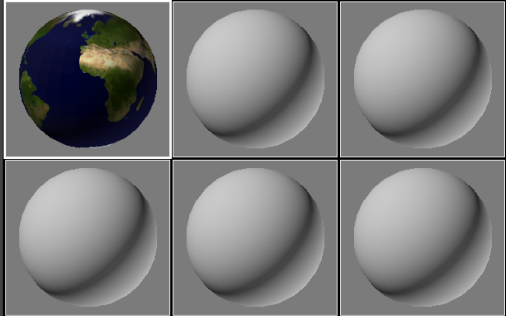




Name (Sorted Ascending)

- Sphere001

### Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color:  Map #1 

**Coordinates**


Texture  Environ Mapping:

Show Map on Back Map Channel:

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
			W: 0,0


UV  VW  WU


Blur:  Blur offset:  

**Noise**

**Bitmap Parameters**

Bitmap: ...re\Modelação\CAD\aula(12)23\_05\_18\aula12\_terra.png

 Cropping/Placement

Apply 

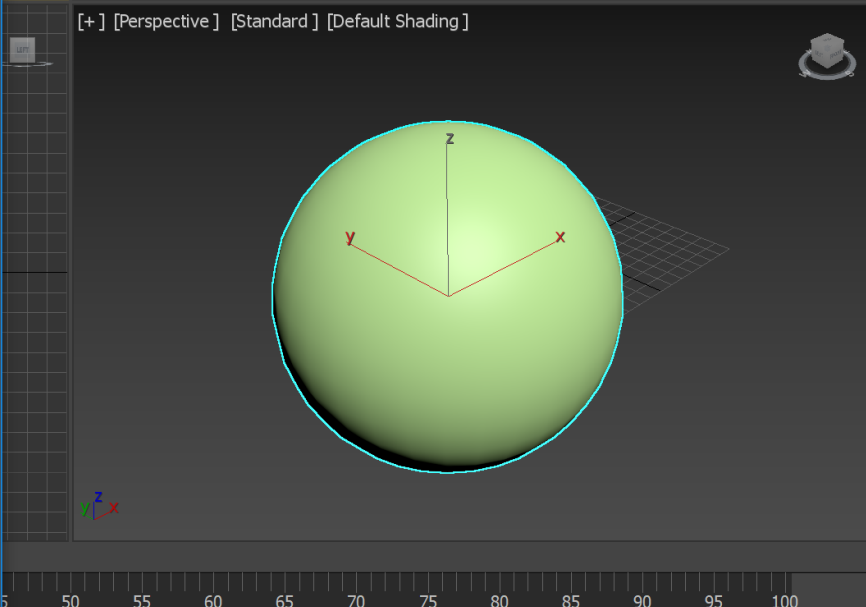
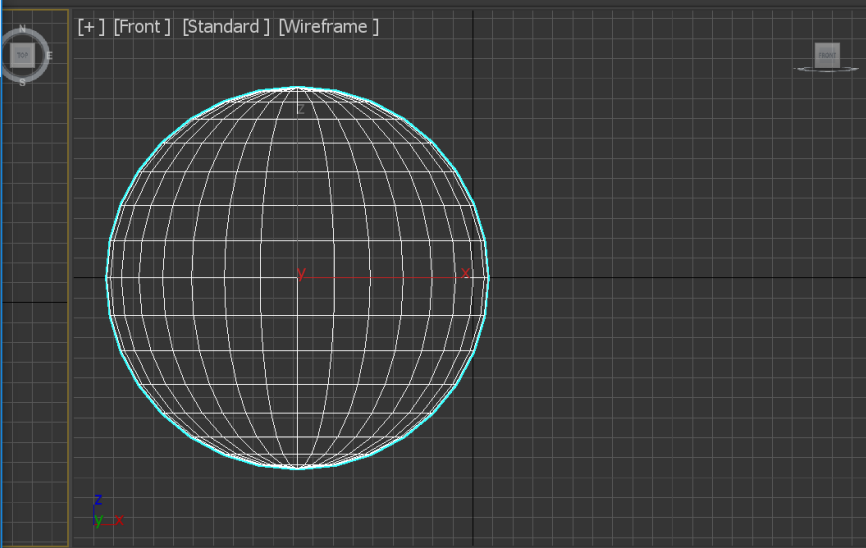
Filtering

- Pyramidal
- Summed Area
- None

Crop  Place

U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Mono Channel Output:




Standard Primitives

**Object Type**

- AutoGrid
- Box  Cone
- Sphere  GeoSphere
- Cylinder  Tube
- Torus  Pyramid
- Teapot  Plane
- TextPlus

**Name and Color**

Sphere001 

**Creation Method**

- Edge
- Center

**Keyboard Entry**

**Parameters**

Radius:

Segments:

Smooth

Hemisphere:

- Chop
- Squash
- Slice On

Slice From:

Slice To:

- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

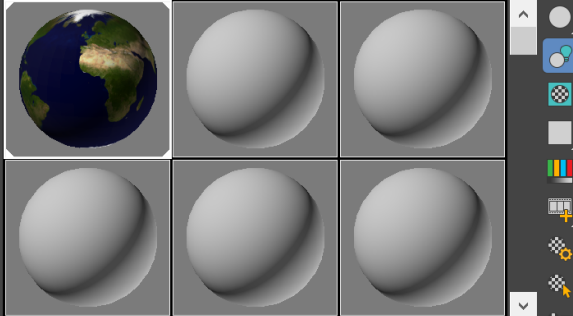
Select Display Edit

Name (Sorted Ascending)

- Sphere001

### Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color:  Bitmap

**Coordinates**

Texture  Environ  Mapping:

Show Map on Back Map Channel:

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input type="checkbox"/>	V: 0,0
			W: 0,0

UV  VW  WU

Blur:  Blur offset:  Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...re\Modelação\CAD\aula(12)23\_05\_18\aula12\_terra.png

Reload

**Cropping/Placement**

Apply View Image

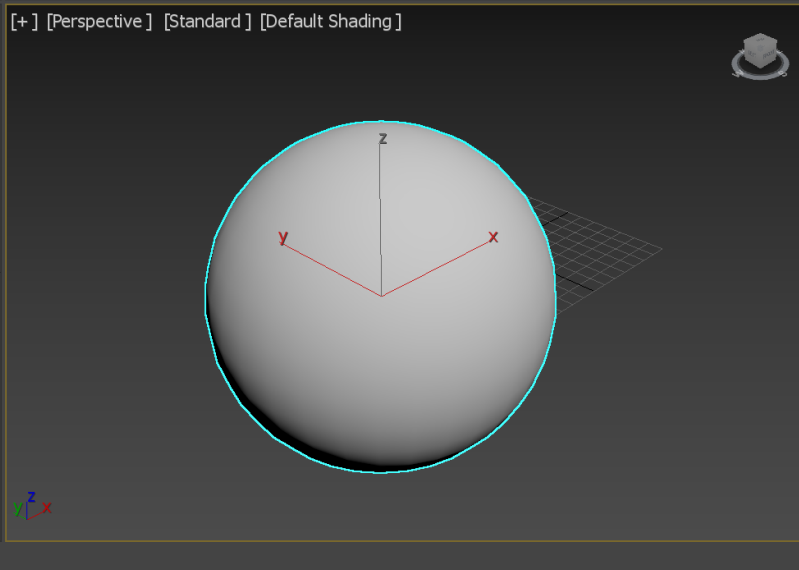
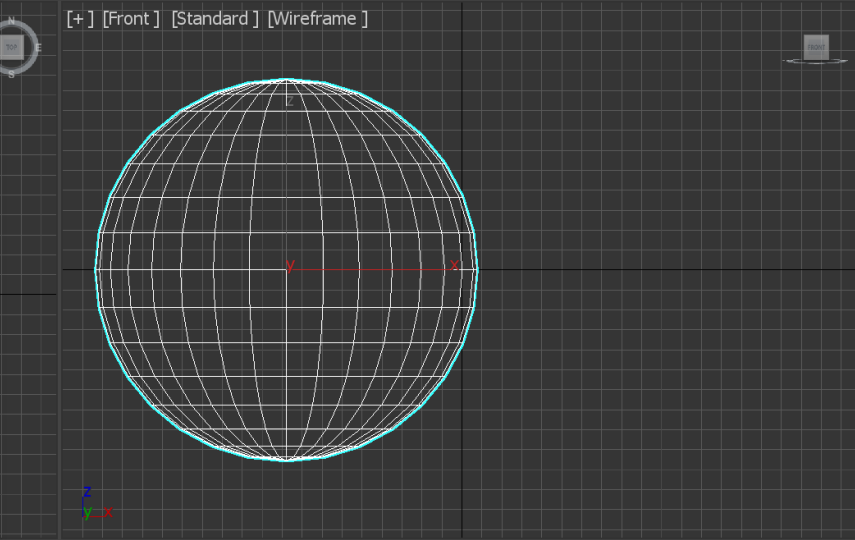
Crop  Place

U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Filtering

- Pyramidal
- Summed Area
- None

Mono Channel Output:



Standard Primitives

**Object Type**

AutoGrid

Box Cone

**Sphere** GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

**Name and Color**

Sphere001

**Creation Method**

Edge  Center

**Keyboard Entry**

**Parameters**

Radius:

Segments:

Smooth

Hemisphere:

Chop  Squash

Slice On

Slice From:

Slice To:

Base To Pivot

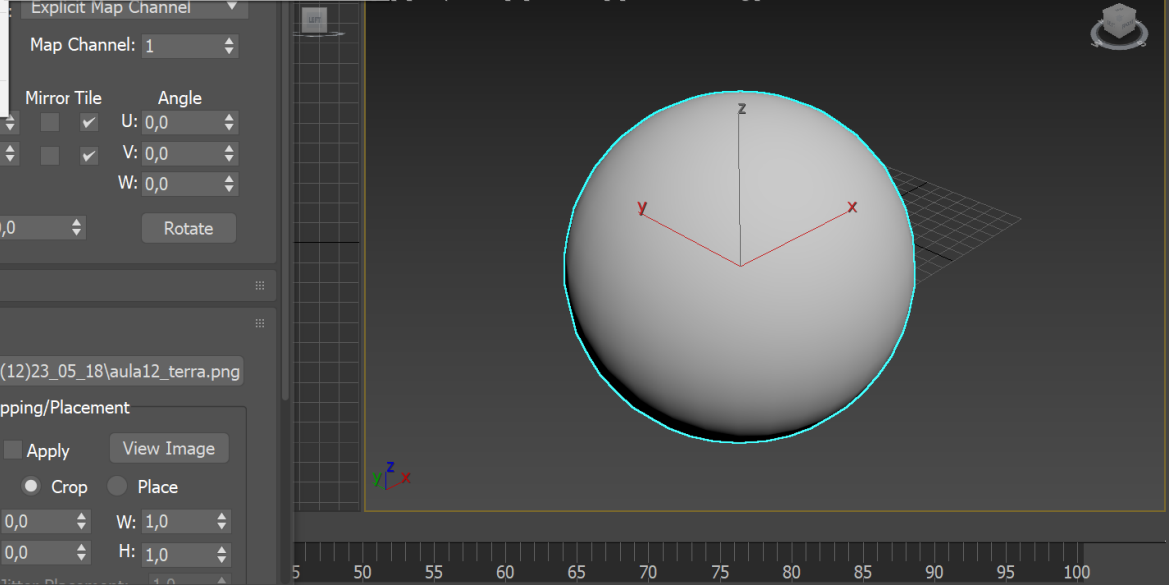
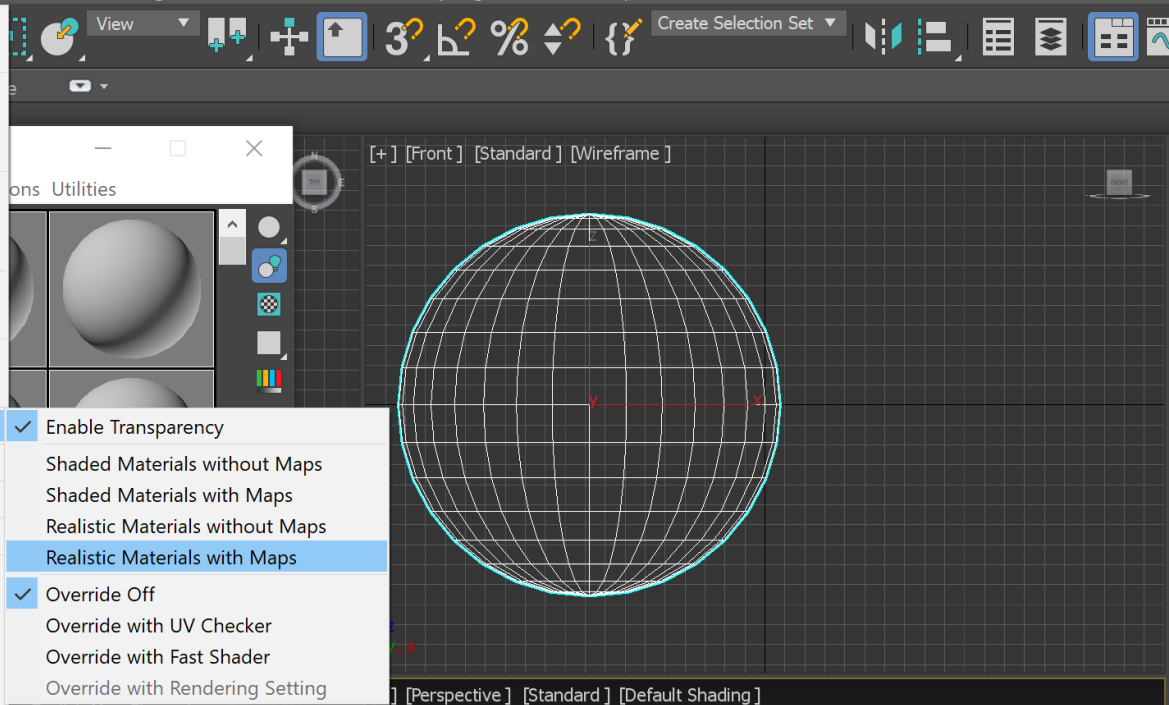
Generate Mapping Coords.

Real-World Map Size

Modeling Freeform  
 Polygon Modeling

Select Display Edit

- Undo View Change Shift+Z
- Redo View Change Shift+Y
- Viewport Per-View Settings
- Viewport Configuration...
- Redraw All Views
- Set Active Viewport
- Save Active Perspective View
- Restore Active Perspective View
- ViewCube
- SteeringWheels
- Create Physical Camera From View Ctrl+C
- Create Standard Camera From View
- Show Materials in Viewport As
  - Enable Transparency
  - Shaded Materials without Maps
  - Shaded Materials with Maps
  - Realistic Materials without Maps
  - Realistic Materials with Maps
- Viewport Lighting and Shadows
  - Override Off
  - Override with UV Checker
  - Override with Fast Shader
  - Override with Rendering Setting
- xView
- Viewport Background
- Show Transform Gizmo
- Show Ghosting
- Show Key Times
- Shade Selected
- Show Dependencies
- Update During Spinner Drag
- Progressive Display
- Expert Mode Ctrl+X



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Sphere001

Creation Method

- Edge
- Center

Keyboard Entry

Parameters

- Radius: 0,0
- Segments: 32
- Smooth
- Hemisphere: 0,0
- Chop
- Squash
- Slice On
- Slice From: 0,0
- Slice To: 0,0
- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

Name (Sorted Ascending)

- Sphere001

Explicit Map Channel

Map Channel: 1

Mirror Tile Angle

U: 0,0 1,0

V: 0,0 1,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

Noise

Bitmap Parameters

Bitmap: ...re\Modelação\CAD\aula(12)23\_05\_18\aula12\_terra.png

Reload

Cropping/Placement

Apply View Image

Filtering

- Pyramidal
- Summed Area
- None

Crop Place

U: 0,0 W: 1,0

V: 0,0 H: 1,0

Mono Channel Output:

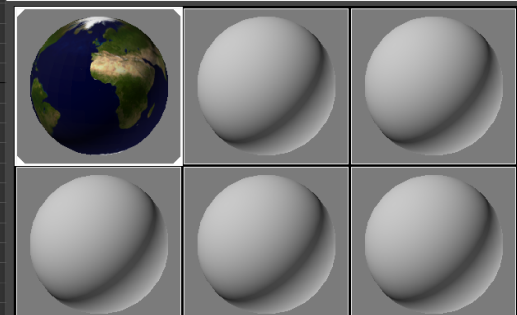
Select Display Edit

Name (Sorted Ascending)

- Sphere001

Material Editor - 01 - Default

Modes Material Navigation Options Utilities



Diffuse Color: Map #1 Bitmap

**Coordinates**

Texture Environ Mapping: Explicit Map Channel

Show Map on Back Map Channel: 1

Use Real-World Scale

Offset	Tiling	Mirror Tile	Angle
U: 0,0	1,0	<input checked="" type="checkbox"/>	U: 0,0
V: 0,0	1,0	<input checked="" type="checkbox"/>	V: 0,0
			W: 0,0

UV VW WU

Blur: 1,0 Blur offset: 0,0 Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...re\Modelação\CAD\aula(12)23\_05\_18\aula12\_terra.png

Reload

Cropping/Placement

Apply View Image

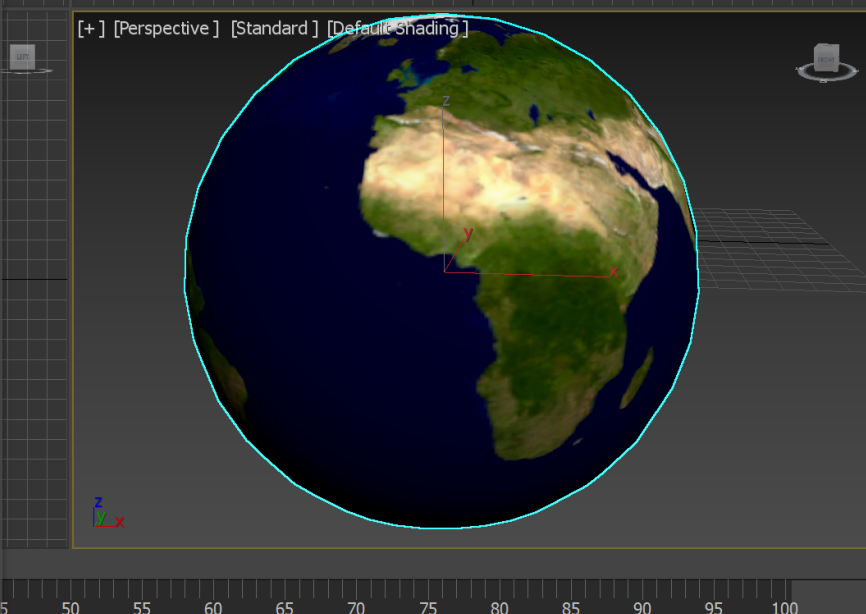
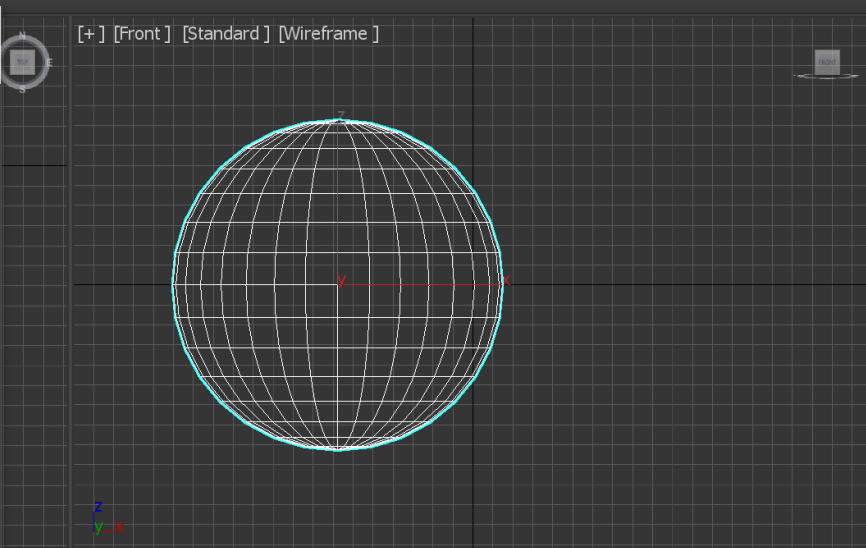
Filtering

- Pyramidal
- Summed Area
- None

Apply Crop Place

U	V	W	H
U: 0,0	V: 0,0	W: 1,0	H: 1,0

Mono Channel Output:



Standard Primitives

**Object Type**

- AutoGrid
- Box Cone
- Sphere** GeoSphere
- Cylinder Tube
- Torus Pyramid
- Teapot Plane
- TextPlus

**Name and Color**

Sphere001

**Creation Method**

- Edge
- Center**

**Keyboard Entry**

**Parameters**

Radius: 0,0

Segments: 32

Smooth

Hemisphere: 0,0

- Chop** Squash
- Slice On

Slice From: 0,0

Slice To: 0,0

- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

Select Display Edit

[+] [Top] [Standard] [Wireframe]

[+] [Front] [Standard] [Wireframe]

[+] [Left] [Standard] [Wireframe]

[+] [Perspective] [Standard] [Default Shading]

Name (Sorted Ascending)

- None Selected

Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

None Selected

Welcome to MA: Click or click-and-drag to select objects

X: Y: Z: Grid = 10,0

Add Time Tag

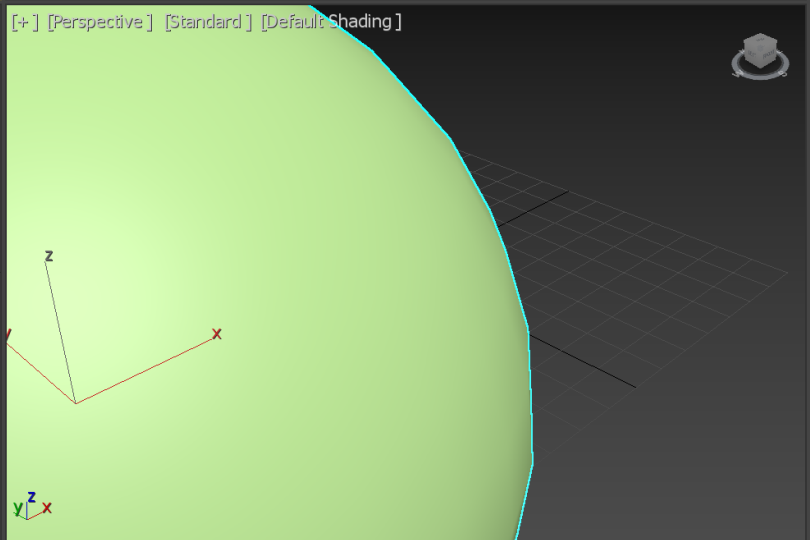
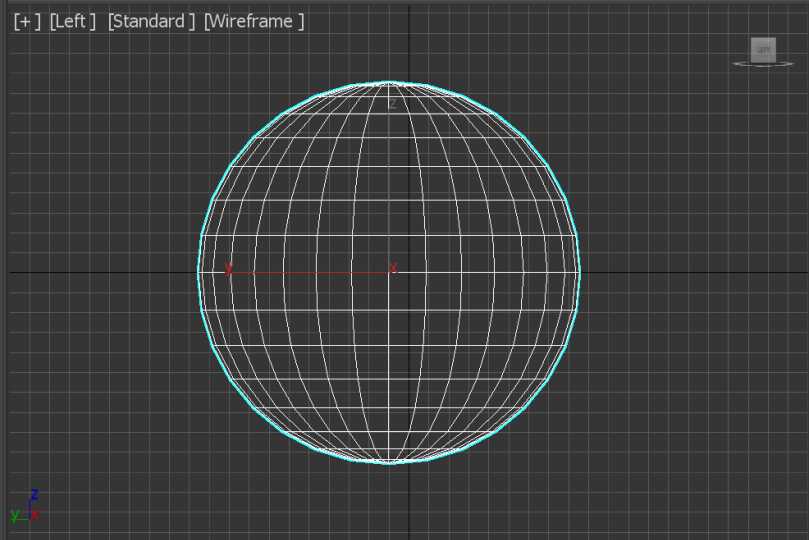
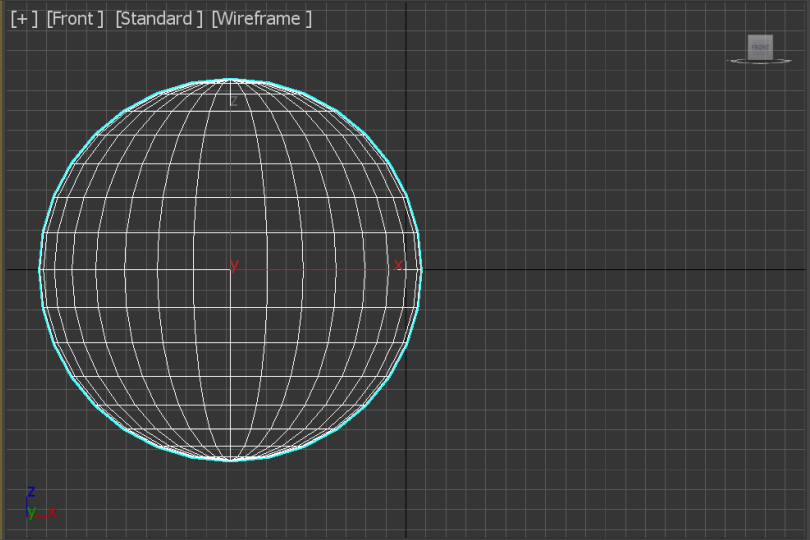
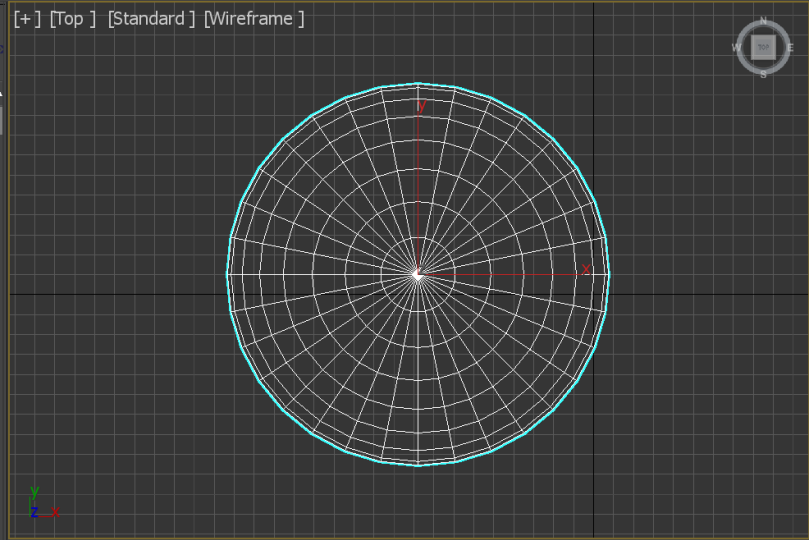
Auto Selected

Set K. Filters...

Select    Display    Edit

Name (Sorted Ascending)

- Sphere001



Standard Primitives

Object Type

- AutoGrid
- Box
- Cone
- Sphere**
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Sphere001

Creation Method

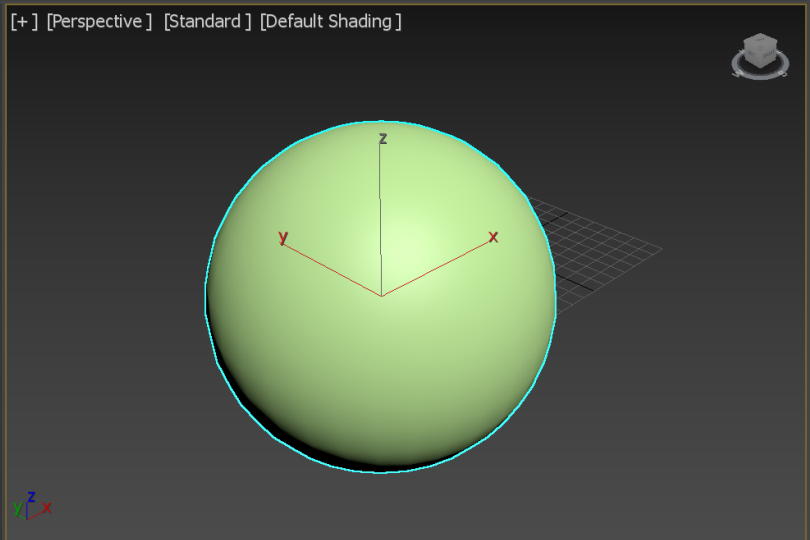
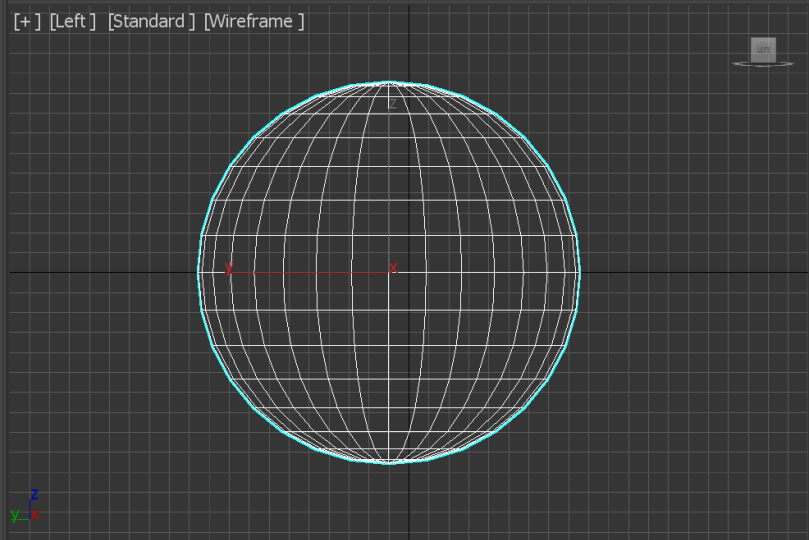
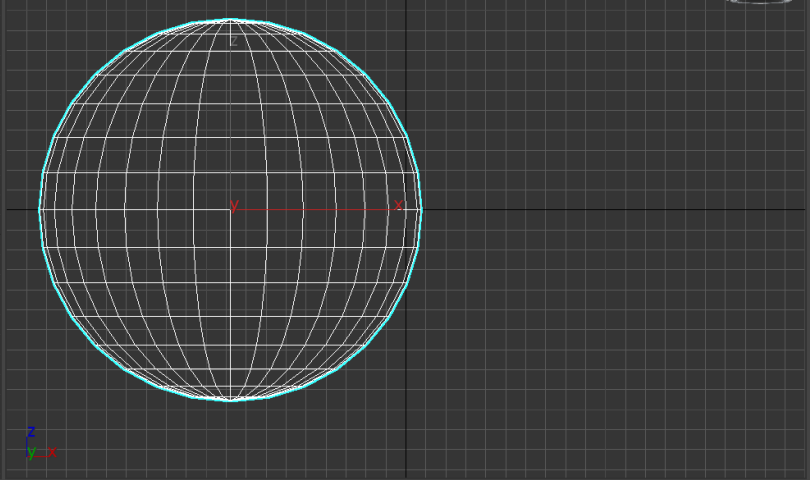
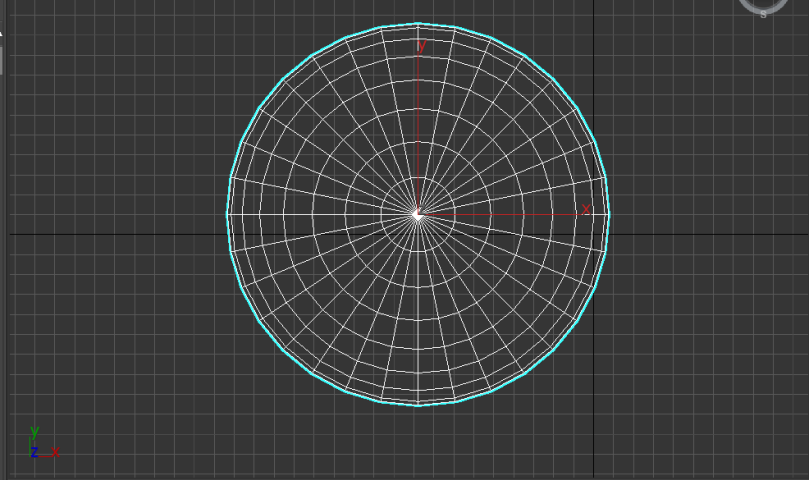
- Edge
- Center**

Keyboard Entry

Parameters

- Radius: 95,46
- Segments: 32
- Smooth
- Hemisphere: 0,0
- Chop     Squash
- Slice On
- Slice From: 0,0
- Slice To: 0,0
- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

● Sphere001



Standard Primitives

**Object Type**

- Box
- Cone
- Sphere**
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

**Name and Color**

Sphere001

**Creation Method**

- Edge
- Center**

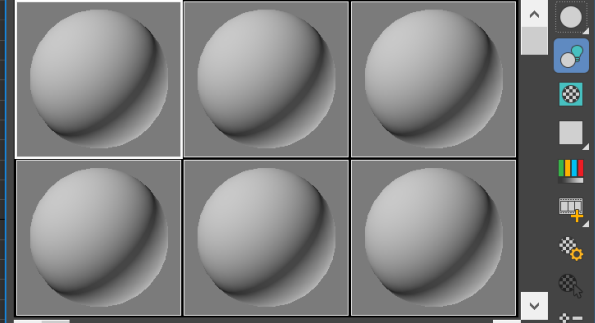
**Keyboard Entry**

**Parameters**

- Radius: 0,0
- Segments: 32
- Smooth
- Hemisphere: 0,0
- Chop  Squash
- Slice On
- Slice From: 0,0
- Slice To: 0,0
- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

Name (Sorted Ascending)

- Sphere001



01 - Default Standard

Shader Basic Parameters

Blinn

Wire 2-Sided

Face Map Faceted

Blinn Basic Parameters

Ambient: [Color Picker]

Diffuse: [Color Picker]

Specular: [Color Picker] None

Self-Illumination

Color 0

Opacity: 100

Specular Highlights

Specular Level: 0

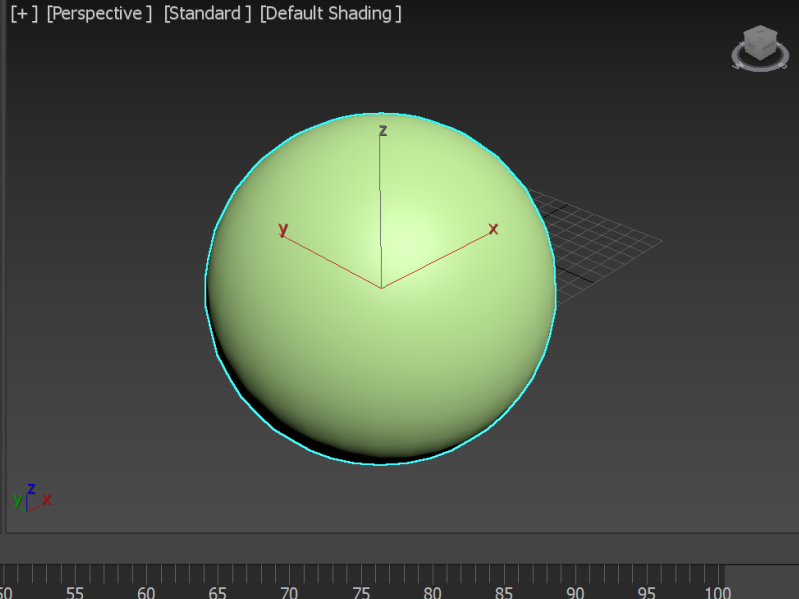
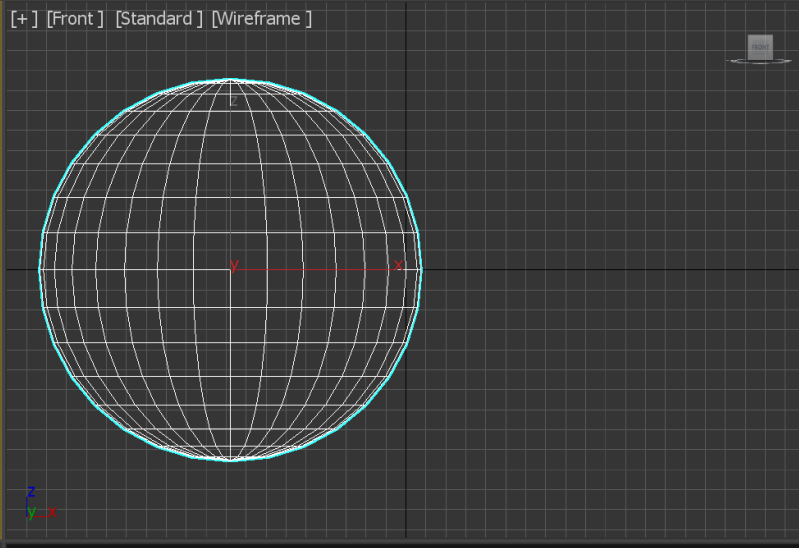
Glossiness: 10

Soften: 0,1

Extended Parameters

SuperSampling

Maps



Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

Name and Color

Sphere001

Creation Method

Edge Center

Keyboard Entry

Parameters

Radius: 0,0

Segments: 32

Smooth

Hemisphere: 0,0

Chop Squash

Slice On

Slice From: 0,0

Slice To: 0,0

Base To Pivot

Generate Mapping Coords.

Real-World Map Size



Select Display Edit

Name (Sorted Ascending)

- Sphere001

Material Editor - 01 - Default

Modes Material Navigation

01 - Default

Shader Basic Parameters

Blinn

Blinn Basic Parameters

Ambient: [Slider]

Diffuse: [Slider]

Specular: [Slider]

Specular Highlights

Specular Level: 0

Glossiness: 10

Soften: 0,1

Extended Parameters

SuperSampling

Maps

Material/Map Browser

Search by Name ...

- Maps
- General
- Bitmap
- Camera Map Per Pixel
- Cellular
- Checker
- Color Correction
- ColorMap
- Combustion
- Composite
- Dent
- Falloff
- Gradient
- Gradient Ramp
- Map Output Selector
- Marble
- Mask
- Mix
- MultiTile
- Noise
- Normal Bump
- Output
- Particle Age
- Particle MBlur
- Perlin Marble
- Raytrace
- RGB Multiply

OK Cancel

Standard Primitives

Object Type

AutoGrid

Box Cone

Sphere GeoSphere

Cylinder Tube

Torus Pyramid

Teapot Plane

TextPlus

Name and Color

Sphere001

Creation Method

Edge Center

Keyboard Entry

Parameters

Radius: 0,0

Segments: 32

Smooth

Hemisphere: 0,0

Chop Squash

Slice On

Slice From: 0,0

Slice To: 0,0

Base To Pivot

Generate Mapping Coords.

Real-World Map Size

Select Bitmap Image File

History: C:\Users\Mariana\Documents\3dsMax\sceneassets\images

Look in: aula(12)23\_05\_18

Quick access: Desktop, Libraries, This PC, Network

File name: aula12\_terra

Files of type: All Formats

Name template:

Gamma: Automatic (Recommended), Override 1,0

View: Sequence, Preview

Statistics: 1024x512, RGBA Color 8 Bits/Channel - Single Image

Location: C:\Users\Mariana\Desktop\Faculdade\3ºAno\2ºSemestre... \aula12\_terra.png

Scripting Content Help

Create Selection Set

Front] [Standard] [Wireframe]

Perspective] [Standard] [Default Shading]

Standard Primitives

Object Type

- Box
- Cone
- Sphere**
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Sphere001

Creation Method

- Edge
- Center**

Keyboard Entry

Parameters

- Radius: 0,0
- Segments: 32
- Smooth
- Hemisphere: 0,0
- Chop  Squash
- Slice On
- Slice From: 0,0
- Slice To: 0,0
- Base To Pivot
- Generate Mapping Coords.
- Real-World Map Size

Specular Level: 0

Glossiness: 10

Soften: 0,1

Extended Parameters

SuperSampling

Maps

1 Object Selected

Welcome to MA: Click and drag to begin creation process

X: 84,892 Y: 6,166 Z: 0,0

Grid = 10,0

Add Time Tag