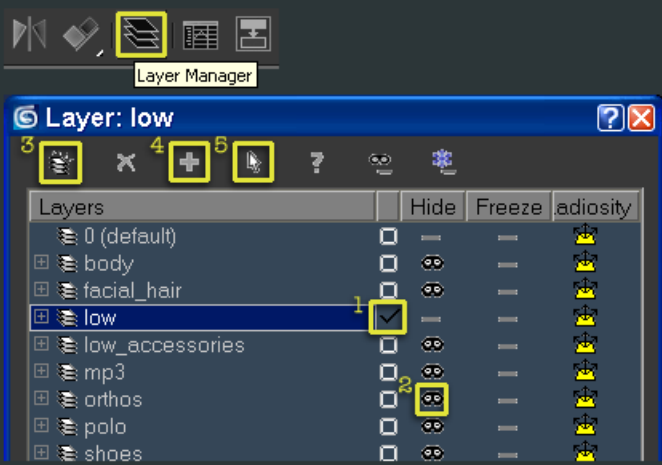




Software used: 3DSMax 7
 Codecs used: Video - XviD; Audio - Lame MP3
 Length: 06:11

Low Poly Character Tutorial, General Delilah: Part 3, Image Planes

To bring up the layer manager, click the **layer manager button**.



1. Current layer. Any created objects, or merged objects will be on this layer. Check the empty box on another layer to switch it to the current layer.

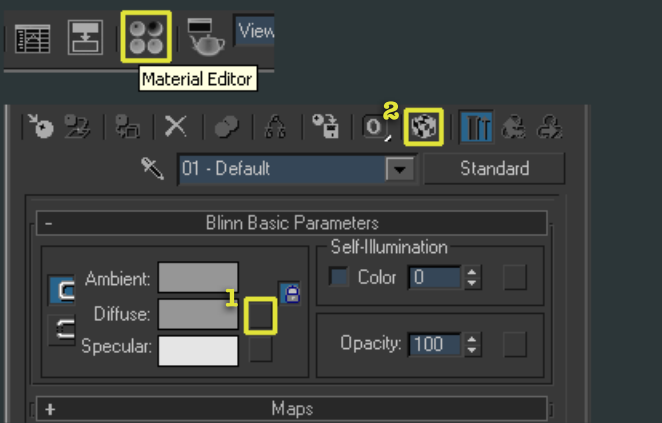
2 Hidden icon. Click it to turn it to a dash mark, and that layer will become visible. Click the dash to turn it to the eye symbol and it will become hidden.

3. New Layer button. Click this to create a new layer. Any currently selected objects will be added to this newly created layer.

4. Add selected object to current layer button. With an object selected, highlight a layer, then click this button, and the object will be added to the highlighted layer.

5. Select contents button. When you click this button, all objects on the currently selected layer will be selected.

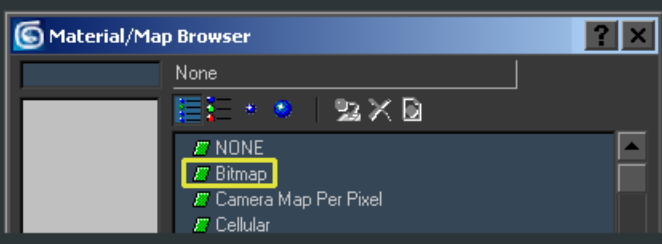
To bring up the material editor, hit “m” or click on the **material editor button**.



1. Diffuse slot. Clicking on this square will bring up the material/map browser, so you can choose what input should go in the diffuse slot. Alternatively you can expand the Maps section and click on the diffuse slot for the same options.

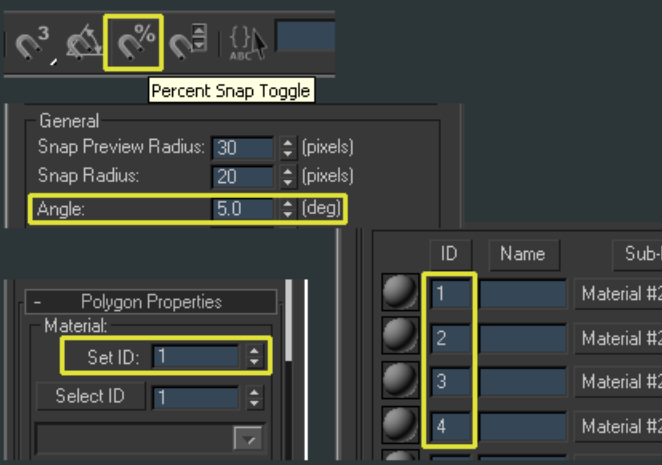
2 Show map in viewport. Click it enable the display of the shader in the viewport. If this is unchecked the object will appear with only a grey color on it. Be sure you are at the top level of the shader (using the go-to parent button two buttons to the right) before clicking it, or you will only enable the preview of whatever map slot you are currently on.

When you select an input slot, the Material/Map Browser window will appear. This is the list of available input types. For this tutorial, and for most instances, you will select **Bitmap** as the input type, which will bring up the Select Map Image File dialog, where you will find and select the file you wish to use.



Holding shift and then clicking on the gizmo will present you with the clone dialog box. You can either click once and release to make a clone in the exact same place as the original, or click+drag on the gizmo to move rotate or scale the clone in one operation. If rotating, be sure snap is on to make clones at perfect angles to the original.

To engage the angle snap, you can hit the “a” key or click the **percent snap toggle button**. To change **default values**, right mouse click the angle snap button. This is the increment the rotation will use for snapping to.



In sub-object mode, select polygons, or elements, and scroll down to polygon properties. Changing the number in the **Set ID box** will change which Material ID they are on. In a multi sub shader, each Mat ID will correspond to a **shader**, numbered ascending order from top to bottom.

