often used for a brushed metal look but allows for two different highlights with independent control. This MultiLayer shader is often used to simulate materials such as a metal that is covered with a shiny coat of wax.



Select an unused material slot



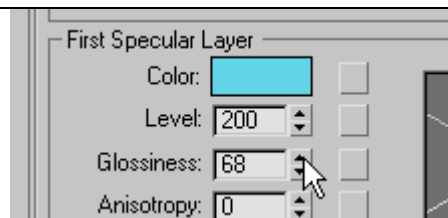
In the shader type rollout, select Multi-layer



First, unlock the Ambient and Diffuse color lock. Then...

Set Ambient Color to:
RGB (16,2,16)

Set Diffuse color to:
RGB (53,84,172)



In the First Specular Level:



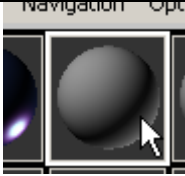

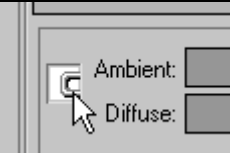
Color: RGB (98,212,229)

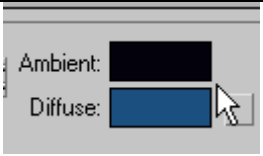
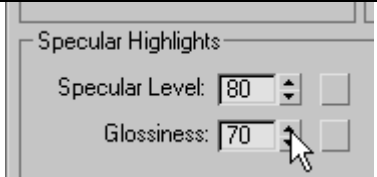
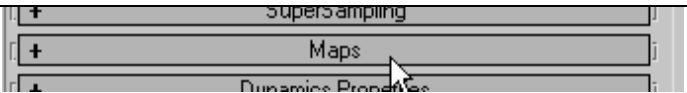

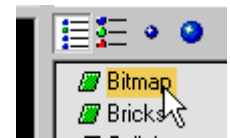
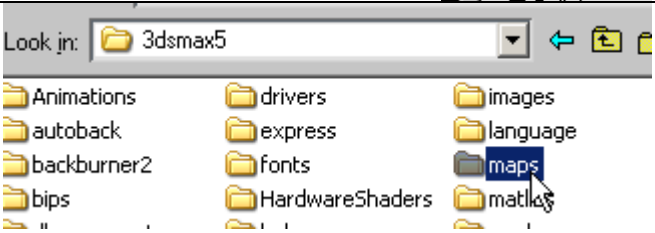
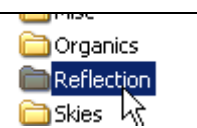
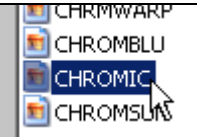
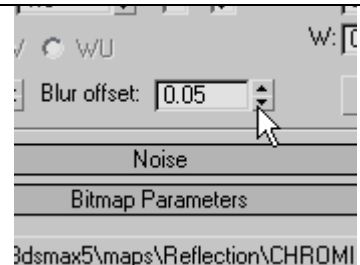
Level: 200

Glossiness: 68



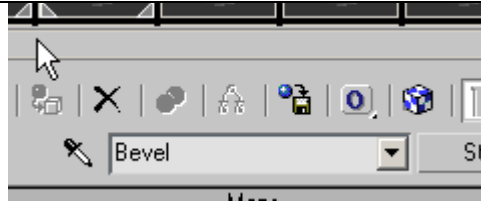
Change Diffuse level to 40

	<p>Rename this material as Face</p>
	<p>Create a teapot, make sure the material is 2-sided, apply, and render</p>
<p style="text-align: center;">Cool Materials for Text Faces and Sides</p>	
<p>A material with reflective properties looks only as good as the environment it is reflecting. So..... what if there is no environment to reflect? We'll fake it!</p>	
<p>We created those swell bevels to catch the highlights. But, you'll find that only a few of the beveled surfaces can catch the light and reflect it back toward the viewer's eye. To overcome this, we'll place a material that has a reflection map (don't worry you'll find out what that is soon) on the bevels to increase the reflections.</p>	
	<p>Pick the next unused material slot</p>
	<p>Change the shader type to Metal</p>
	<p>Unlock the Ambient and Diffuse color lock</p>

	<p>Change Ambient: RGB (3,1,11) Change Diffuse: RGB (27,79,128)</p>
	<p>Change the Specular and Glossiness levels as shown</p>
	<p>Open the Maps rollout</p>
	<p>Click on the word "none" next to the Reflection Chanel</p>
	<p>Select bitmap</p>
	<p>Navigate to the 3dsmax5 folder and then open the maps folder</p>
	<p>Open the Reflection folder</p>
	<p>Select the CHROMIC reflection image</p>
	<p>Change the Blur offset to 0.05. This blurs the reflection a little bit</p>



Click on the Go to Parent icon to go back to the Parent level



Rename the material as Bevel and save this file

Compare the two images below:

In the top image I applied the first material we made to the whole text. Note that only a few parts of the bevel are catching reflections. The “e” is almost lost in black background.

In the second image, the face and sides of the text have our first material applied to them and the bevel has the second material applied. The highlights of the bevel are now simulated by using the reflection map. We can go back, if we want to, and adjust the amount of bevel reflection by adjusting the Reflection spinner in the maps rollout.

The next lesson will show you how to apply different materials to different parts of a text object (or any object)

