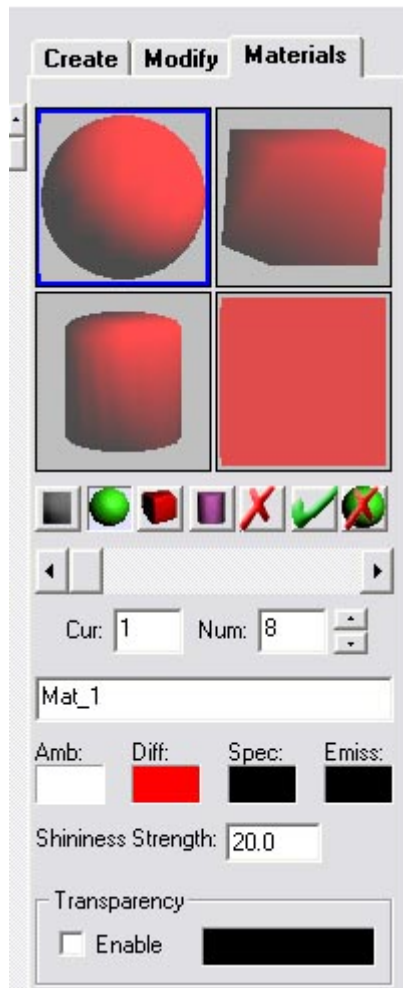


Loading Images into the Material Editor

How to load images into the material editor

The Material Editor



There are 4 visible slots.Default number of materials is 8(max 100).



Starting from left to right:

First 4 buttons: planar,spherical,cubic,cylindrical previewing.

X: Reset material - colors,images.

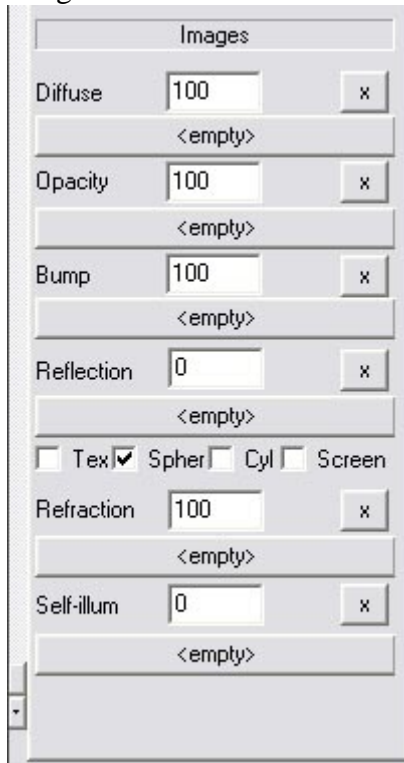
V: Set(assign) material to selected object(s) or selected mesh face(s).

X: Remove material from selected object(s) or selected mesh face(s).

Transparency:

Used as the transparent color for diffuse image when rendering.

Images:

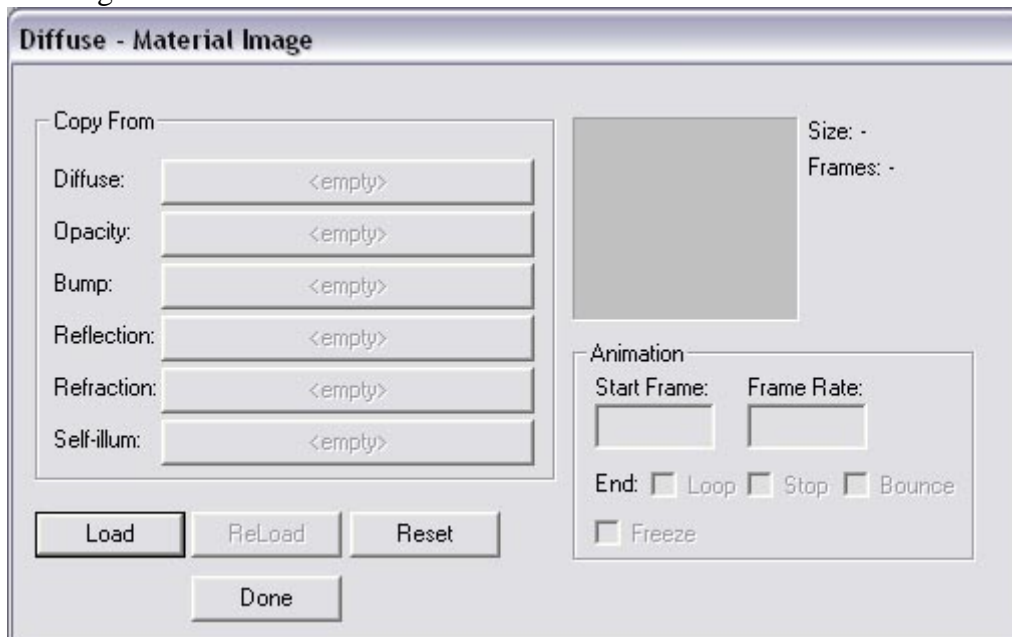


*Only diffuse image is rendered in views.

*x button will reset image(unload).

*Amount value (0-100%) is used in rendering(image RGB strength).Refraction image can exceed 100%.

Loading:

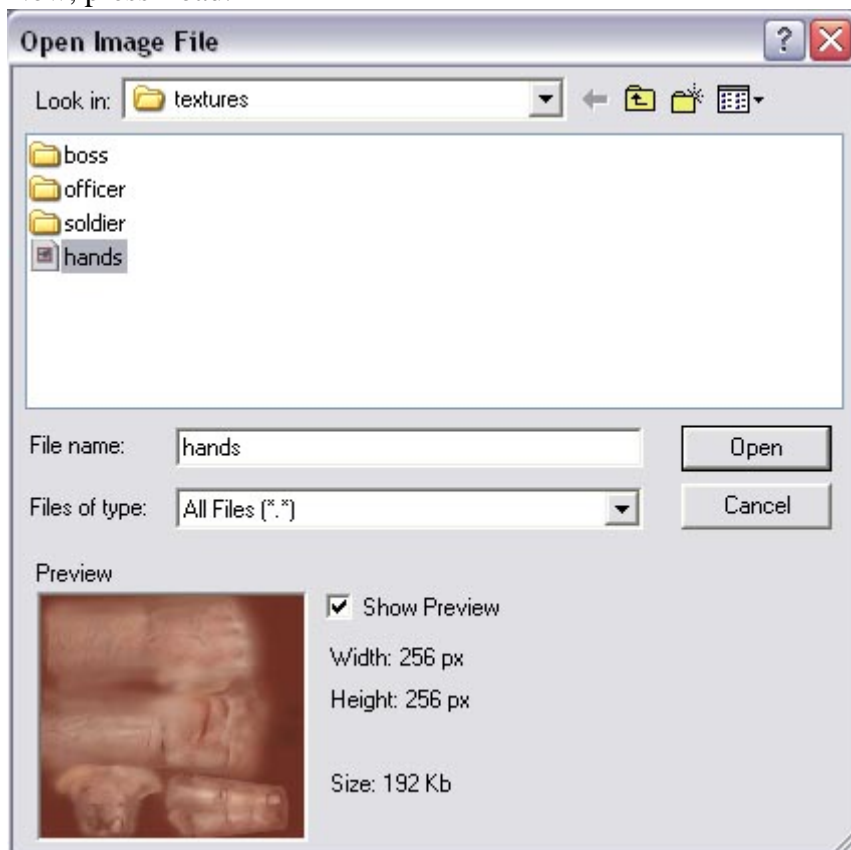


For each image press the oblong button - <empty> - to bring up the image editor.

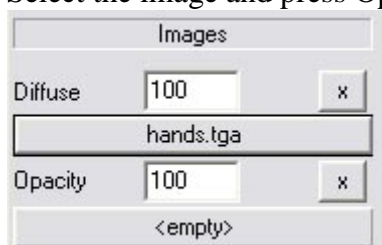
*You can copy another material image(if any) instead of loading a new one.

*Animation fields will be enabled if an avi or ifl file is loaded.

Now, press Load.



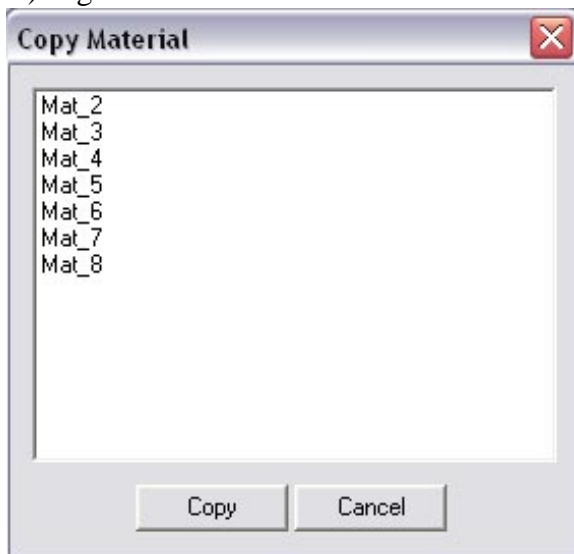
Select the image and press Open.



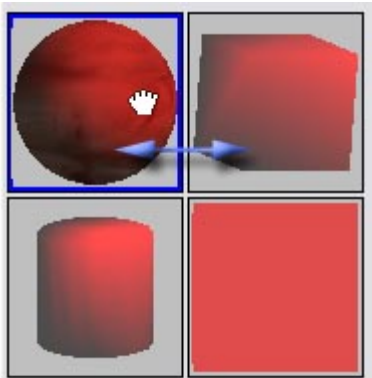
<empty> will be replaced with the image's filename.

Copying materials:

A) Right click in a slot and choose the material to copy from.



B) Left click and hold. Move-Drag over a near slot and release left mouse button(pick & drag).



Prometheus