Chapter 5

Texturing

Learning Objectives

After completing this chapter, you will be able to:

- *Work with the Material Manager*
- *Use shaders*
- *Apply textures and colors to the objects*

Figure 5-1 *The textured model of a dice*

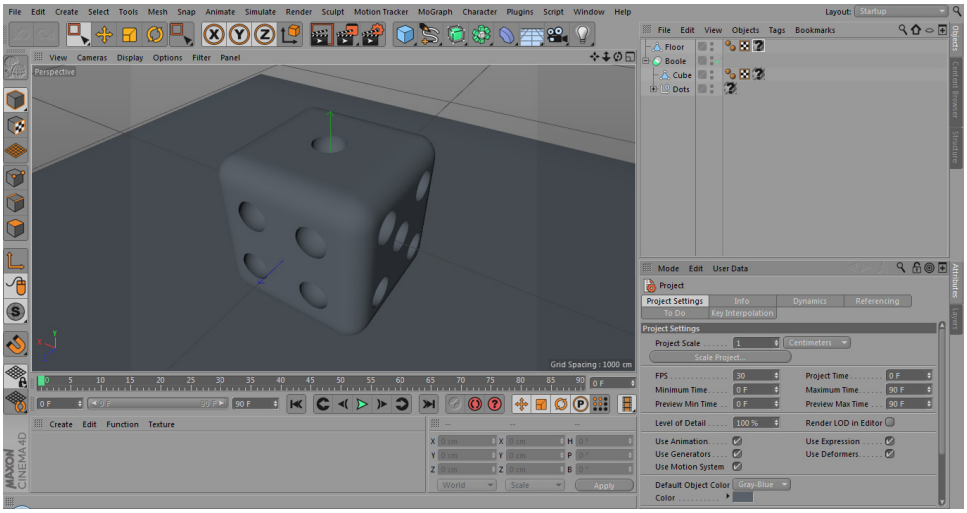

Figure 5-2 *The c05_tut1_start.c4d file*

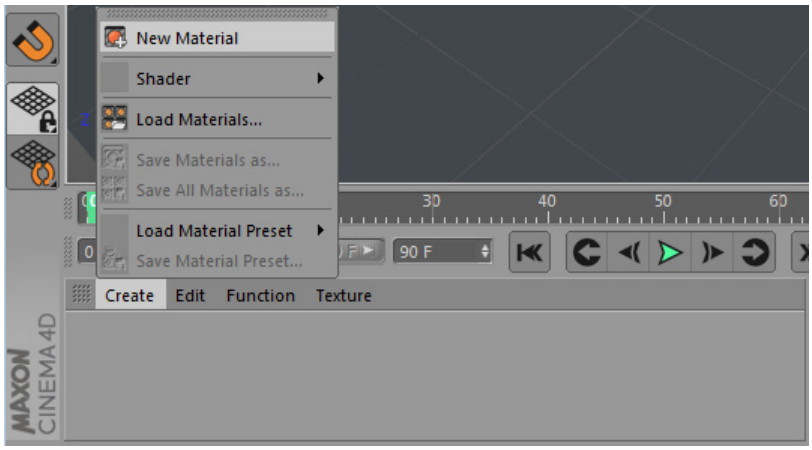

Figure 5-3 *Choosing* ***New Material*** *from the Material Manager menu*

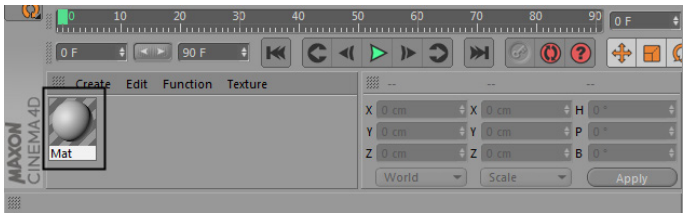

Figure 5-4 *Displaying the material slot in the Material Manager*

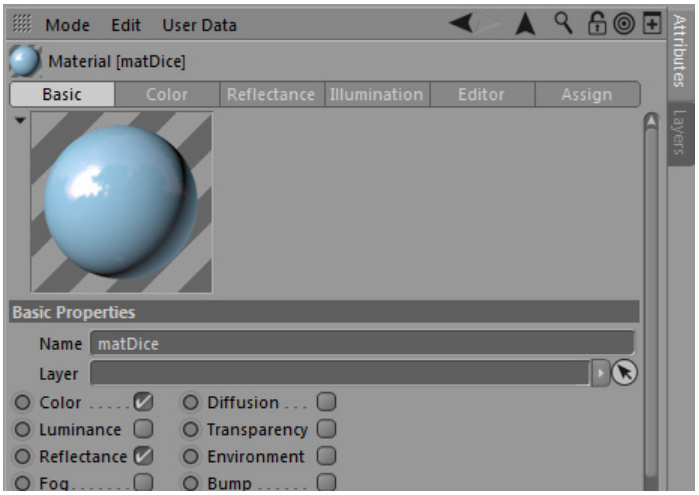

Figure 5-5 *The* ***Reflectance*** *check box selected*

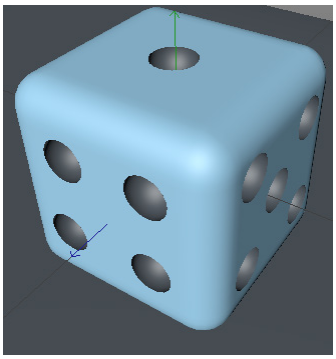

Figure 5-6 *The Dice Material applied to Cube*

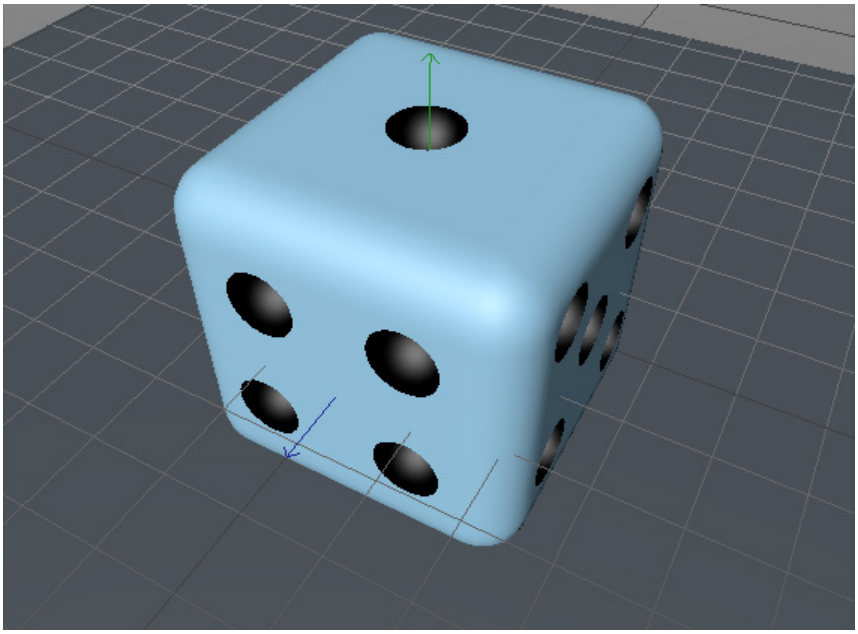

Figure 5-7 *The Dot Material applied to dots of the Cube*

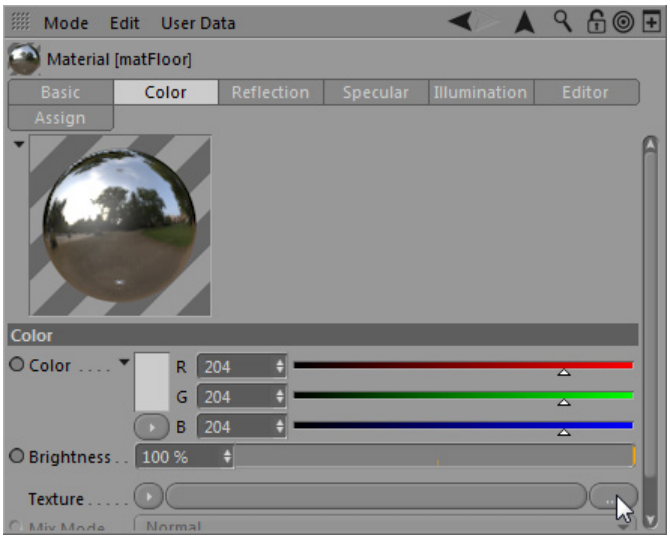

Figure 5-8 *Choosing the browse button*

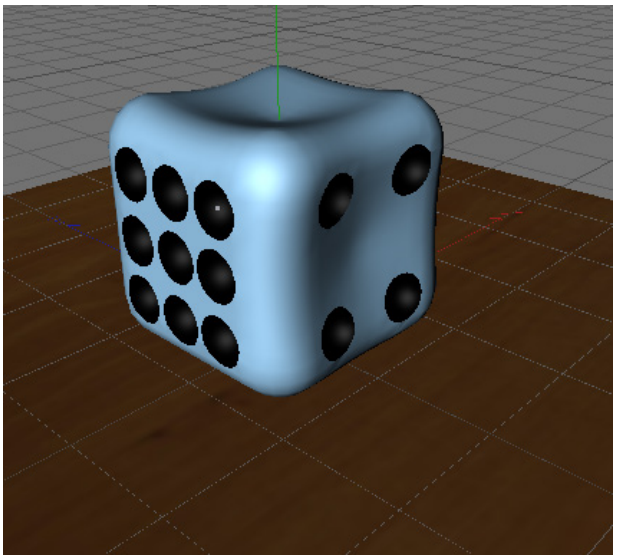

Figure 5-9 ***The*** *matFloor applied to Floor*

Figure 5-10 *The textured dining table set*

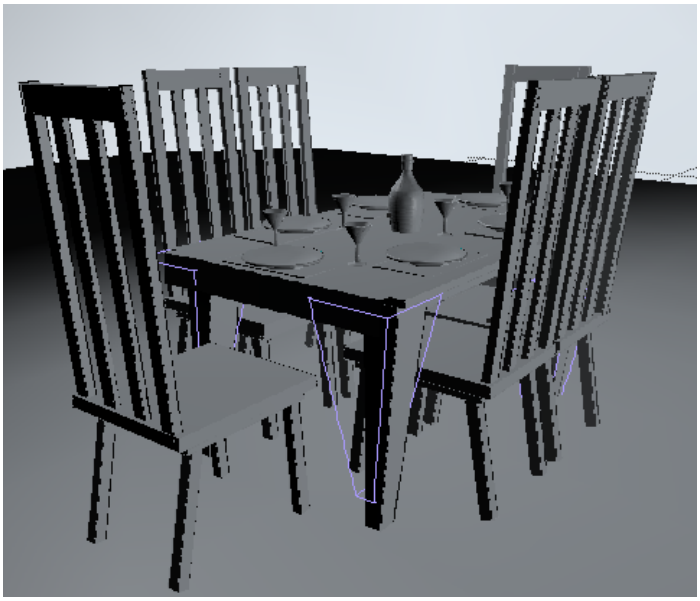

Figure 5-11 *The c05_tut2_start.c4d file*

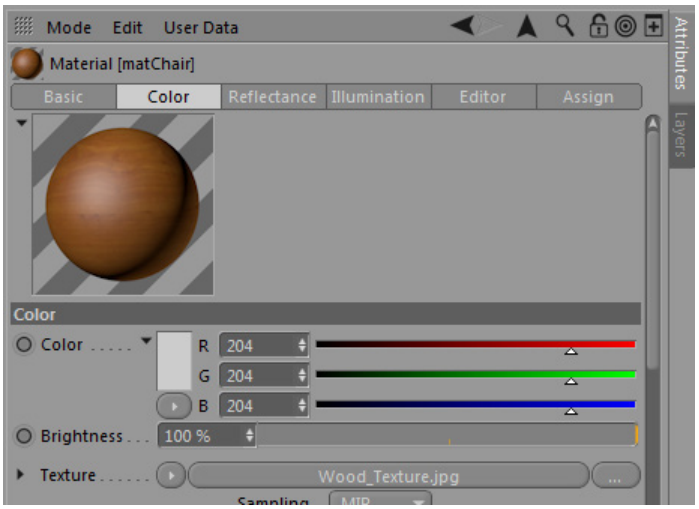

Figure 5-12 *The Wood_Texture.jpg added to the* ***Color*** *area of Attribute Manager*

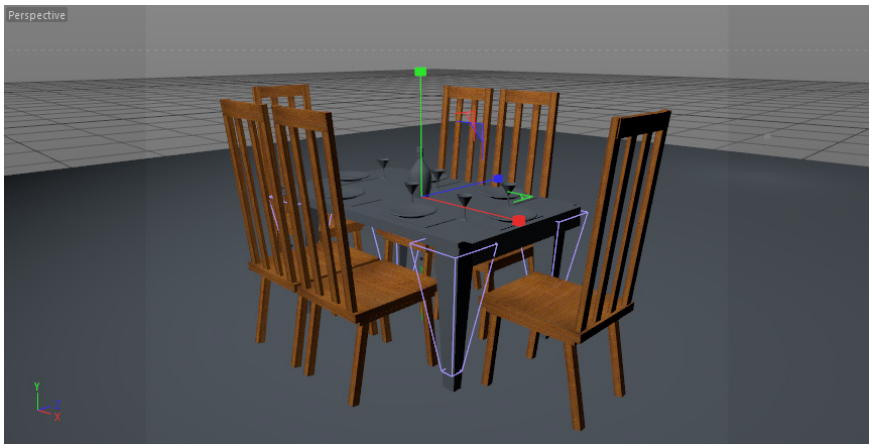

Figure 5-13 *The matChair applied to the chairs*

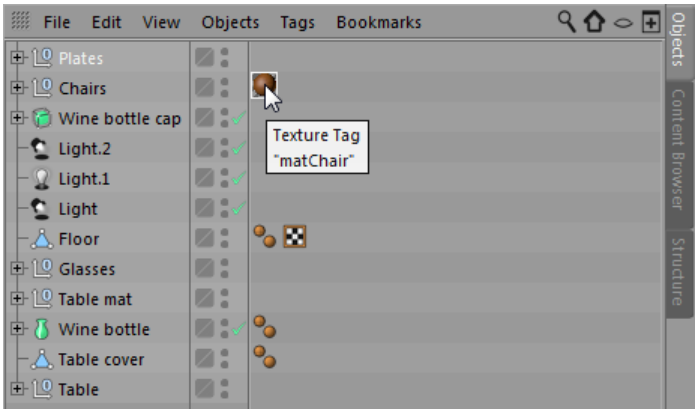

Figure 5-14 *The* ***Texture Tag "matChair"*** *in the Object Manager*

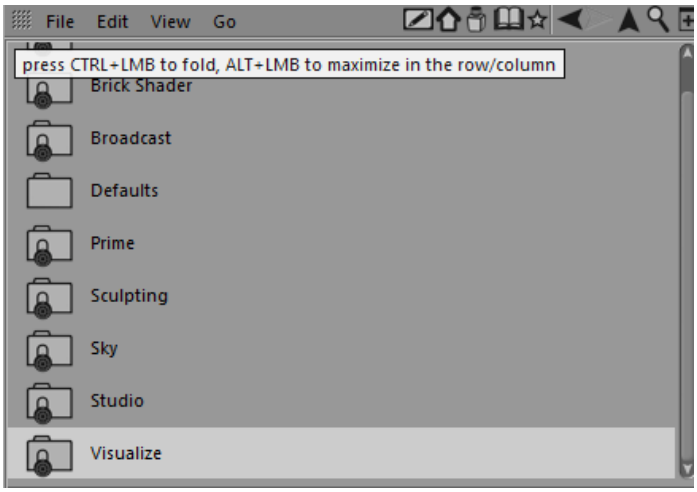

Figure 5-15 *Choosing the* ***Visualize*** *folder in the Content Browser*

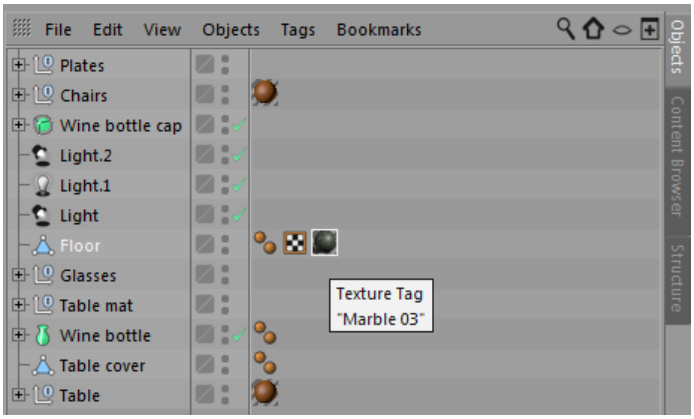

Figure 5-16 *The* ***Texture Tag "Marble 03"*** *selected in the Object Manager*

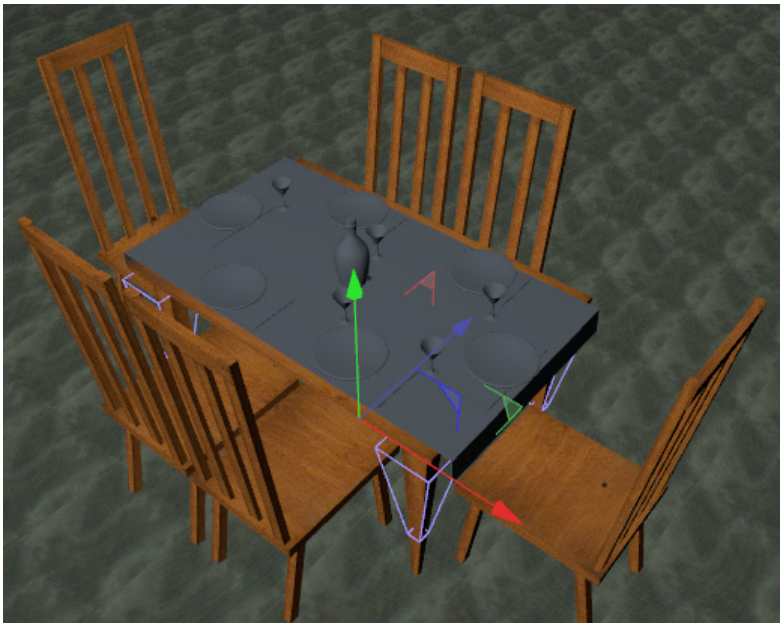

Figure 5-17 *The* ***Marble 02*** *texture uniformly projected on the Floor*

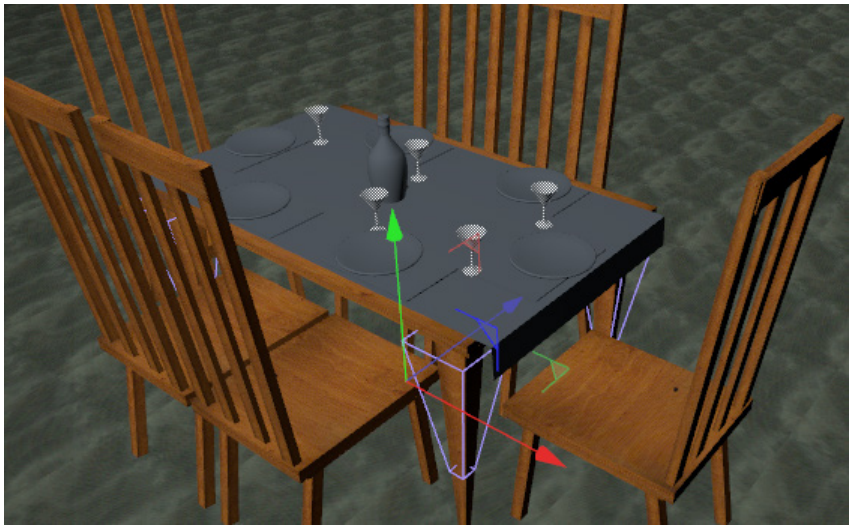

Figure 5-18 *The matGlass Material applied to the Glasses*

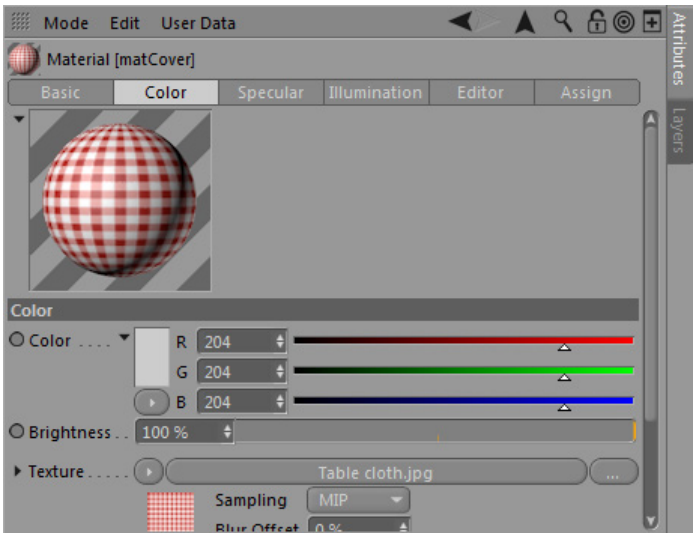

Figure 5-19 *The Table cover material applied to the material slot*

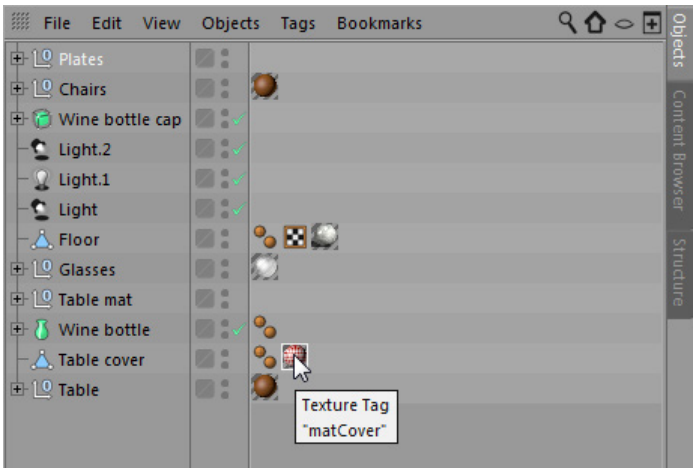

Figure 5-20 Texture Tag "matCover" *selected in the Object Manager*

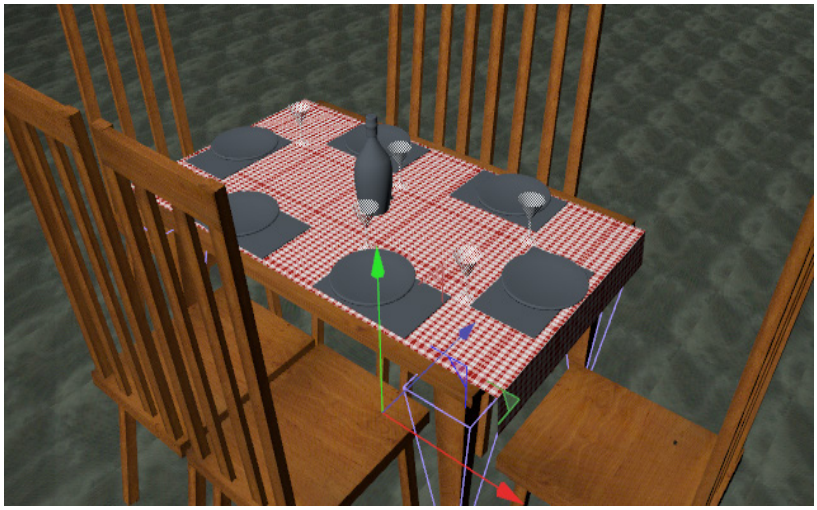

Figure 5-21 *The matCover material applied to Table cover*

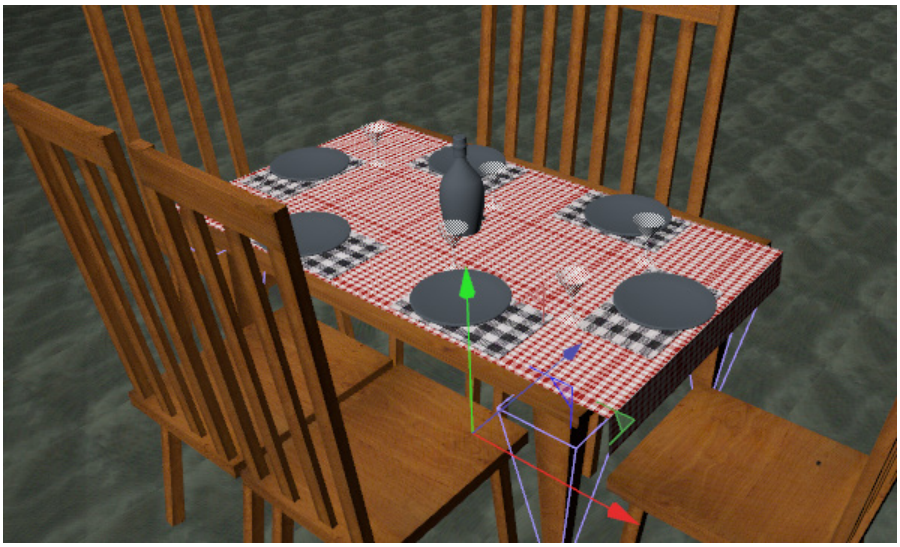

Figure 5-22 *The matTableMats material applied to Table mat group*

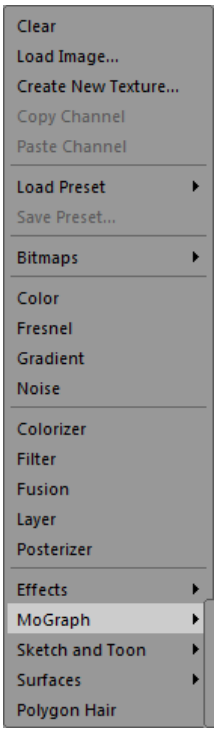

Figure 5-23 *The flyout displayed on choosing the triangle button next to the* ***Texture*** *parameter*

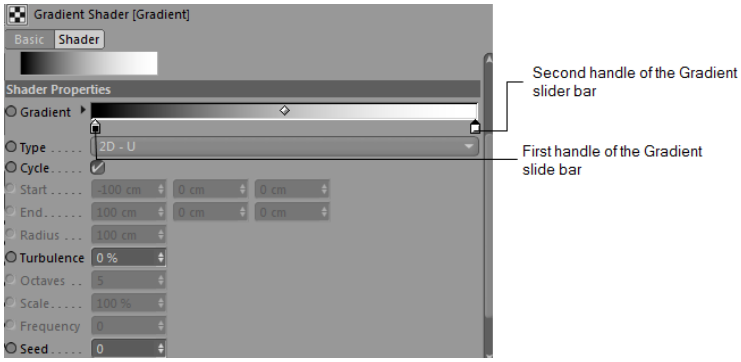

Figure 5-24 *The* ***Shader Properties*** *area of* ***Gradient*** *in the Attribute Manager*

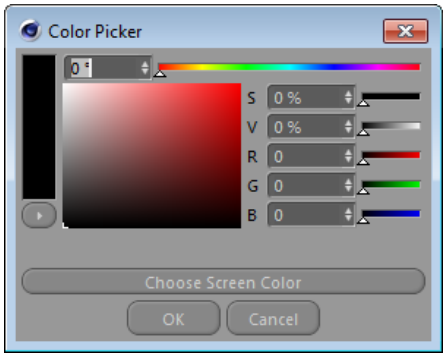

Figure 5-25 *The* ***Color Picker*** *dialog box*

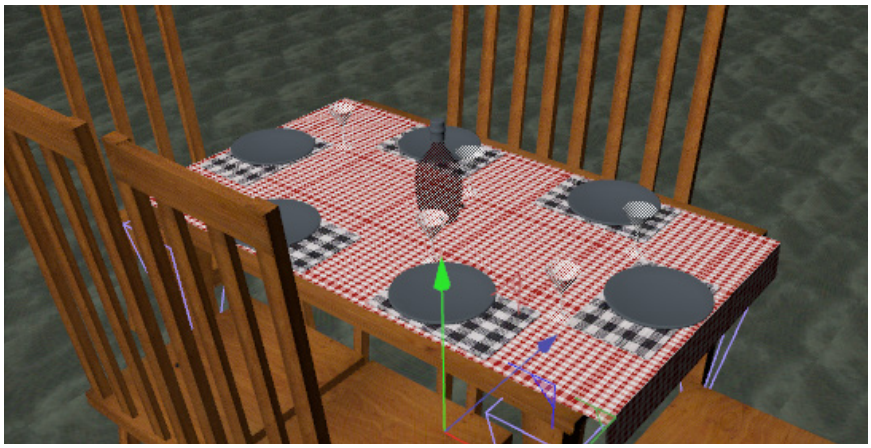

Figure 5-26 *The matWine material applied to Wine bottle*

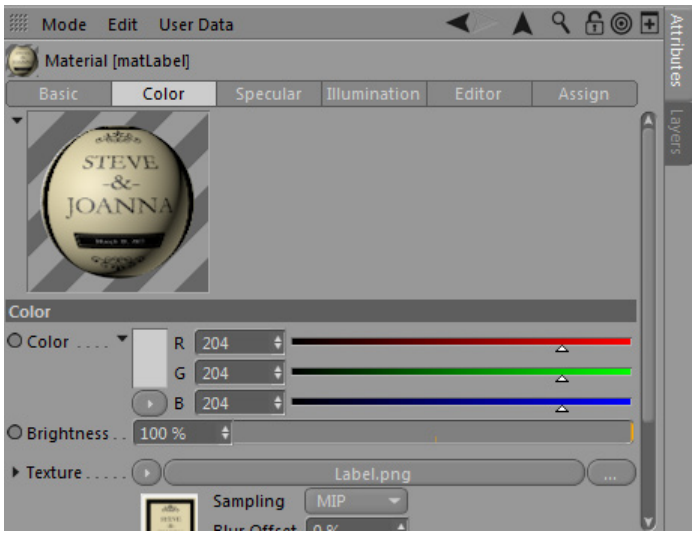

Figure 5-27 *The matLabel texture displayed in the* ***Color*** *area of Material Manager*

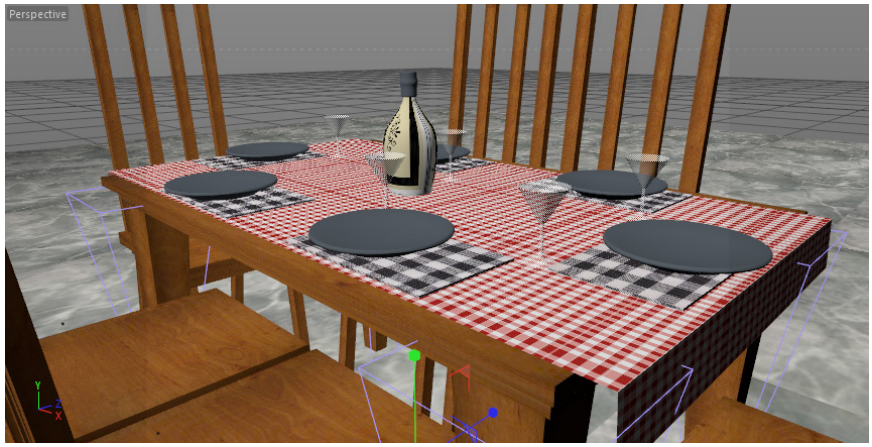

Figure 5-28 *The matLabel texture applied to Wine bottle*

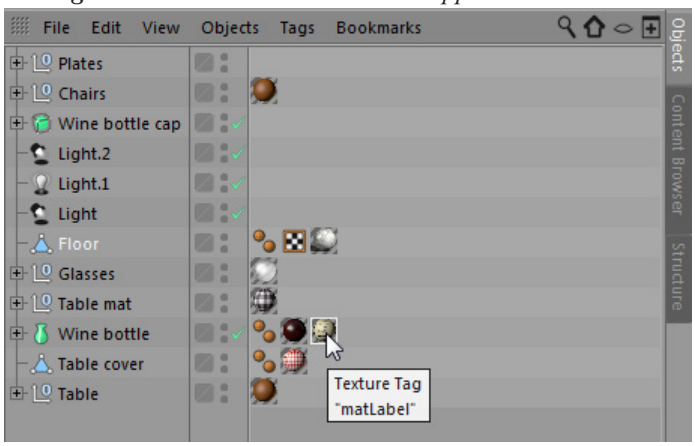

Figure 5-29 *Selecting the* ***Texture Tag*** *"****matLabel****"*
in the Object Manager

Figure 5-30 *The matLabel material projected properly on the wine bottle in the Perspective viewport*

Figure 5-31 *The matCap material applied to the Wine bottle cap*

Figure 5-32 *The Plates Material applied to Plate.1*

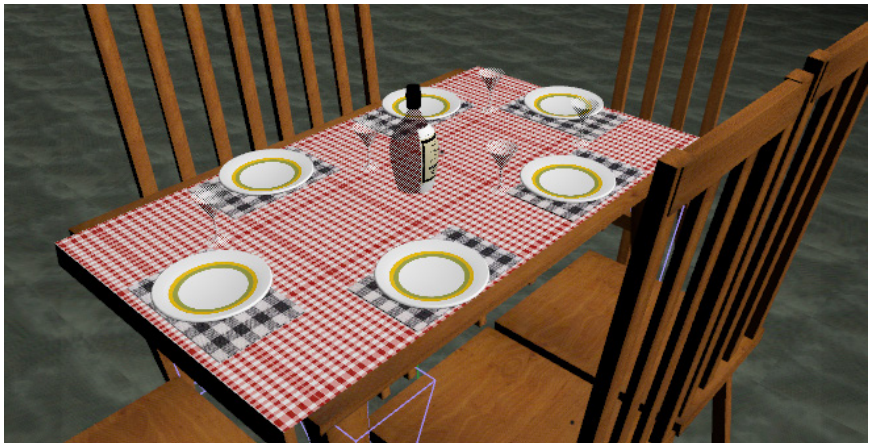

Figure 5-33 *The matPlates Material applied to plates*

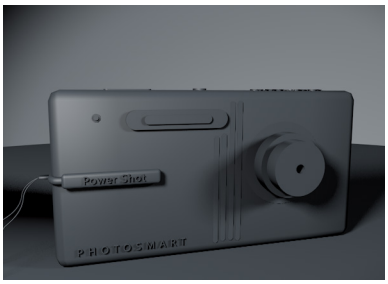

Figure 5-34 *The Camera model*

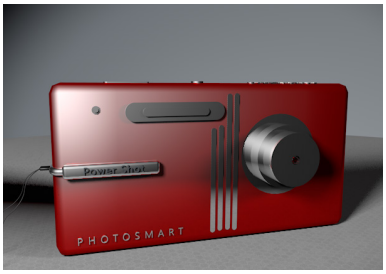

Figure 5-35 *The final output*