

Select Display Edit

Name (Sorted Ascending) • Fro..

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

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

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

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

Standard Primitives

Object Type

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

Name and Color

Slate Material Editor

Modes Material Edit Select View Options Tools Utilities

Material Map Browser View1

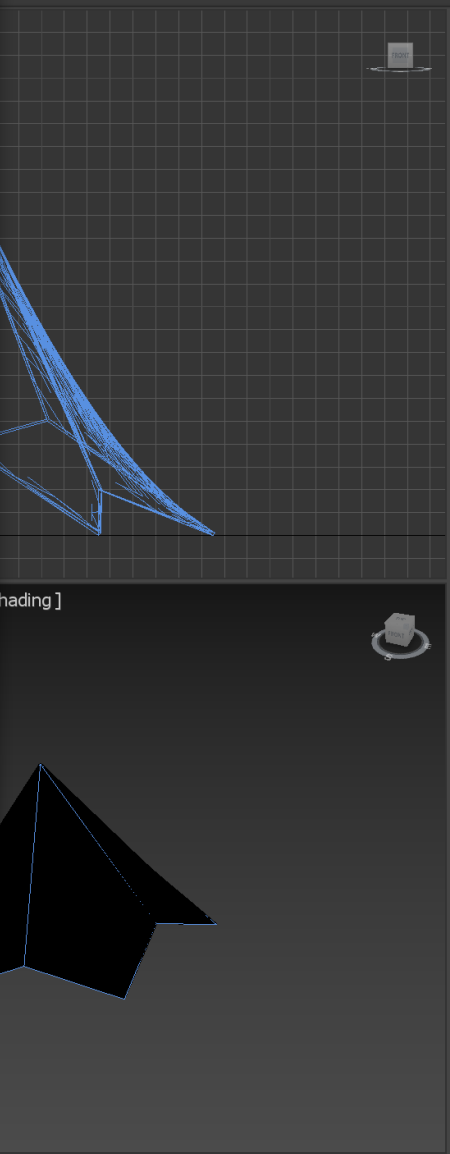
Search by Name

- Materials
 - General
 - Physica...
 - Blend
 - Compo...
 - DirectX...
 - Double...
 - Ink 'n...
 - Matte...
 - Morpher
 - Multi/S...
 - Shell M...
 - Shellac
 - Top/Bo...
 - XRef M...
 - Scanline
 - Advanc...
 - Archite...
 - Raytrace
 - Standard
 - Maps
 - General

Material Parameter Editor

View1

100%



Standard Primitives

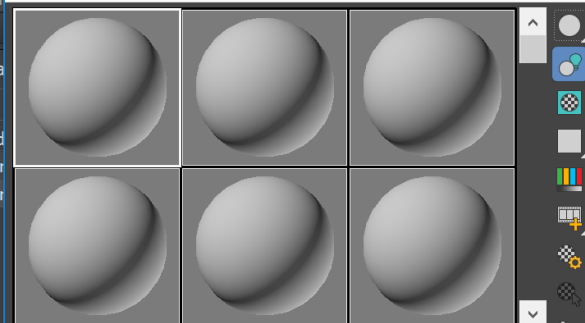
Object Type

AutoGrid

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

Name and Color

Color selection area with a pink square.

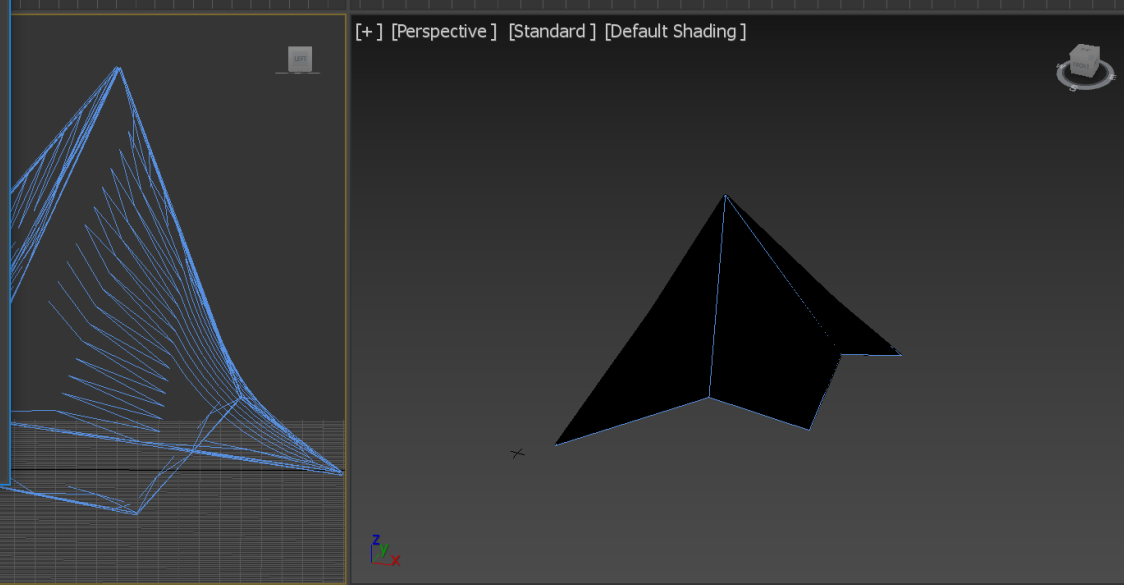
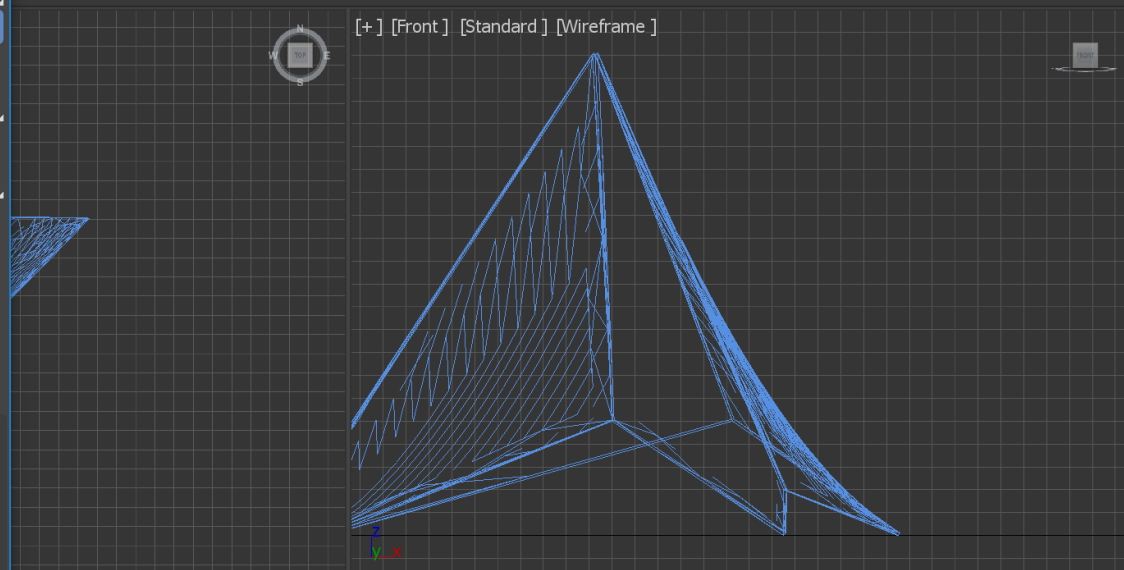


01 - Default Standard

Shader Basic Parameters
Blinn Wire 2-Sided
Face Map Faceted

Blinn Basic Parameters
Ambient: Diffuse: Specular: 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

Material Editor - 01 - Default Modes Material Navigation Options Utilities

Modeling Polygon Modeling

Select Display

Name (Sorted) Layer Layer

01 - Default Standard

Shader Basic Parameters

Blinn Wire 2-Sided Face Map Faceted

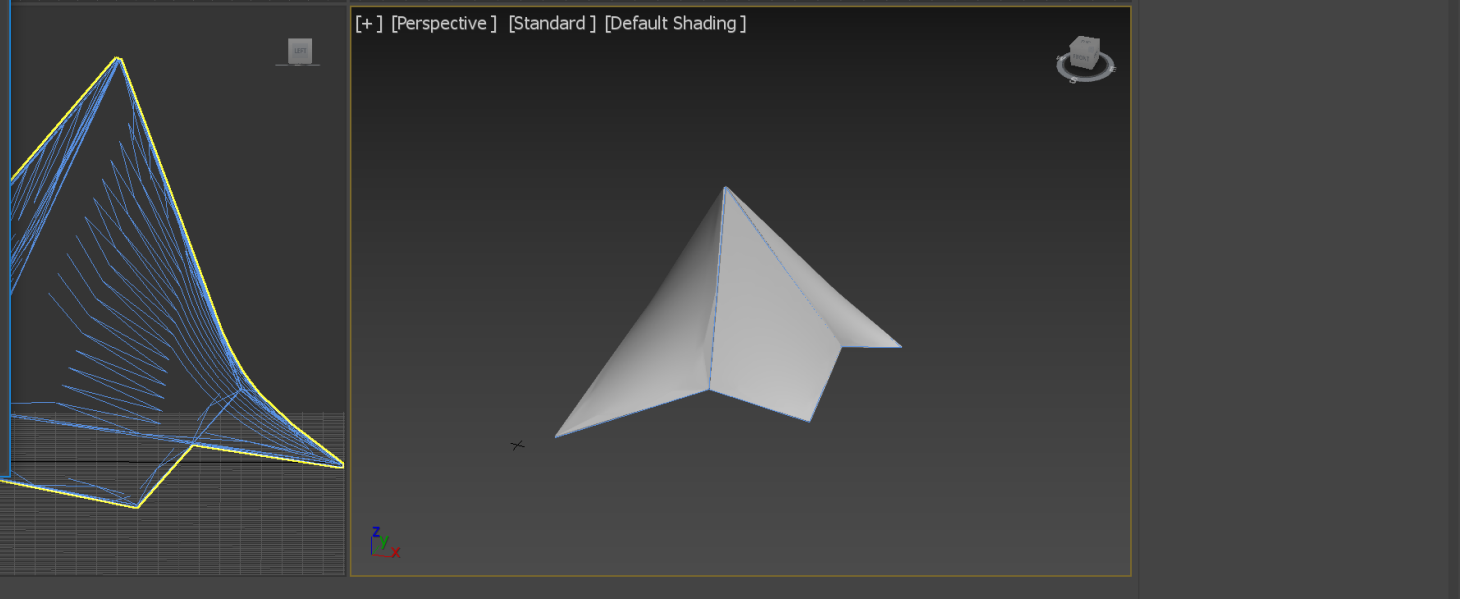
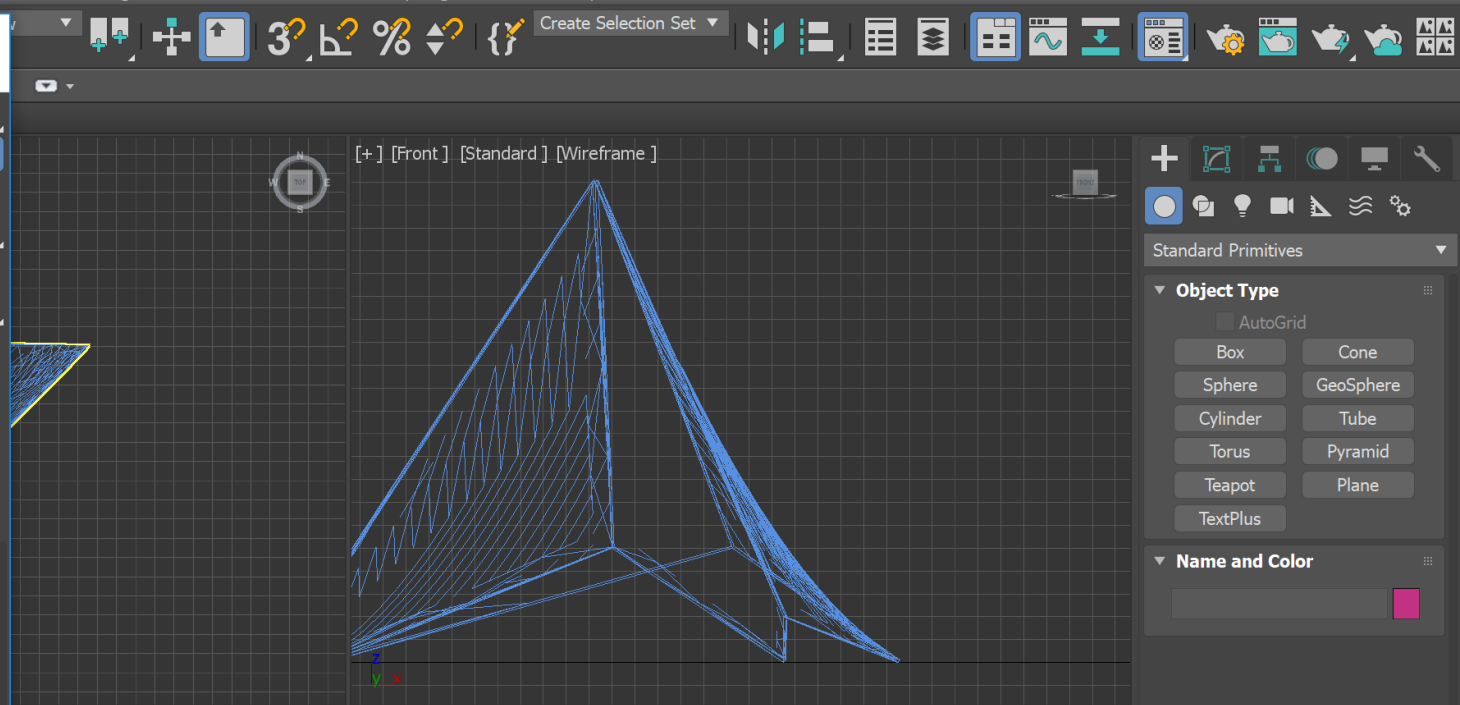
Blinn Basic Parameters

Ambient: Diffuse: Specular: 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

Color Selector: Ambient Color

Hue Whiteness

Red: 203
Green: 236
Blue: 150
Hue: 59
Sat: 93
Value: 236

Reset OK Cancel

01 - Default Standard

Shader Basic Parameters

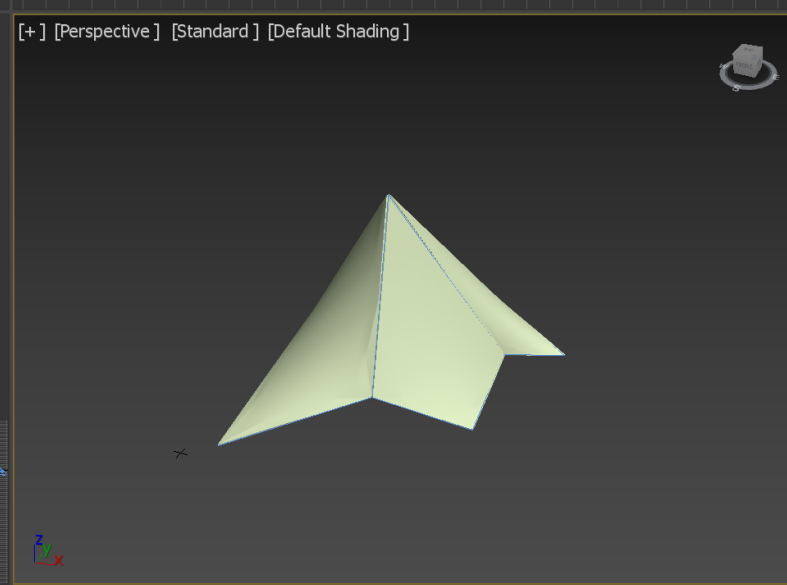
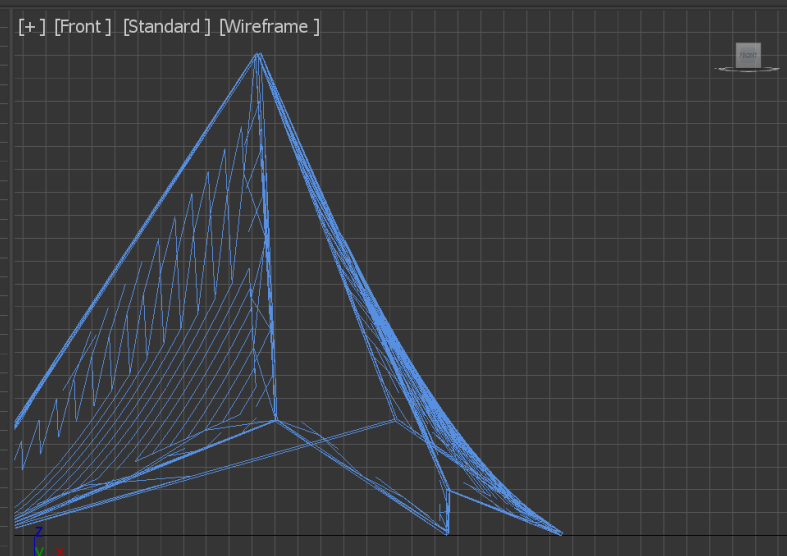
Blinn Wire 2-Sided
Face Map Faceted

Blinn Basic Parameters

Ambient: Diffuse: Specular: 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

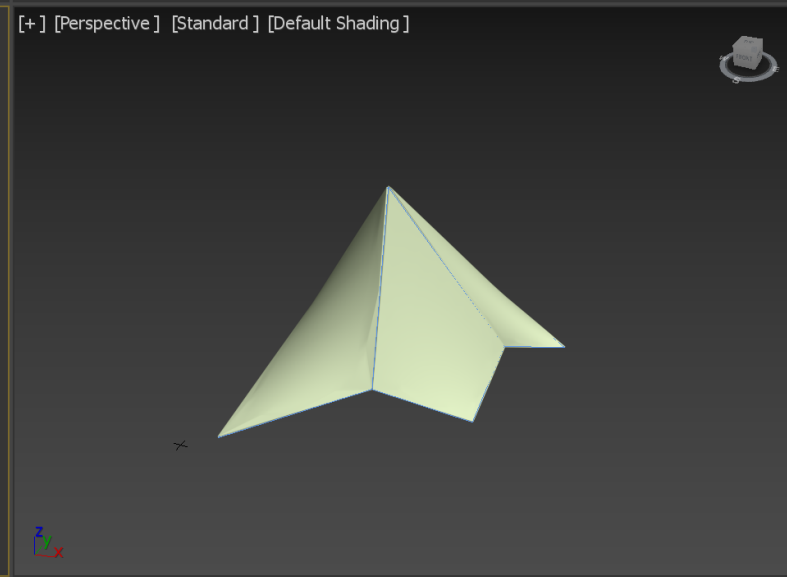
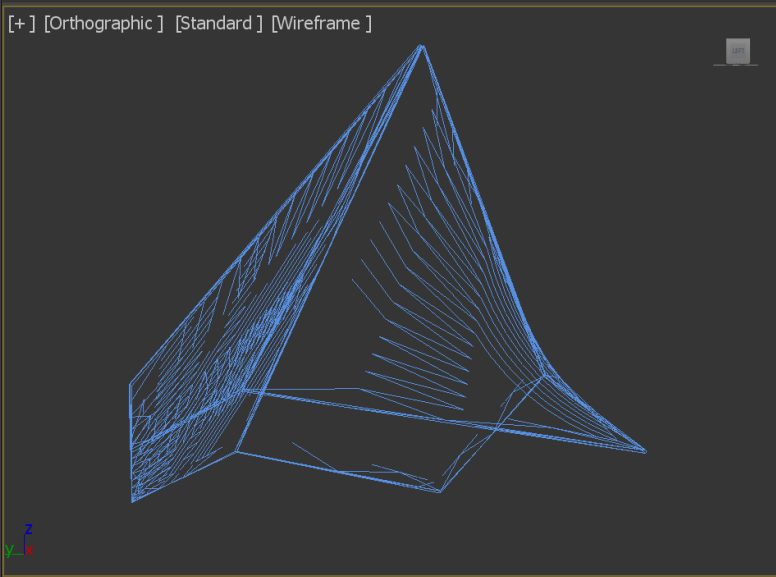
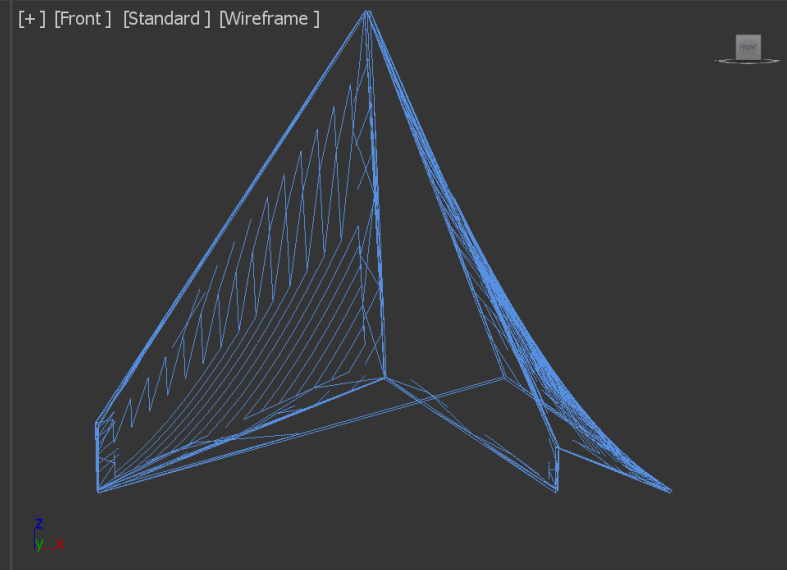
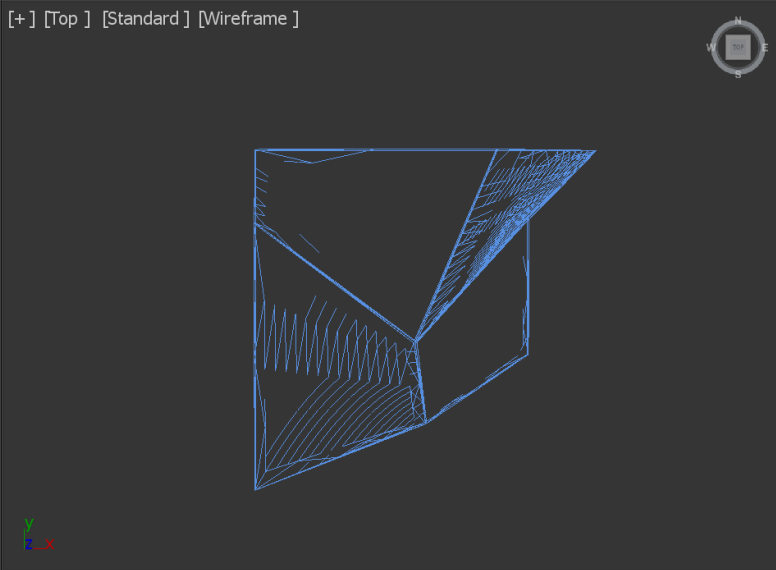
Name and Color

Select Display Edit

Name (Sorted Ascending)

- Layer:0
- Layer:0

Workspace: Default



Standard Primitives

Object Type

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

Name and Color

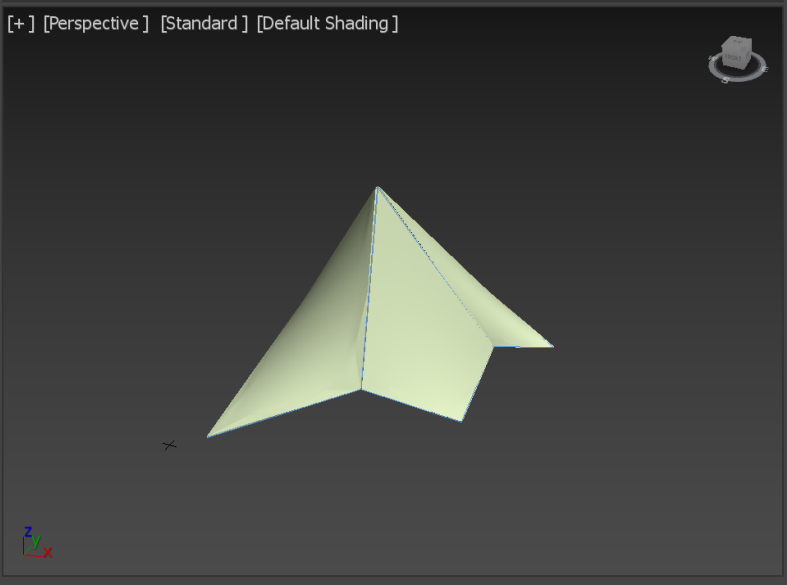
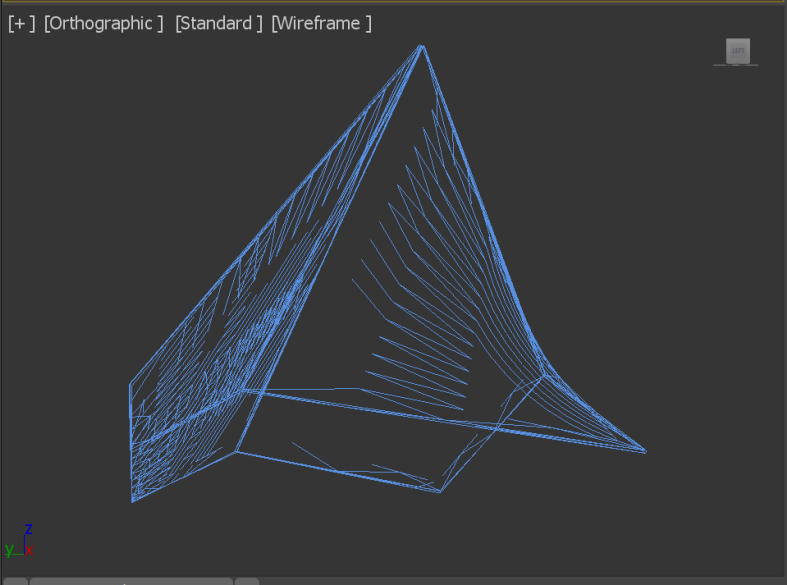
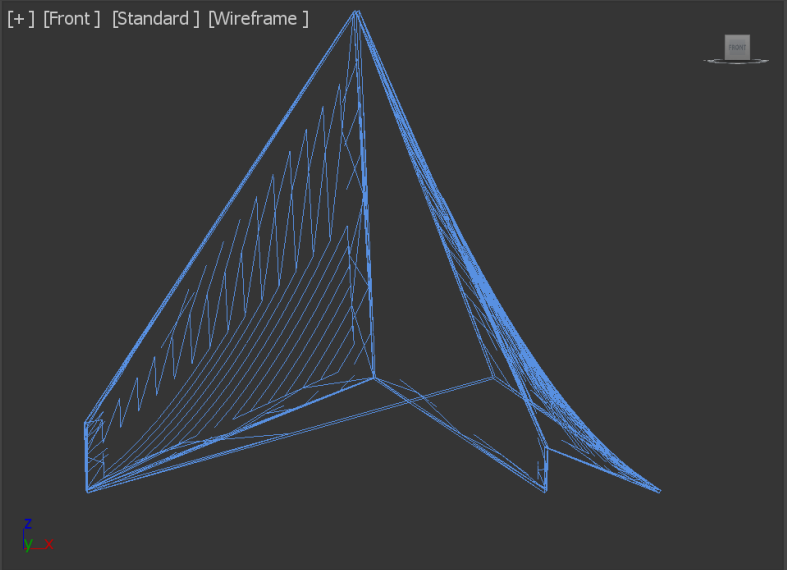
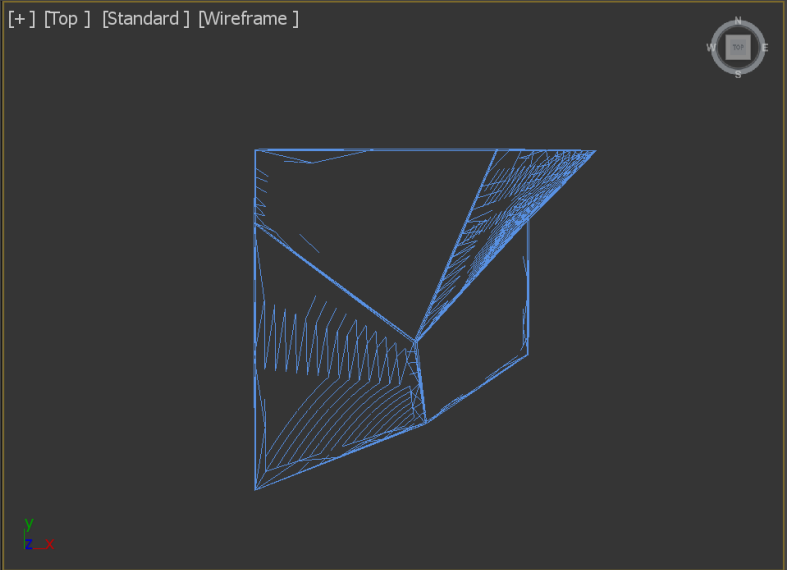
AutoGrid

Select Display Edit

Name (Sorted Ascending)

- Layer:0
- Layer:0

Workspace: Default



Standard Primitives

Object Type

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

Name and Color

Creation Method

- Cube
- Box

Keyboard Entry

Parameters

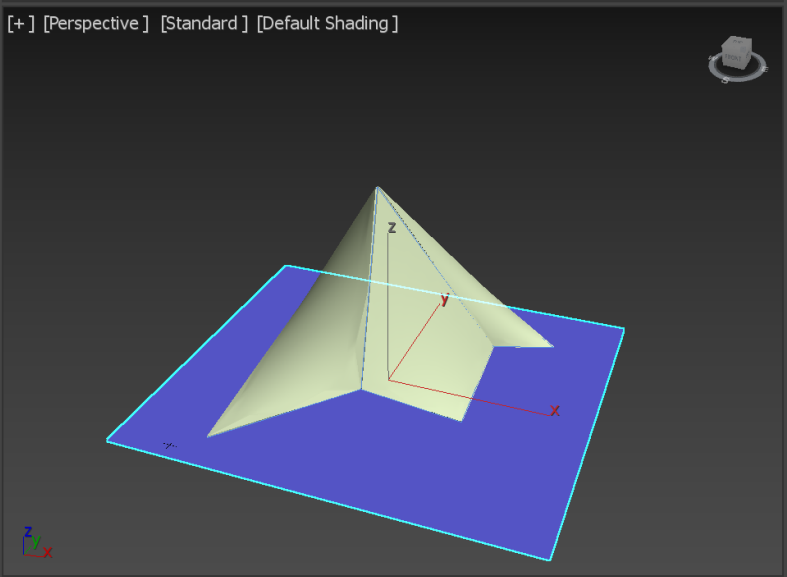
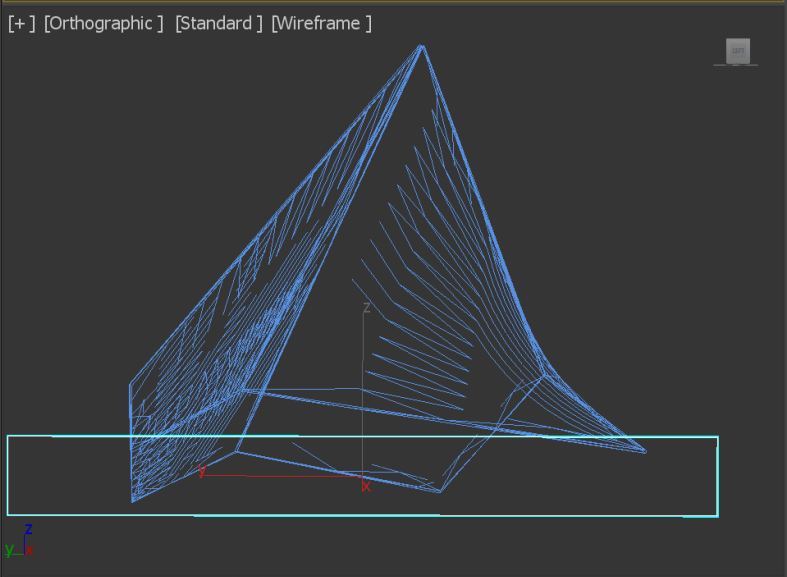
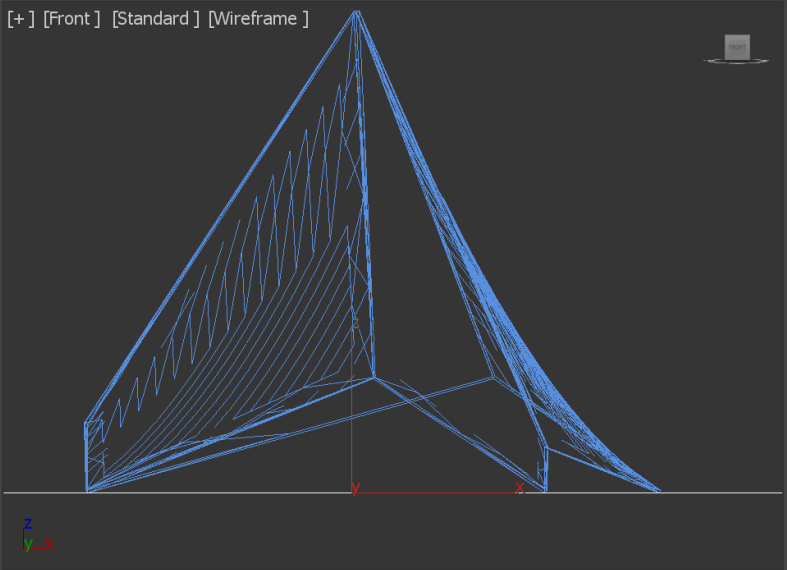
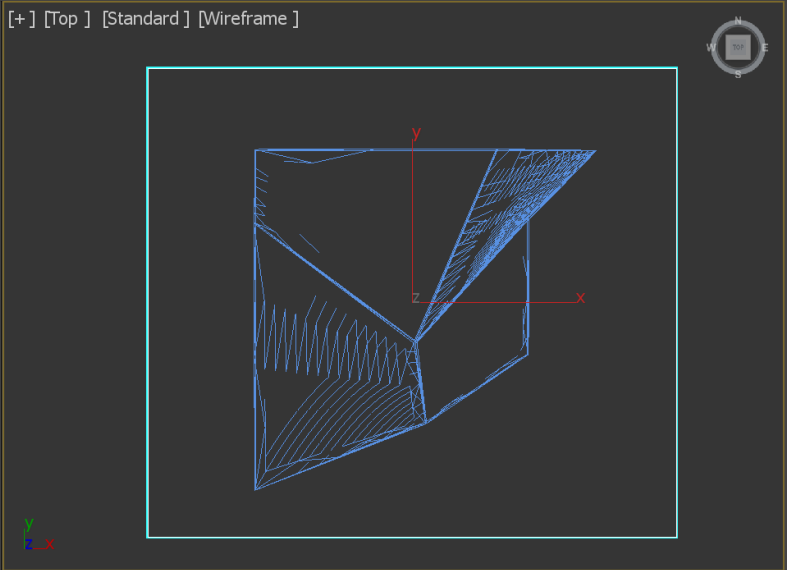
- Length: 0,0
- Width: 0,0
- Height: 0,0
- Length Segs: 1
- Width Segs: 1
- Height Segs: 1
- Generate Mapping Coords. (checked)
- Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- Box001
- Layer:0
- Layer:0

Workspace: Default



Standard Primitives

Object Type

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

Name and Color

Box001

Creation Method

- Cube
- Box

Keyboard Entry

Parameters

Length: 3449,328

Width: 3890,31

Height: 0,0

Length Segs: 1

Width Segs: 1

Height Segs: 1

Generate Mapping Coords.

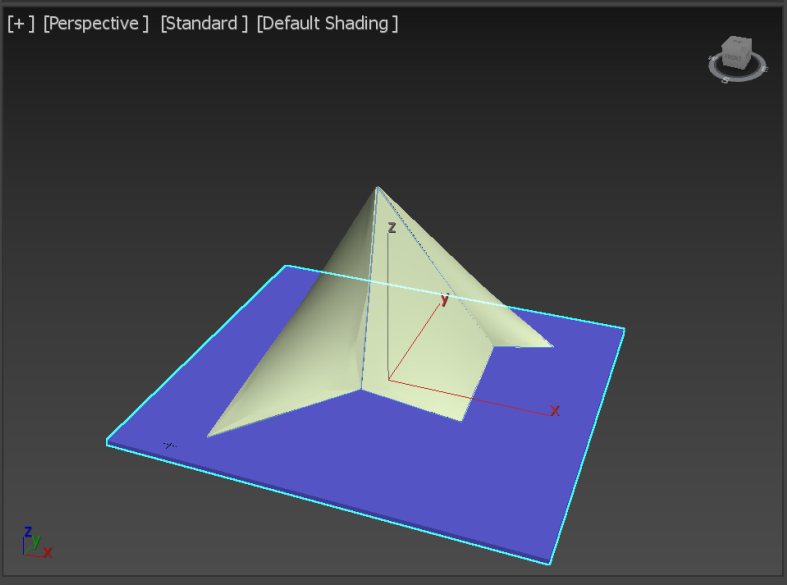
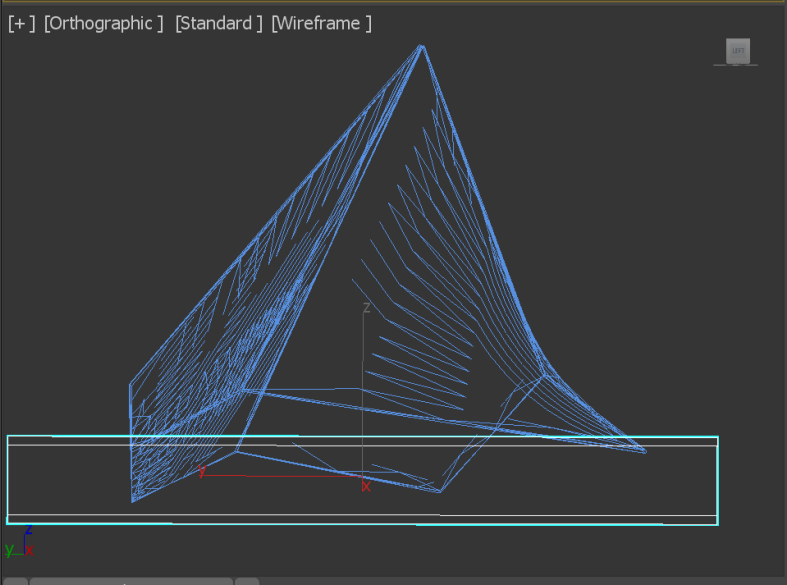
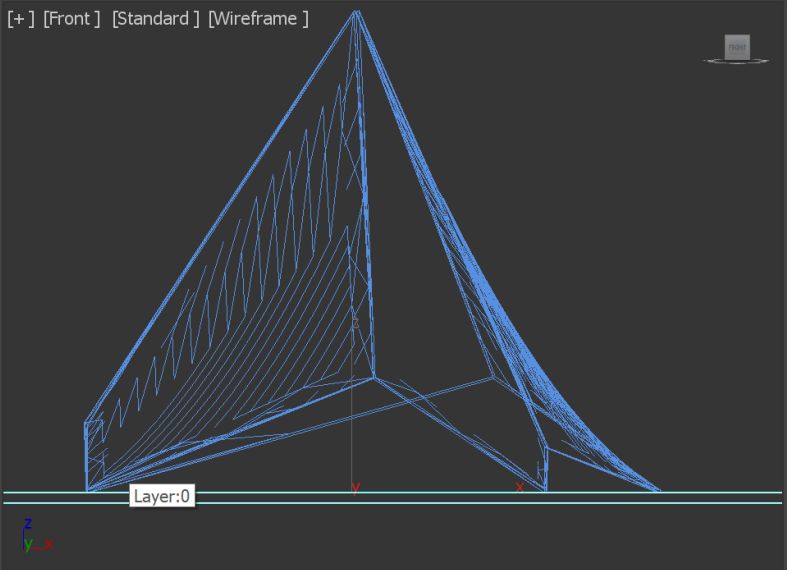
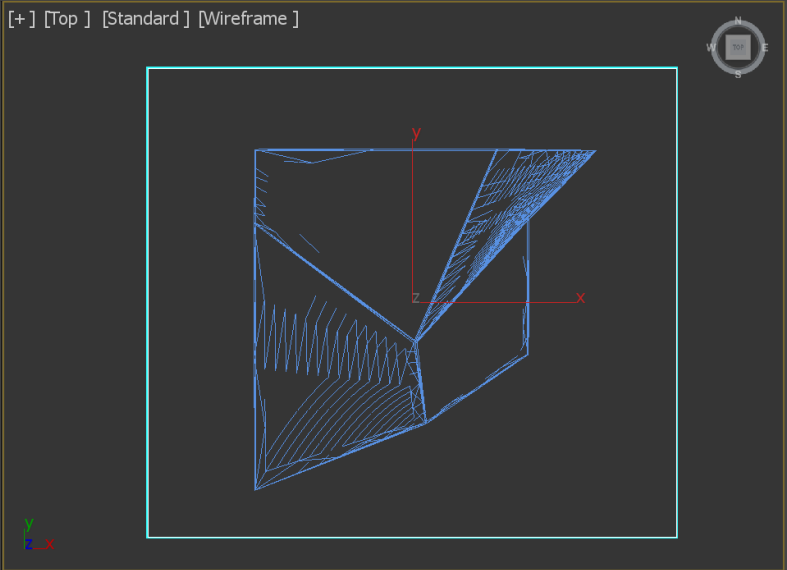
Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- Box001
- Layer:0
- Layer:0

Workspace: Default



Standard Primitives

Object Type

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

Name and Color

Box001

Creation Method

- Cube
- Box

Keyboard Entry

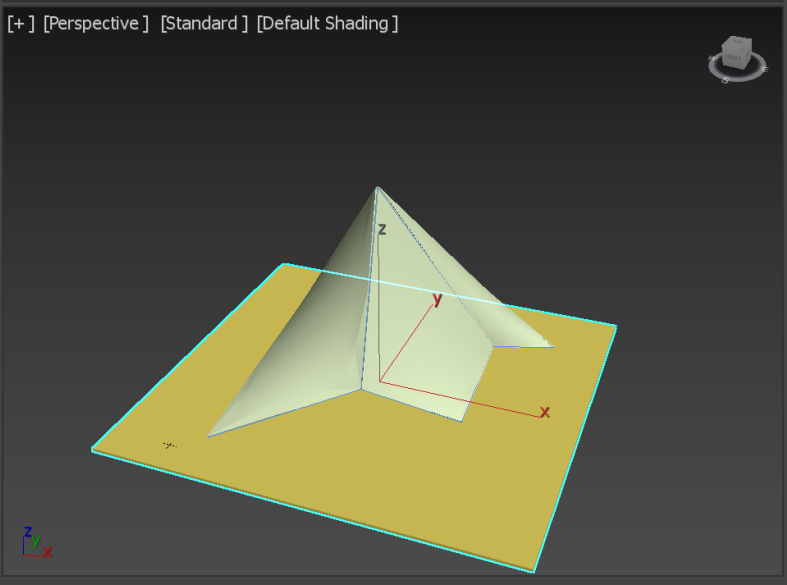
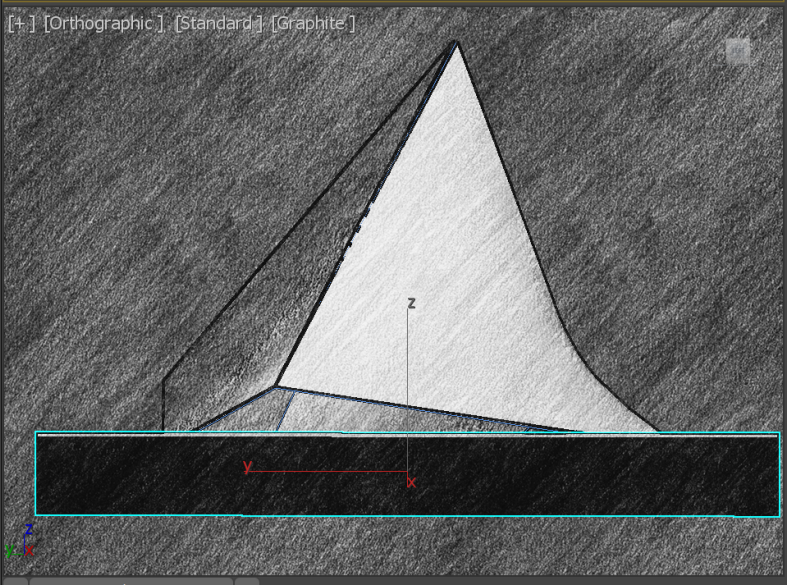
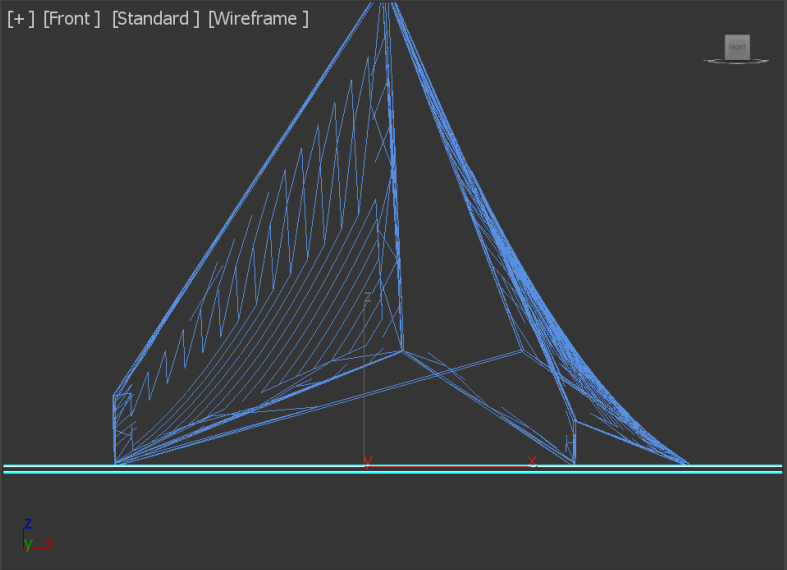
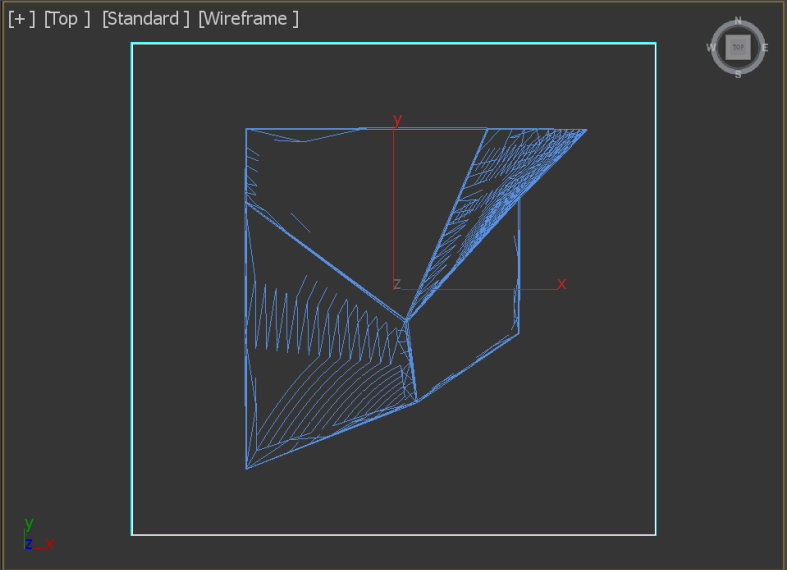
Parameters

- Length: 0,0
- Width: 0,0
- Height: 0,0
- Length Segs: 1
- Width Segs: 1
- Height Segs: 1
- Generate Mapping Coords. (checked)
- Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0



chao

Modifier List

- Box

Parameters

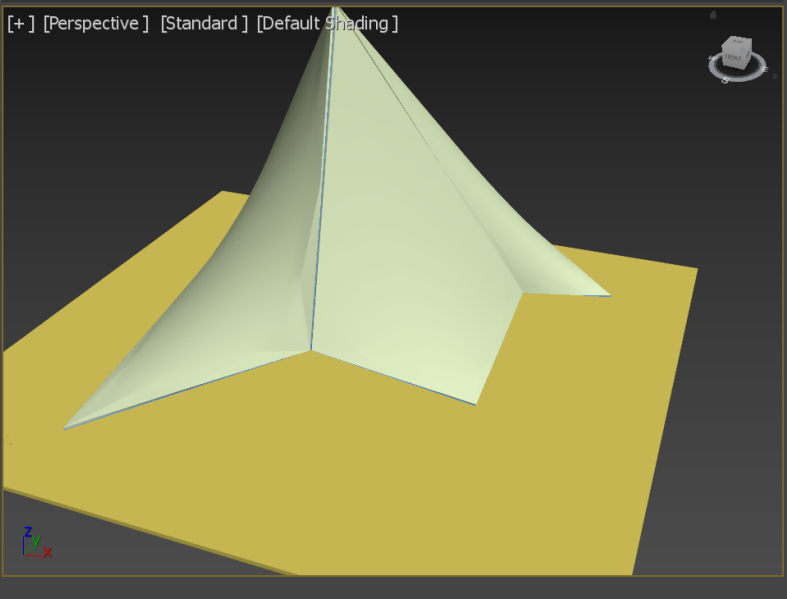
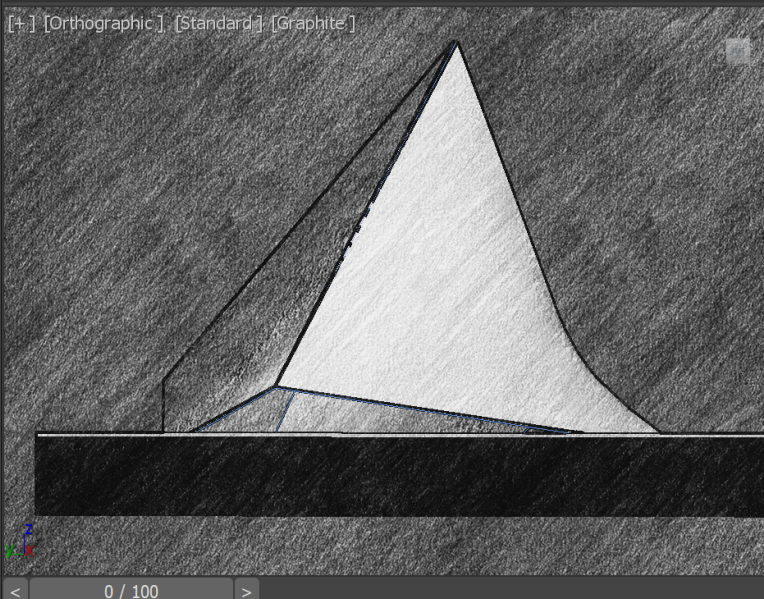
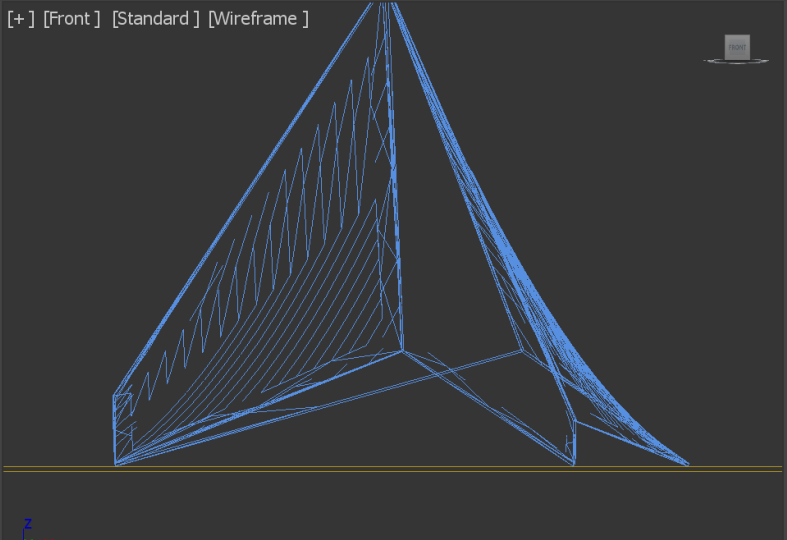
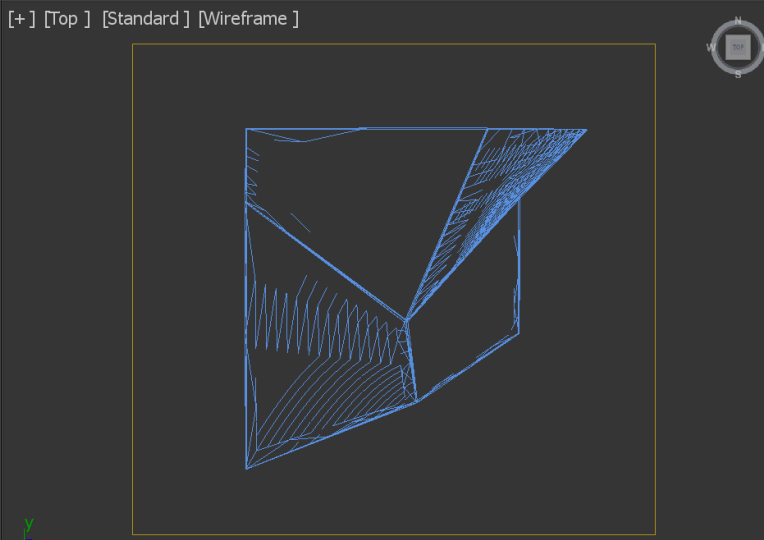
- Length: 3612,431
- Width: 3848,024
- Height: -24,163
- Length Segs: 1
- Width Segs: 1
- Height Segs: 1
- Generate Mapping Coords.
- Real-World Map Size

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0

Workspace: Default



Photometric

Object Type

- AutoGrid
- Target Light
- Free Light
- mr Sky Portal
- Sun Positioner

Name and Color

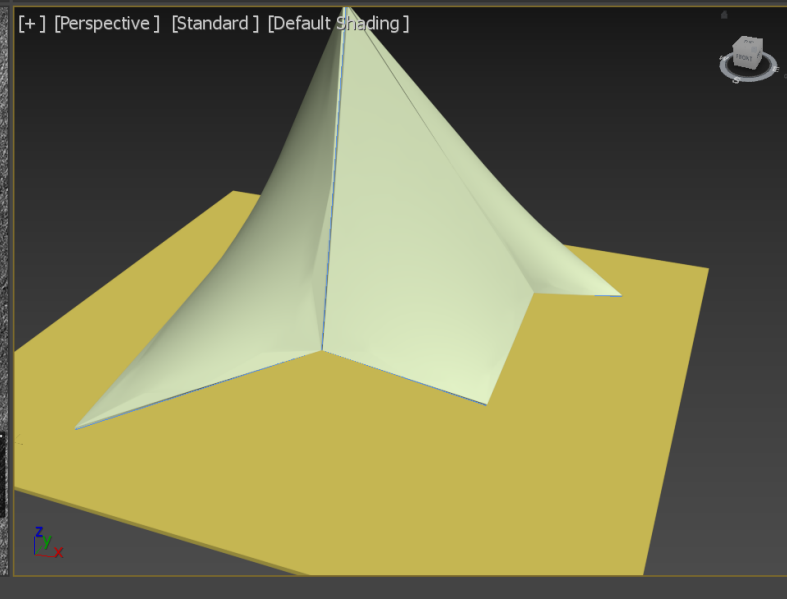
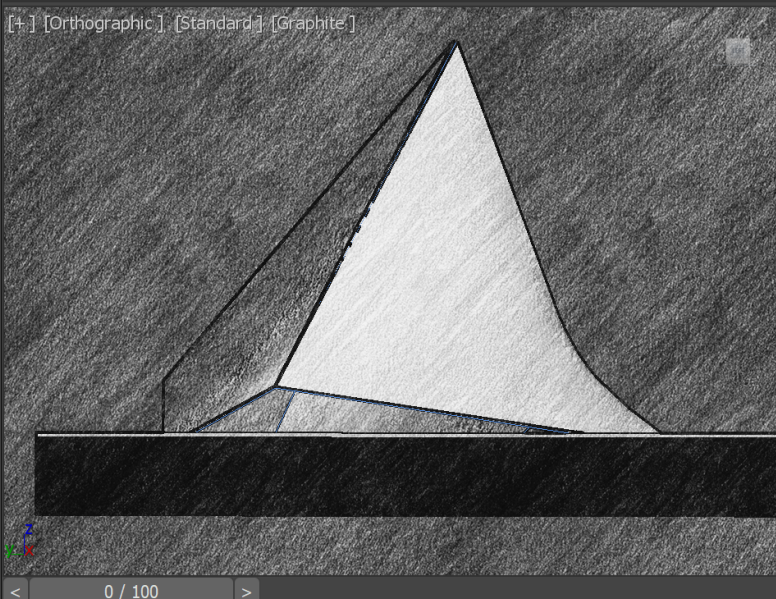
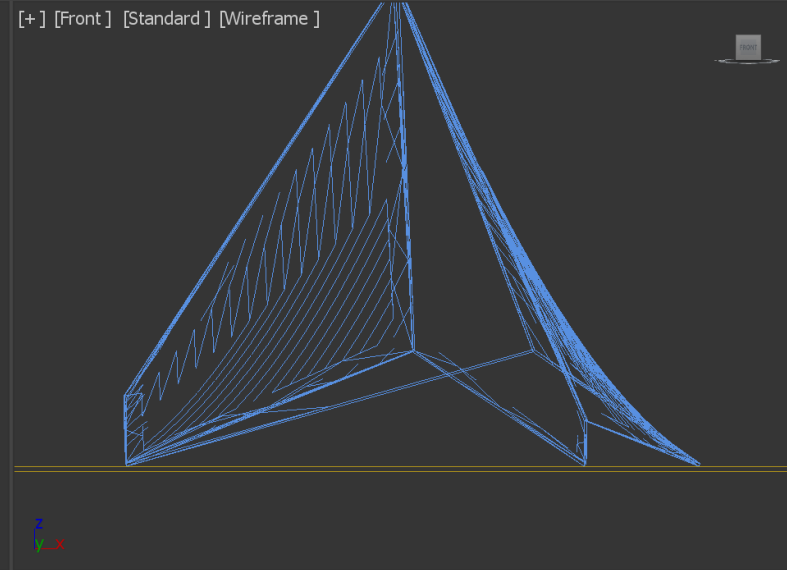
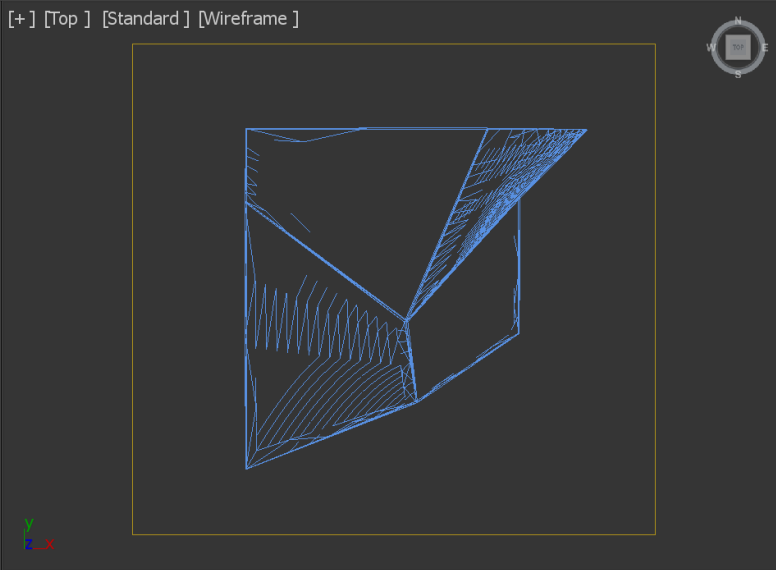
Color swatch: Pink

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0

Workspace: Default



Photometric

Photometric

Standard

Target Light Free Light

mr Sky Portal Sun Positioner

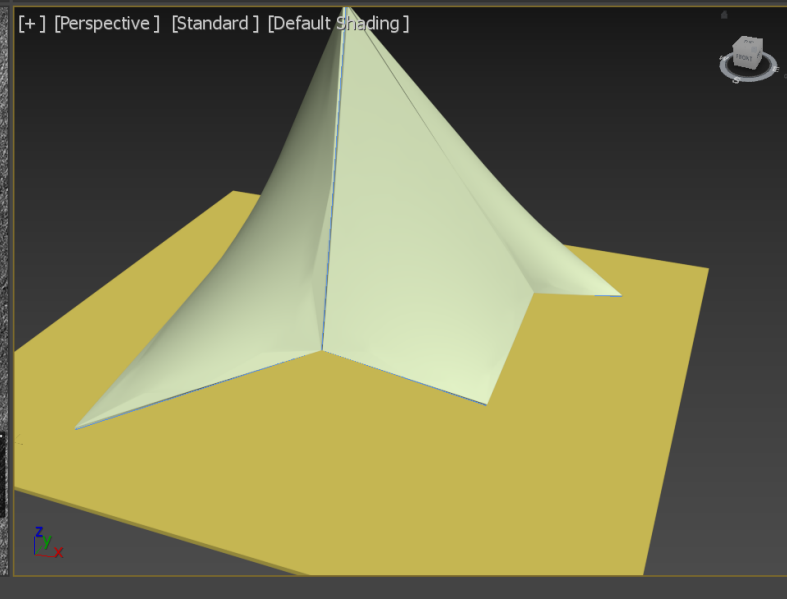
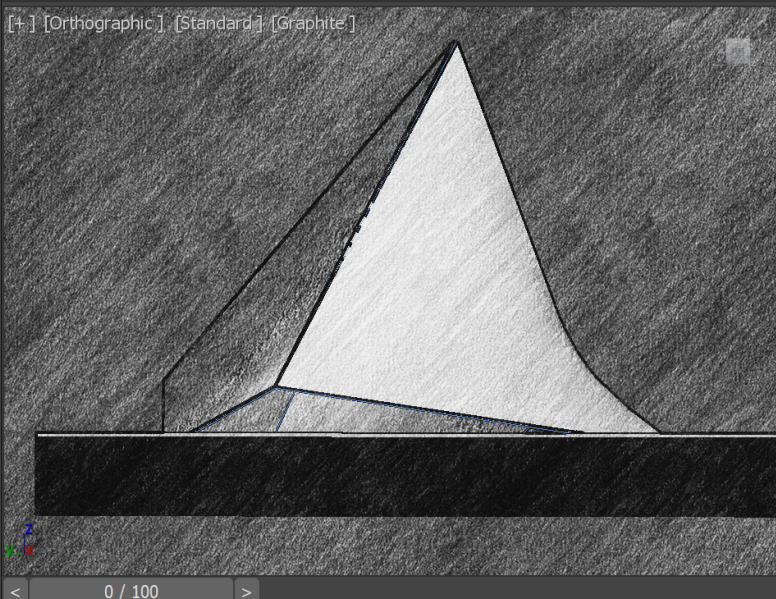
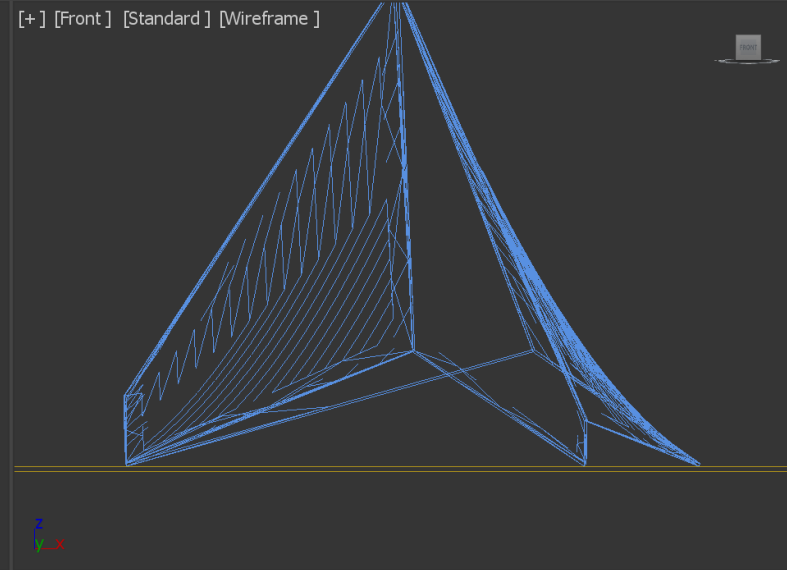
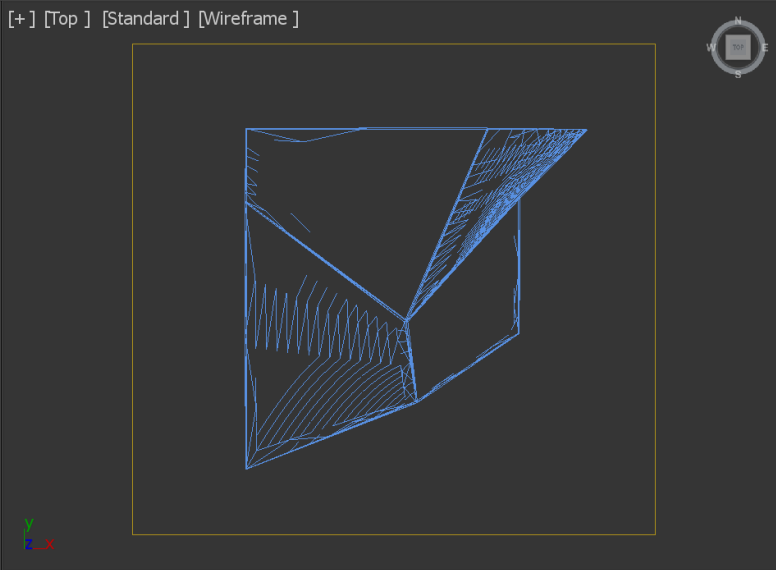
Name and Color

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0

Workspace: Default



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

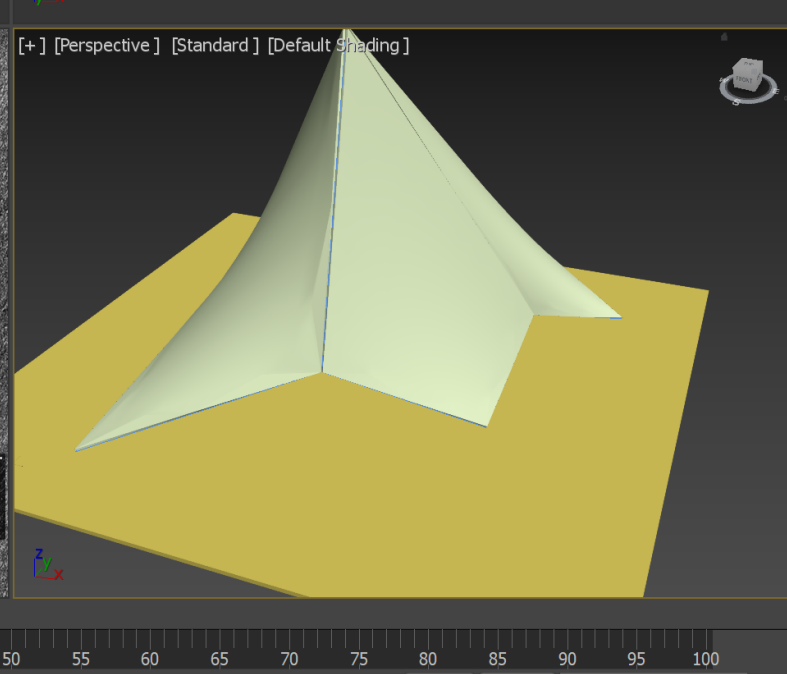
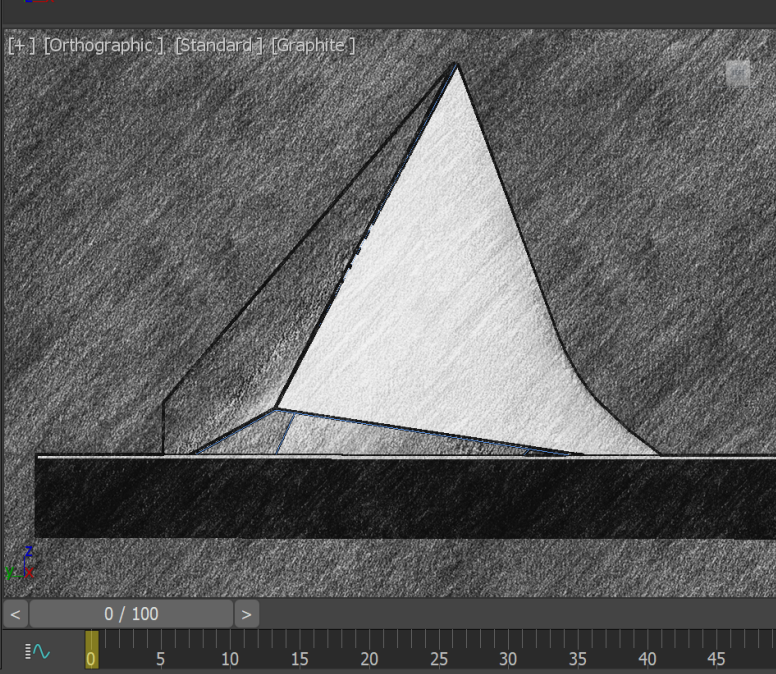
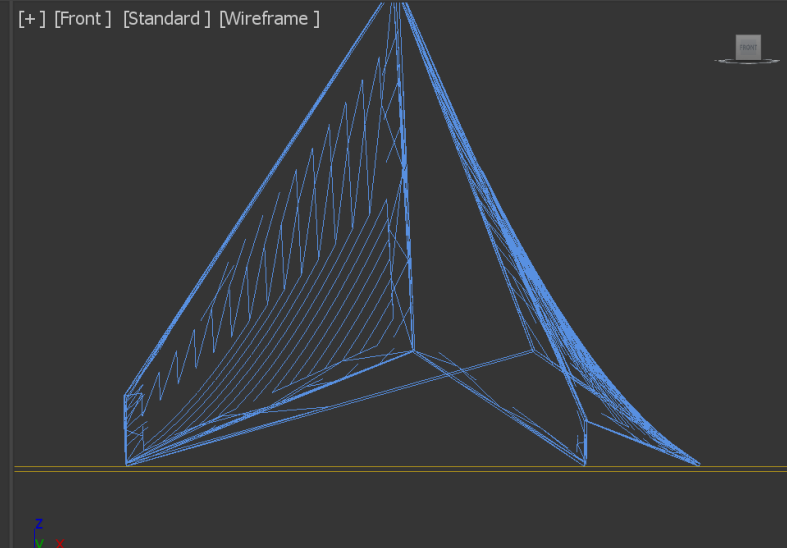
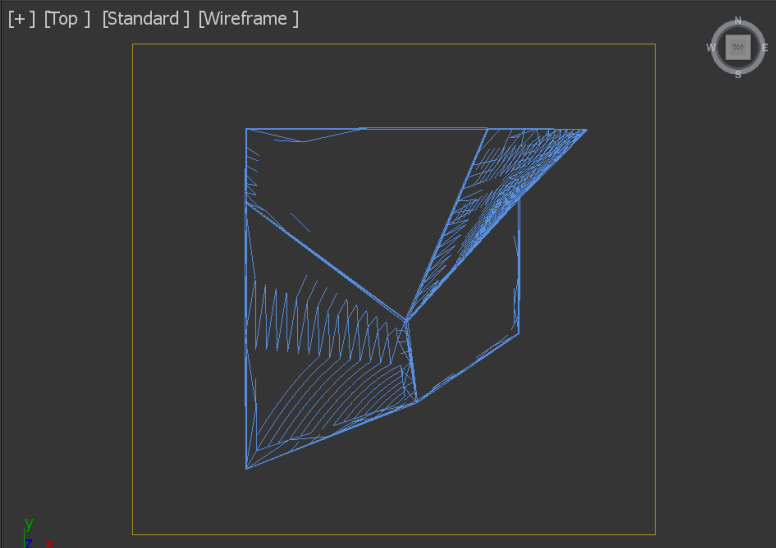
Color swatch: Pink

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0

Workspace: Default



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

General Parameters

- On Targ. Dist:
- Shadows
 - On Use Global Settings
 - Shadow Map
- Exclude...

Intensity/Color/Attenuation

Advanced Effects

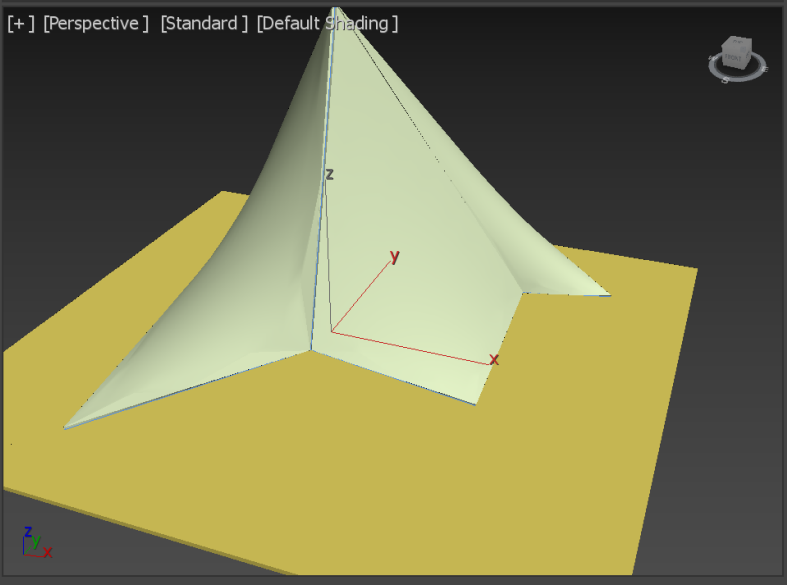
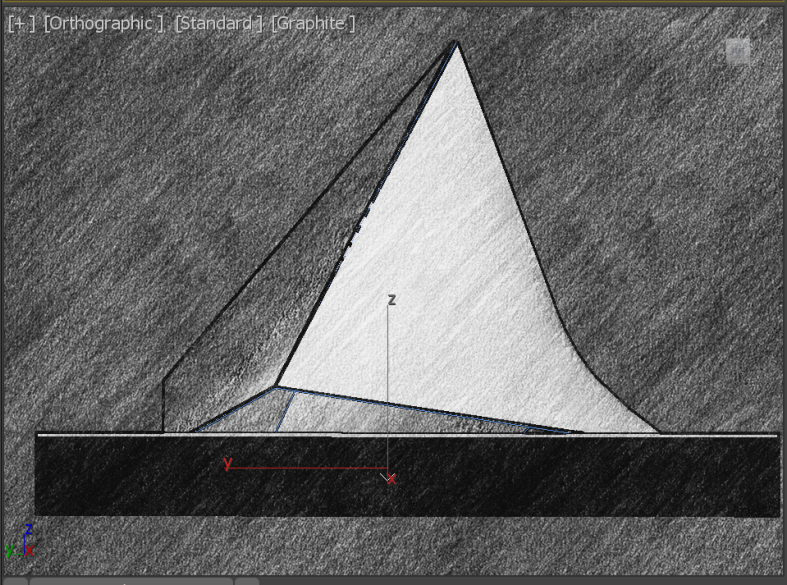
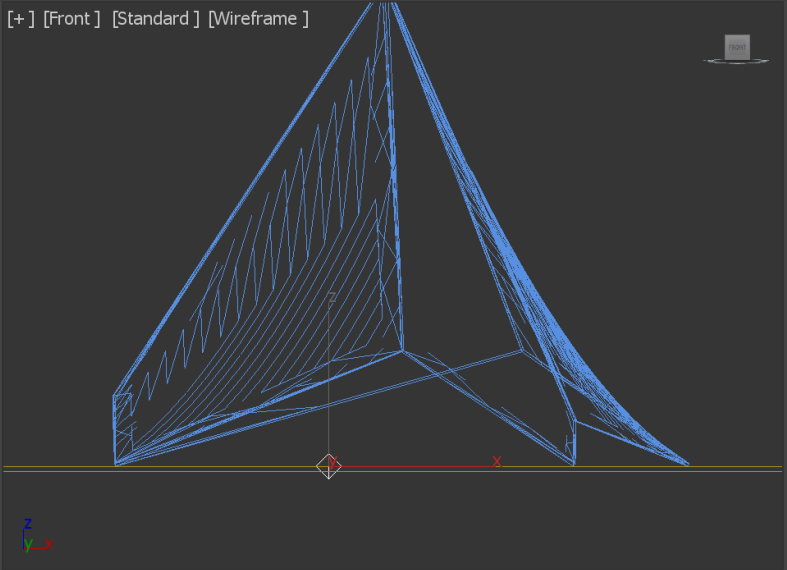
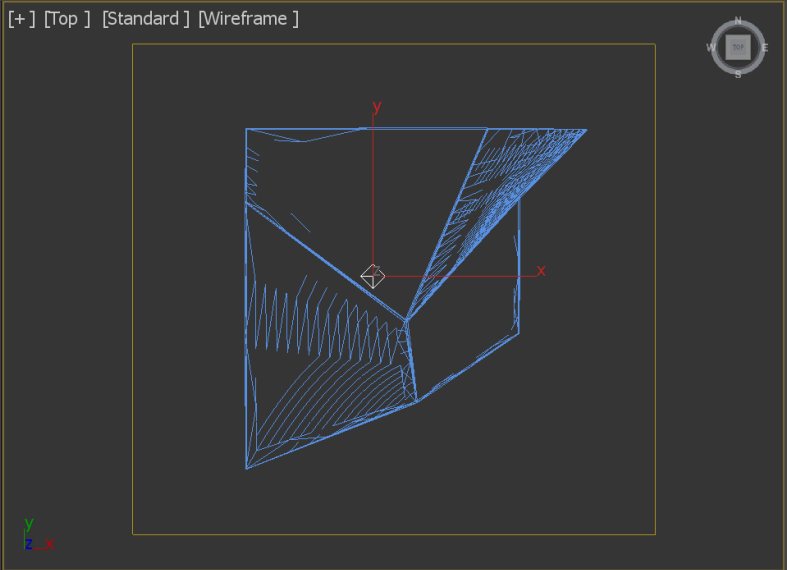
Shadow Parameters

Shadow Map Params

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0
- Omni001



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

Omni001

General Parameters

- On
- Targ. Dist:
- Shadows
- On
- Use Global Settings
- Shadow Map
- Exclude...

Intensity/Color/Attenuation

Advanced Effects

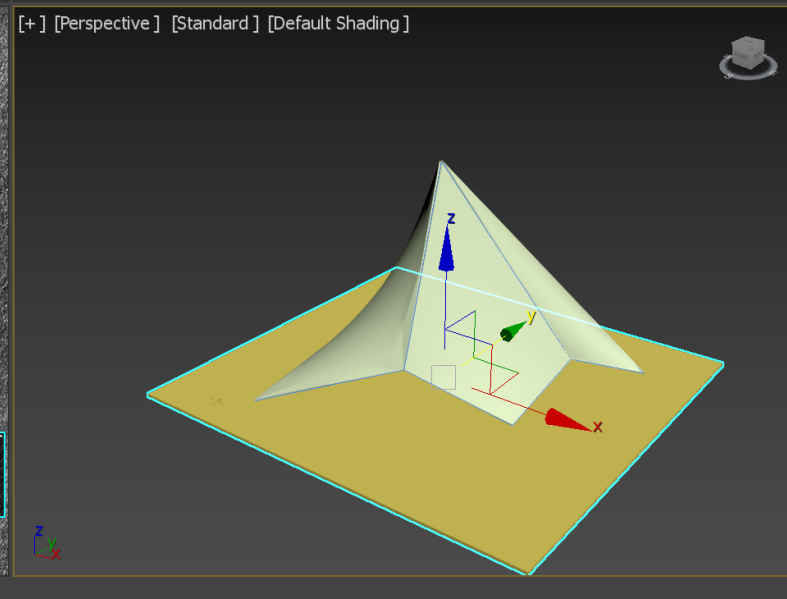
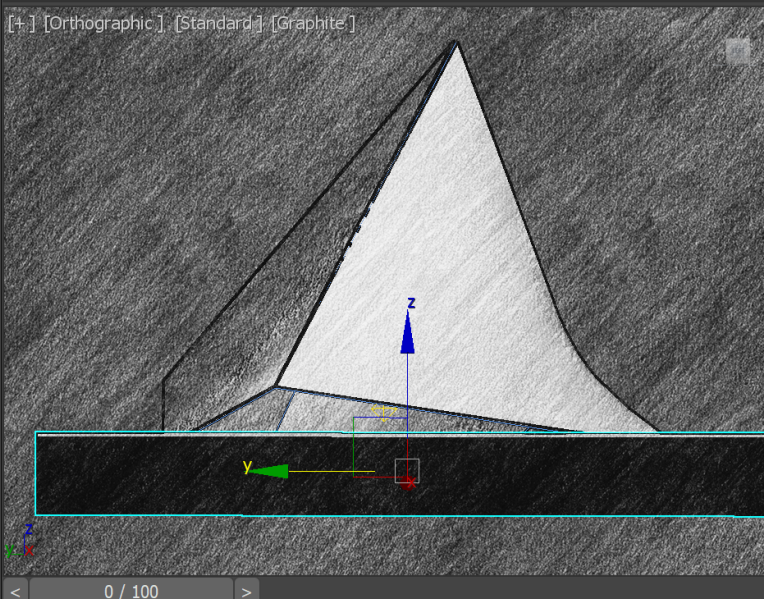
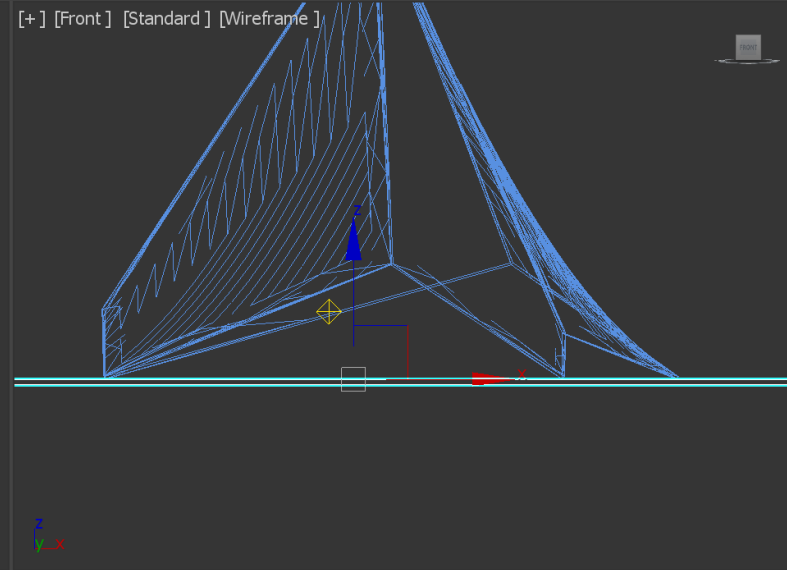
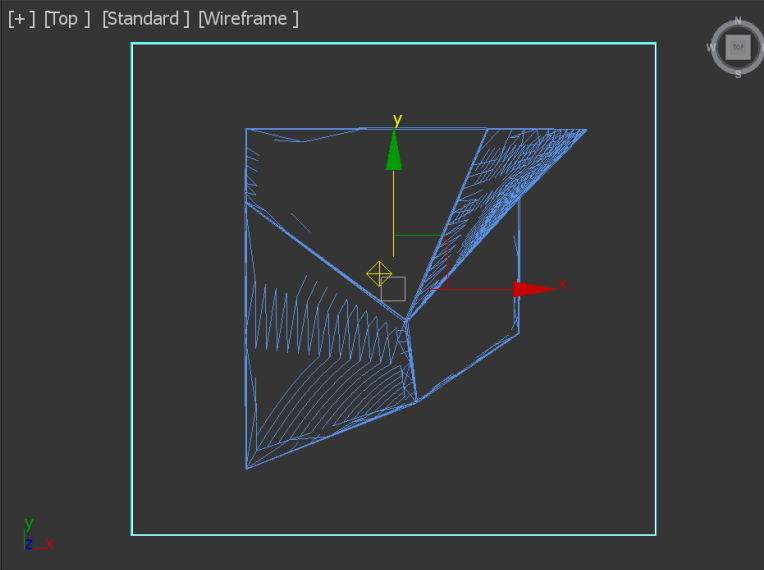
Shadow Parameters

Shadow Map Params

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0
- Omnii001



Standard

Object Type

- AutoGrid
- Target Spot
- Free Spot
- Target Direct
- Free Direct
- Omni
- Skylight
- mr Area Omni
- mr Area Spot

Name and Color

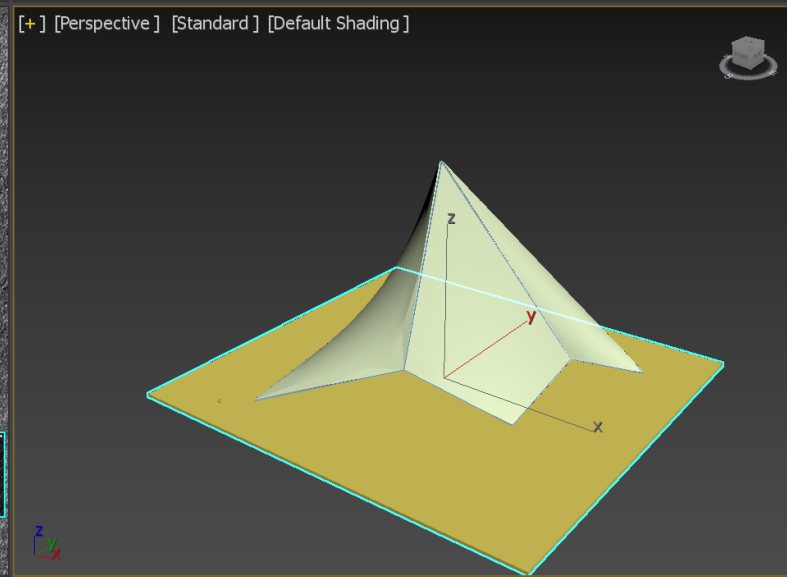
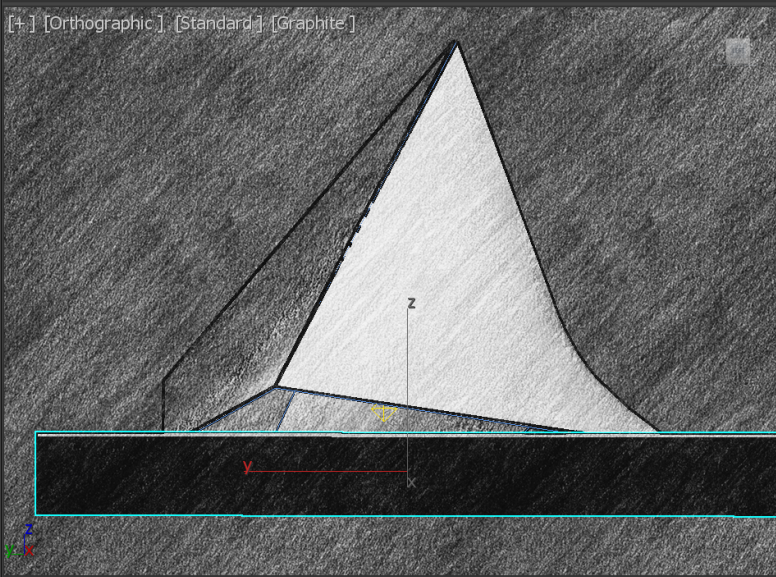
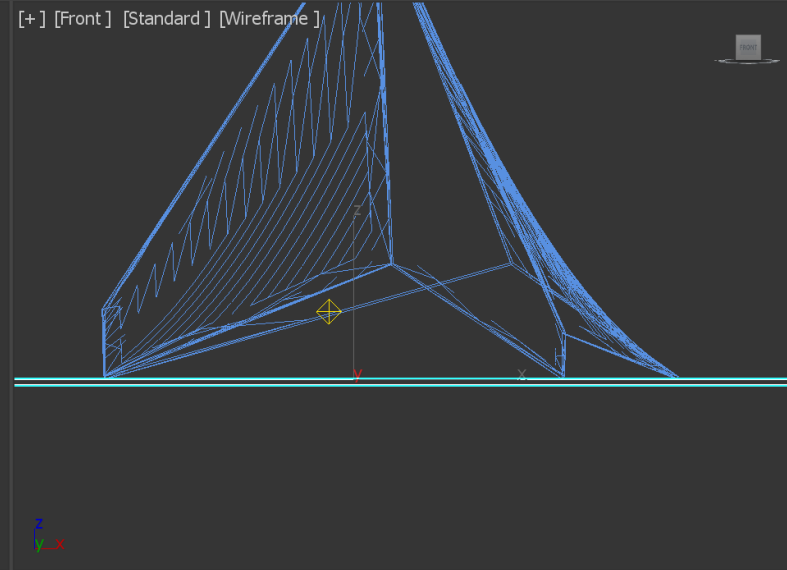
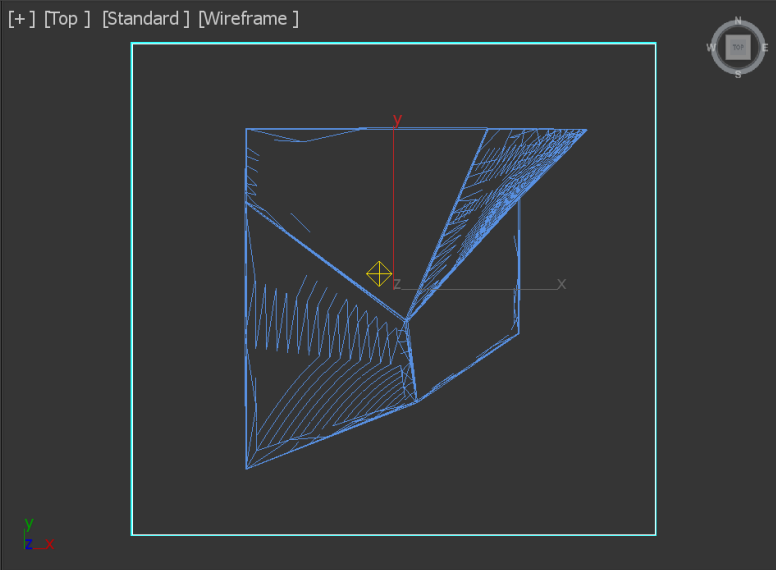
chao

Select Display Edit

Name (Sorted Ascending)

- chao
- Layer:0
- Layer:0
- Omnii001

Workspace: Default



Standard

Object Type

- Physical
- Target
- Free

Name and Color

chao

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

- 15mm
- 20mm
- 24mm
- 28mm
- 35mm
- 50mm
- 85mm
- 135mm
- 200mm

Type: Target Camera

- Show Cone
- Show Horizon

Environment Ranges

- Show
- Near Range: 0,0
- Far Range: 1000,0

Clipping Planes

- Clip Manually
- Near Clip: 1,0
- Far Clip: 1000,0

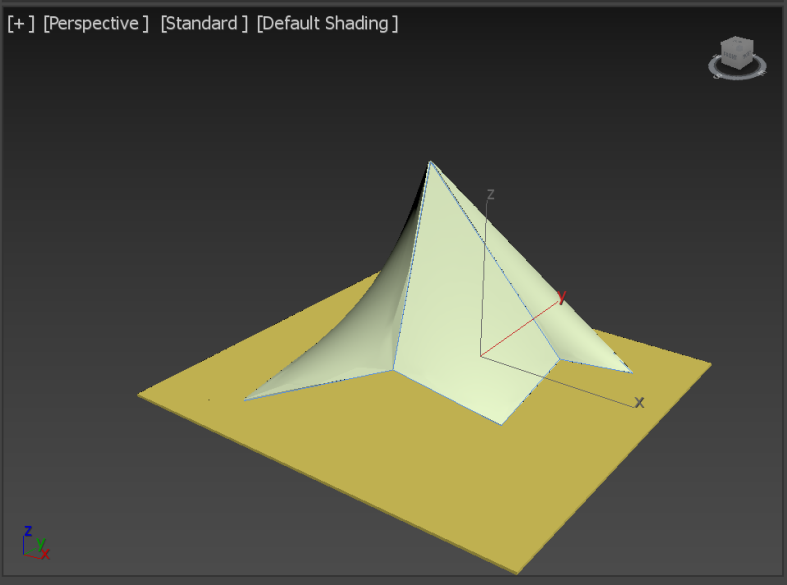
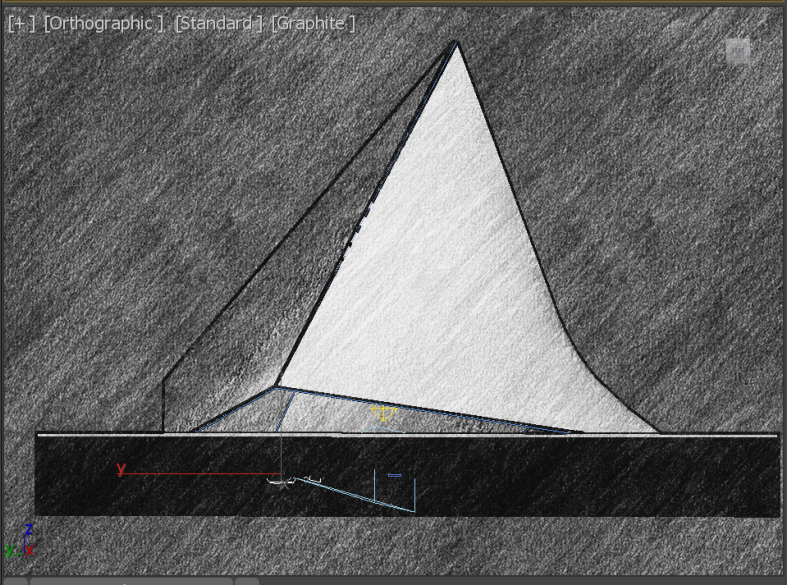
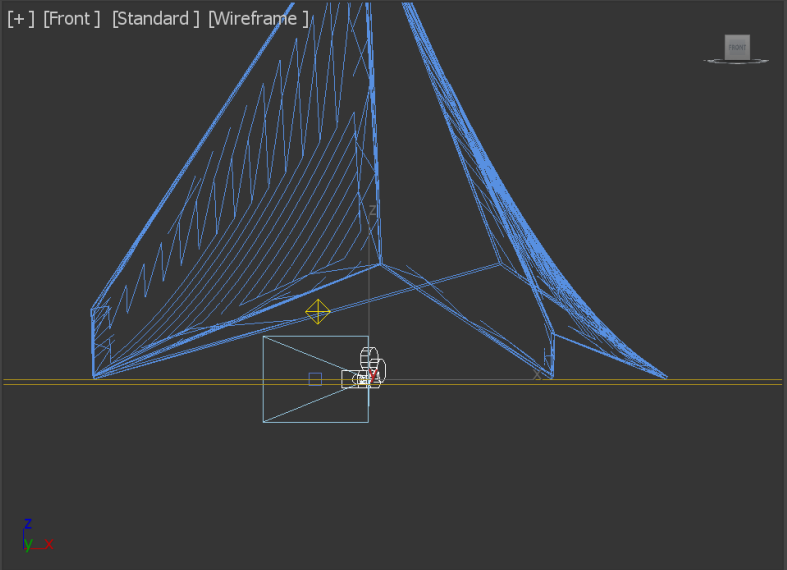
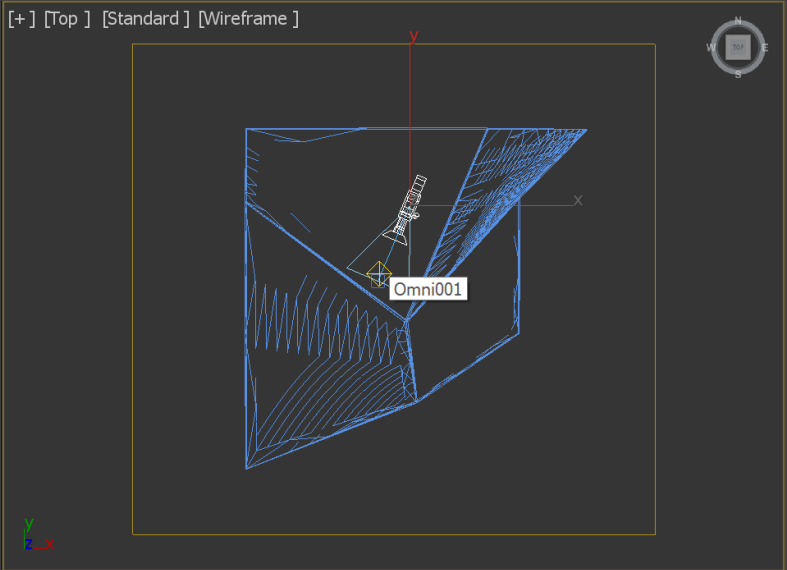
Multi-Pass Effect

- Enable
- Preview
- Depth of Field

Select Display Edit

Name (Sorted Ascending)

- Camera001
- Camera001.Target
- chao
- Layer:0
- Layer:0
- Omni001



Standard

Object Type

Physical Target Free

Name and Color

Camera001

Parameters

Lens: 43,456 mm

FOV: 45,0 deg.

Orthographic Projection

Stock Lenses

15mm 20mm 24mm

28mm 35mm 50mm

85mm 135mm 200mm

Type: Target Camera

Show Cone

Show Horizon

Environment Ranges

Show

Near Range: 0,0

Far Range: 1000,0

Clipping Planes

Clip Manually

Near Clip: 1,0

Far Clip: 1000,0

Multi-Pass Effect

Enable Preview

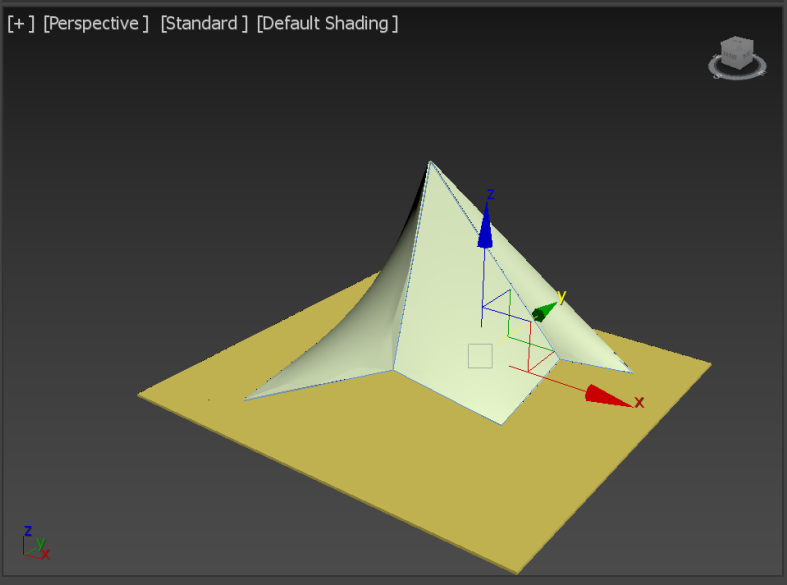
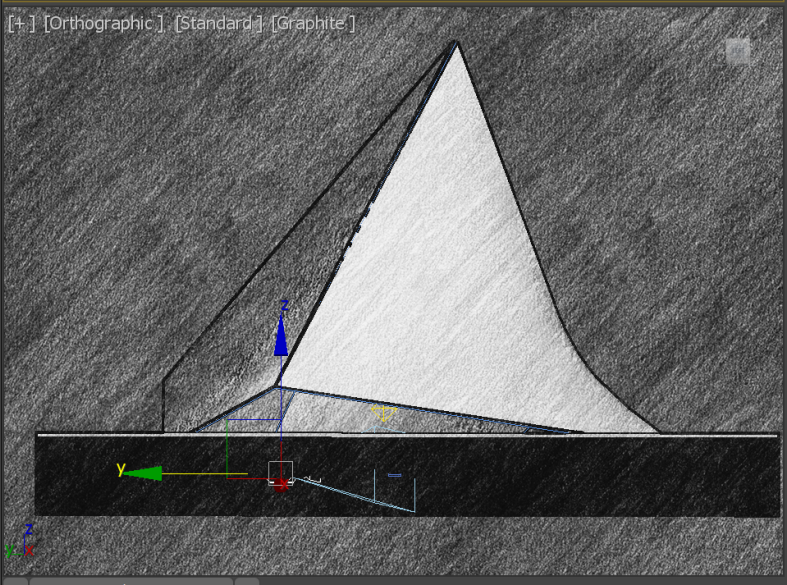
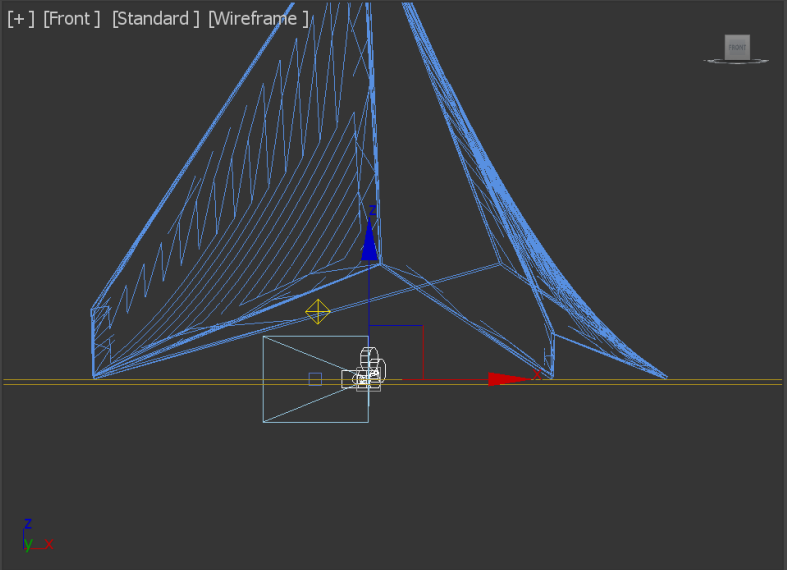
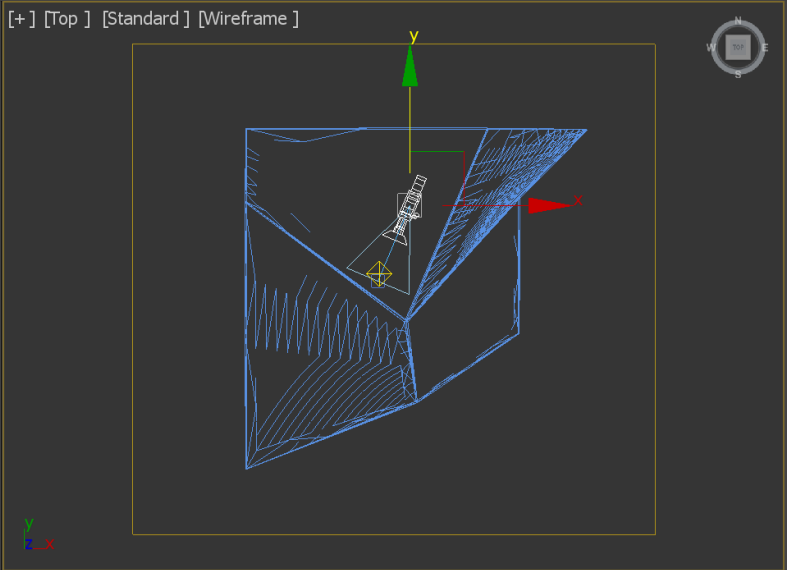
Depth of Field

Select Display Edit

Name (Sorted Ascending)

- Camera001
- Camera001.Target
- chao
- Layer:0
- Layer:0
- Omni001

Workspace: Default



Standard

Object Type

- AutoGrid
- Physical
- Target
- Free

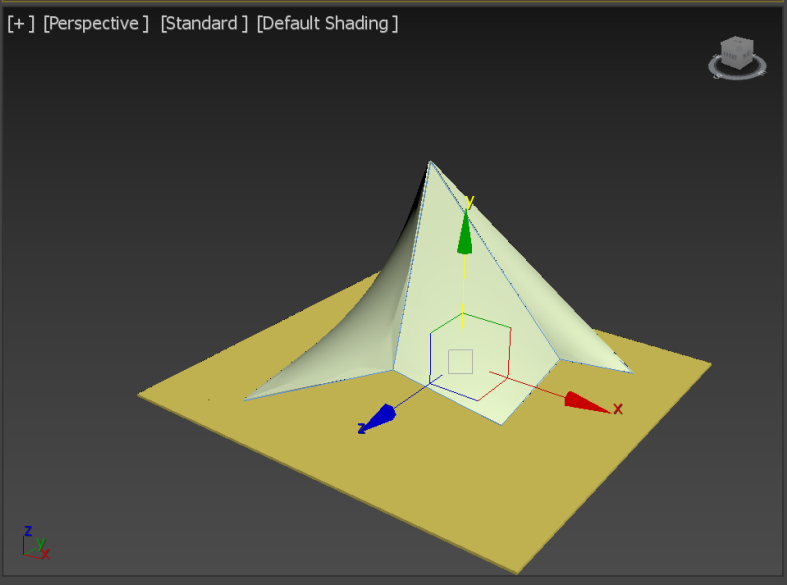
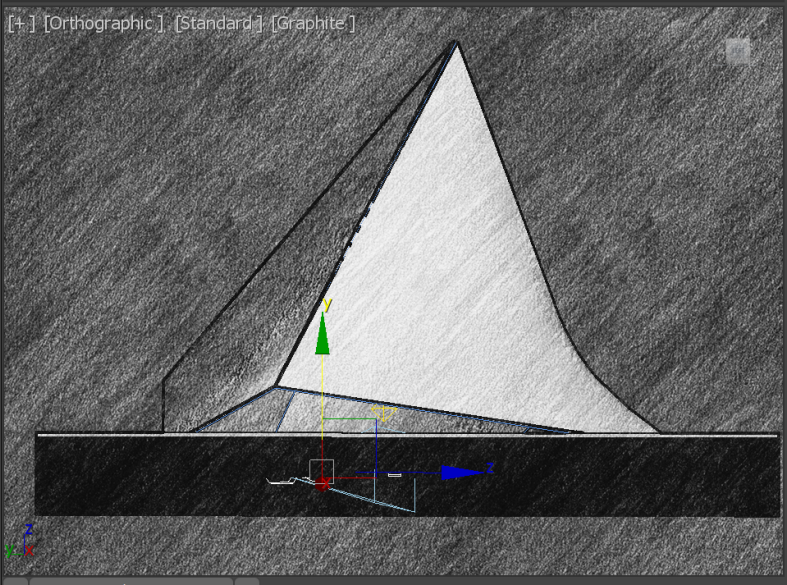
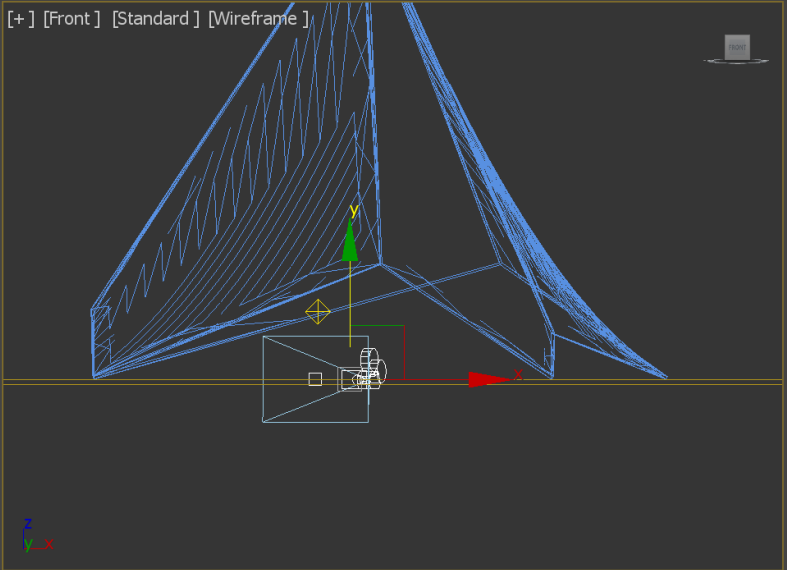
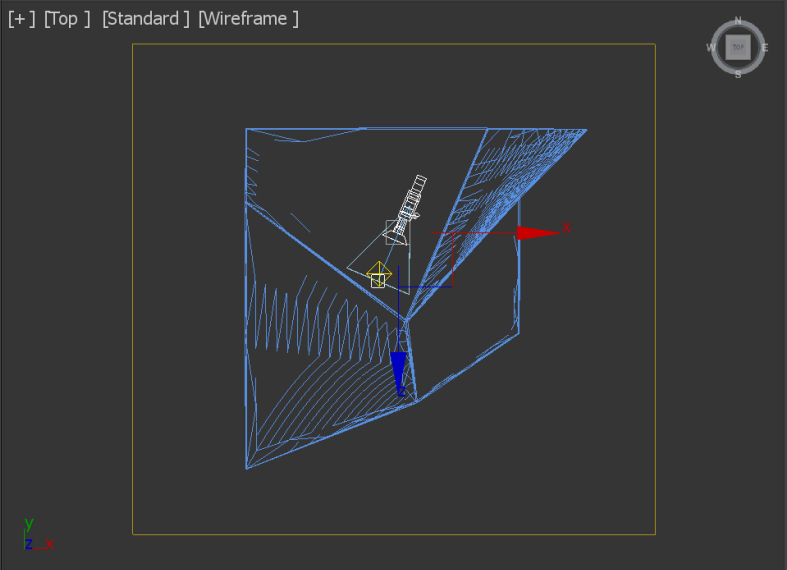
Name and Color

- Camera001

Select Display Edit

Name (Sorted Ascending)

- Camera001
- Camera001.Target
- chao
- Layer:0
- Layer:0
- Omni001



Standard

Object Type

- AutoGrid
- Physical
- Target
- Free

Name and Color

1 Camera Selected