

3: Edit materials

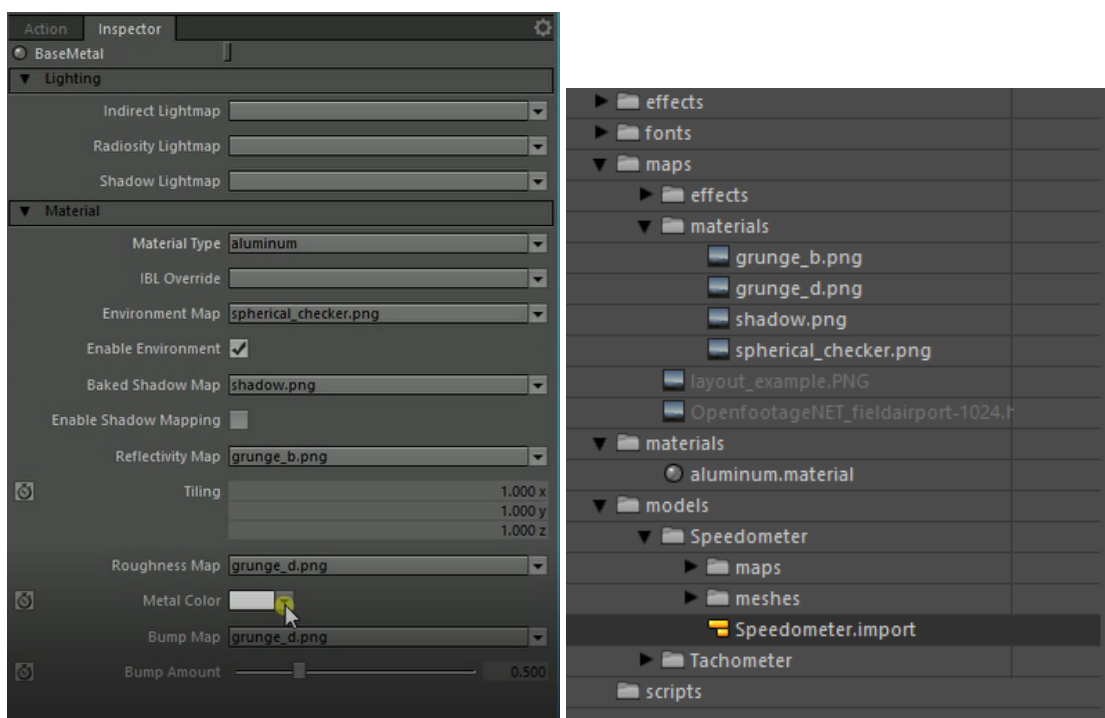
In this sequence, not all fields and selection combinations are covered in the video example. They all work similarly. They should display either

- drop down menu (material type, lightning, blending mode...) and the selected value either opens new inspector panel type (select material type)
- open dialog for browsing (referenced material)
- open pop-up for selecting a map (IBL override, all selections for maps).
- color picker

The dialogs and menus should display all suitable assets related to selected field, regardless of their position in project folders.

Step 1: Set predefined material and adjust its values

- Expand Speedometer and select Base metal material
- Select Material type drop down, it should display earlier imported material (aluminium) in the list
- Selection should change the inspector options to show properties for aluminium. When aluminium material was imported, also textures related to it were imported too. They are displayed white in Project palette since they are in use now, when the material is applied

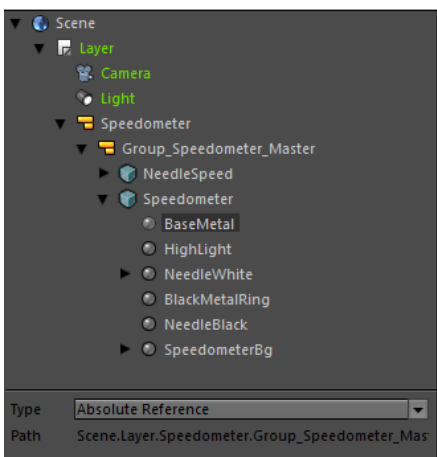


- Adjust values, for example
 - o change metal color
 - o Adjust reflectivity map tiling
 - o Adjust bump amount



Step 2: Set referenced material

- select Highlight material
- Select Referenced material as a material type
- Browse BaseMetal and double click to select it. It should be applied to Highlight too.



Step 3: Edit referenced material

- Go to BaseMetal and change its color. The change should be applied to both places.



Step 4: rename and test emissive color, blend modes, lightning, diffuse color

- Needle white → rename to Ticks.
- Set emissive color and adjust emissive power
- Test Lightning Pixel/ None
- Select Diffuse color
- Test Blend modes

Step 5: changing maps, testing Light maps

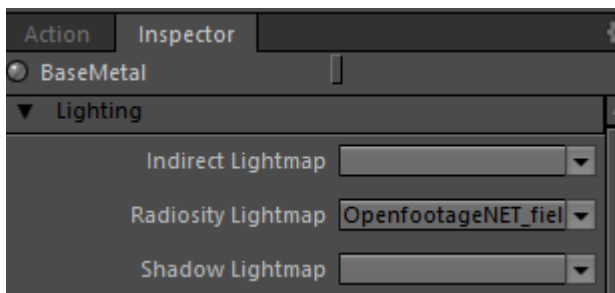
BlackMetalRing

- Set material to Aluminium

SpeedometerBg

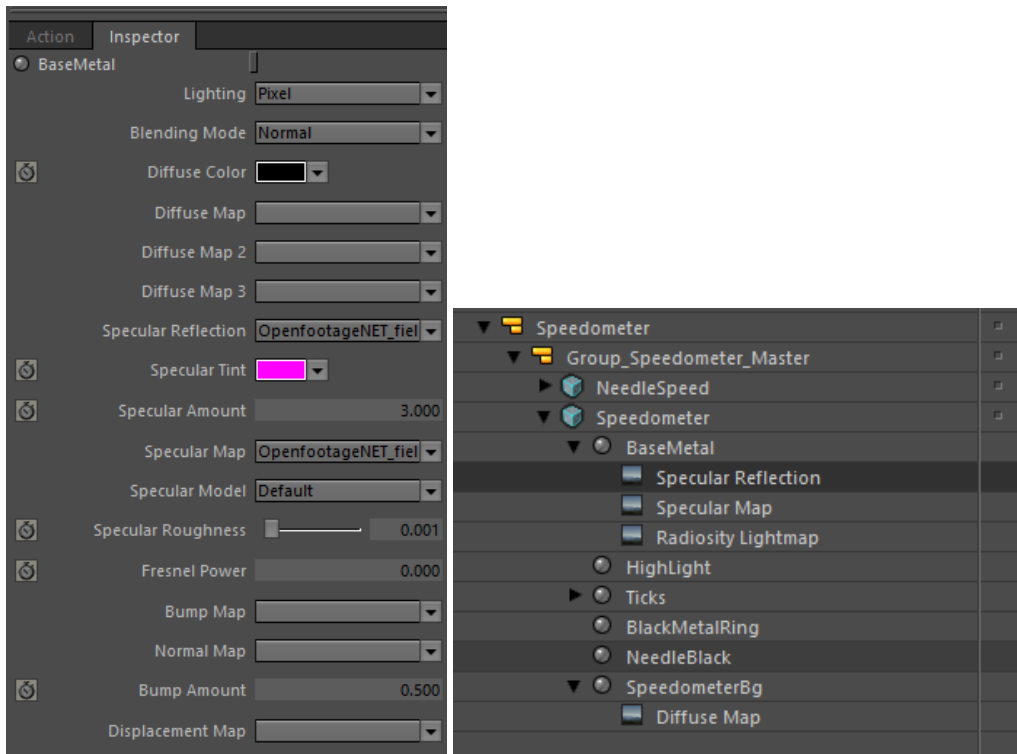
- Change diffuse maps (fo example Tacho.png)
- Set the original back (Speed.png)
- Set Diffuse color

With BaseMetal, test Indirect Lightmap and Radiosity Lightmap. You can use .hdr file for example. Set, and take away by selecting None.



Step 6: Reflections, UV maps

- Change BaseMetal material to standard
- Set diffuse color
- Set specular reflection
- Set specular tint color
- Set specular amount
- Set specular map
- Adjust specular roughness



Select Specular reflection and adjust UV values

