
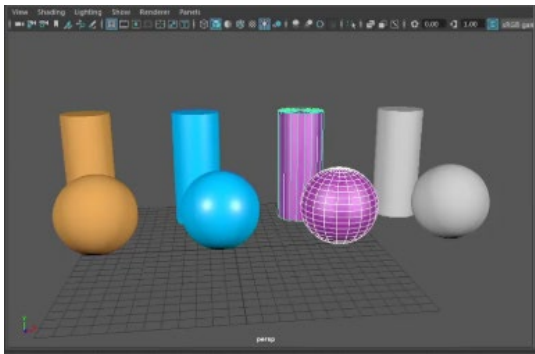

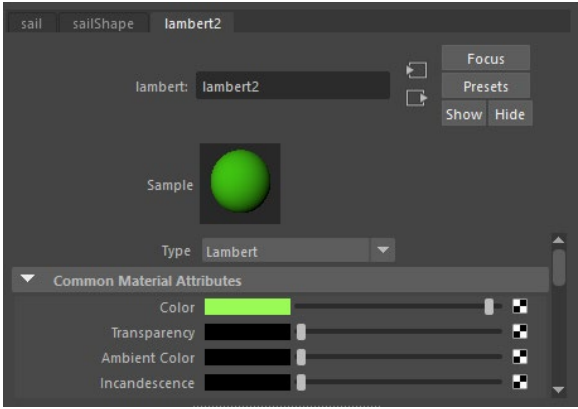



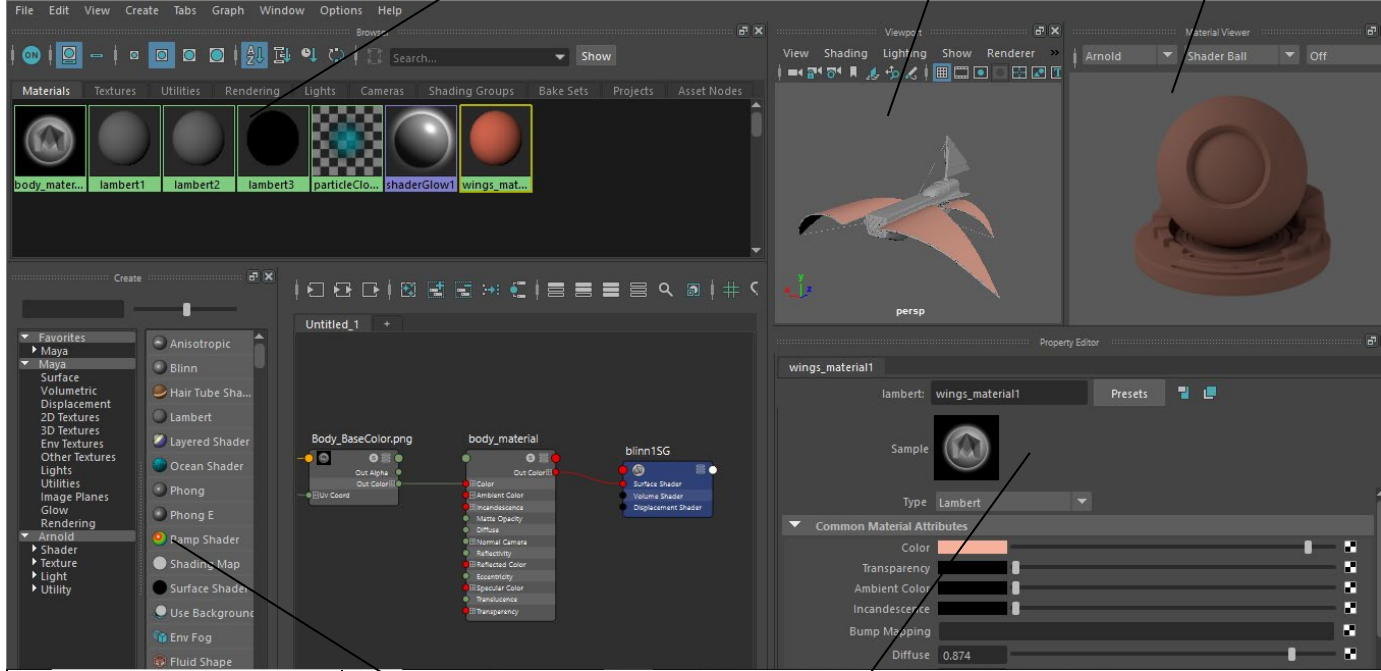
CORNELL NOTES – GRAPHICS FOR GAME DEVELOPMENT

	Topic/Objective: Lesson 3: Shading & Texturing	Name:
		Class/Period:
		Date:

Lesson Objective:
To learn how to add colors, textures, lighting, and others to the surfaces of various 3D objects.

Questions:	Notes/Answers/Definitions/Examples/Sentences:
	<p>What are Materials?</p> <ul style="list-style-type: none"> • Definition <ul style="list-style-type: none"> a. <u>Defines how the object’s surface appears when rendered and how the surface reacts to light</u> • Materials can include (but are not limited to): <ul style="list-style-type: none"> a. <u>Colors</u> b. <u>Textures</u> c. <u>Shininess</u> d. <u>Reflectivity</u> e. <u>Transparency</u> f. <u>Surface Detail</u> • When you first create an object, Maya assigns a special version of the <u>Lambert Material (a surface material by default)</u> <ul style="list-style-type: none"> a. To the viewer, this looks like a <u>gray</u> color
	
	<p>How to Add Materials?</p> <ol style="list-style-type: none"> 1. Commands: <u>Right Click/Hold Mouse Button > Assign New Material</u> <ol style="list-style-type: none"> a. Choose a shader of your choice <ol style="list-style-type: none"> i. Common ones include <u>Phong, Blinn, and Lambert</u> b. Use the <u>Attribute Editor</u> to make changes to various areas of your material 2. <u>Add an image using the same commands in #1</u> <ol style="list-style-type: none"> a. Click the <u>checkboard button</u> next to “Color” b. Choose <u>File</u> c. Click the <u>Folder</u> next to “Image Name” d. Make sure to click the <u>Textured</u> button 
	

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Questions:	Notes/Answers/Definitions/Examples/Sentences:
	<p>3. Using the Hypershade Window</p> <p>a. Definition</p> <p>i. <u>Where you can build shading networks by creating, editing, and connecting rendering nodes, such as textures, materials, lights, rendering utilities, and special effects.</u></p> <p>b. Click the  button (Status Line - Toolbar)</p>
	<p>2.</p> <p>5.</p> <p>4.</p> 
	<p>1.</p> <p>3.</p> <p><u>Follow these steps in using the Hypershade Window:</u></p> <ol style="list-style-type: none"> 1. <u>Add a new material by clicking in the "Create" window</u> 2. <u>Your new material now shows up in the "Browser" window (library of all your materials)</u> 3. <u>Make changes to your material in the Property Editor</u> 4. <u>As you make these changes, preview them in the Materials Viewer</u> 5. <u>You can add materials to Viewport by clicking on the part of the object; then click/hold right mouse button choosing "Assign Material to Selection"</u>

