

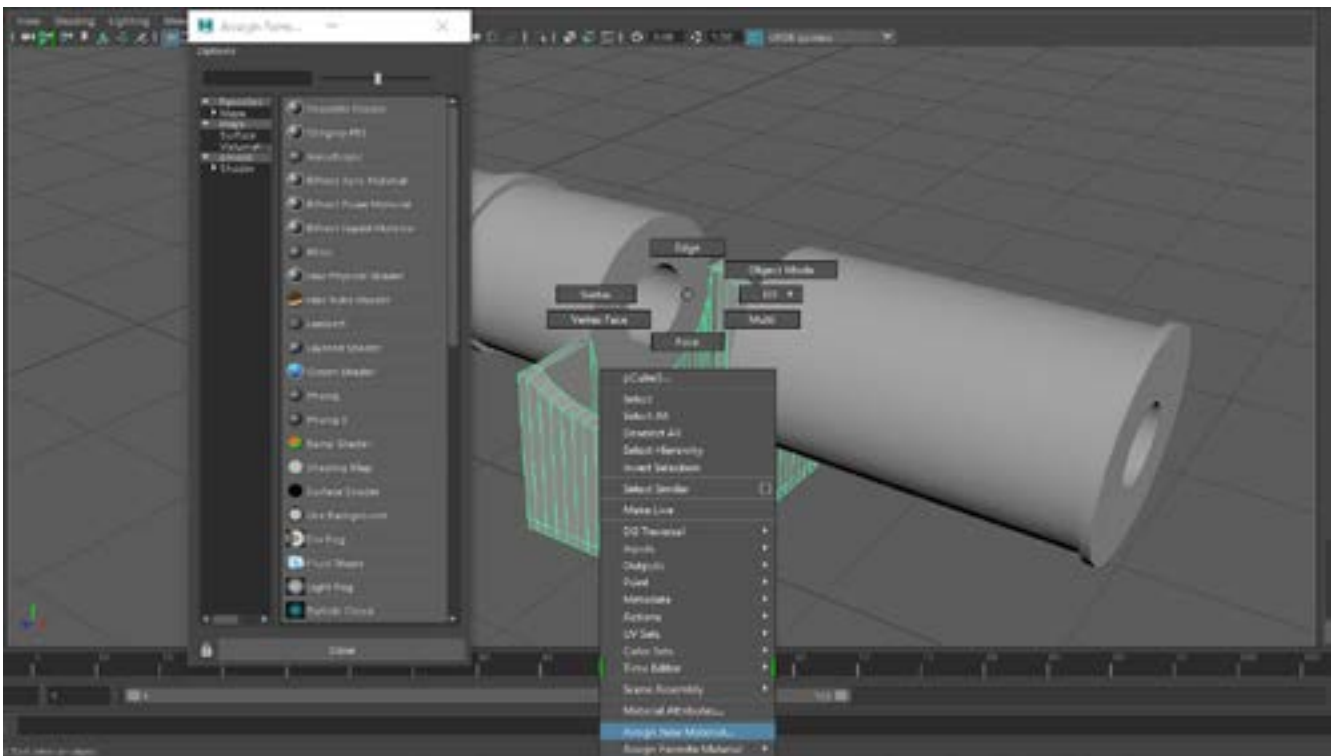


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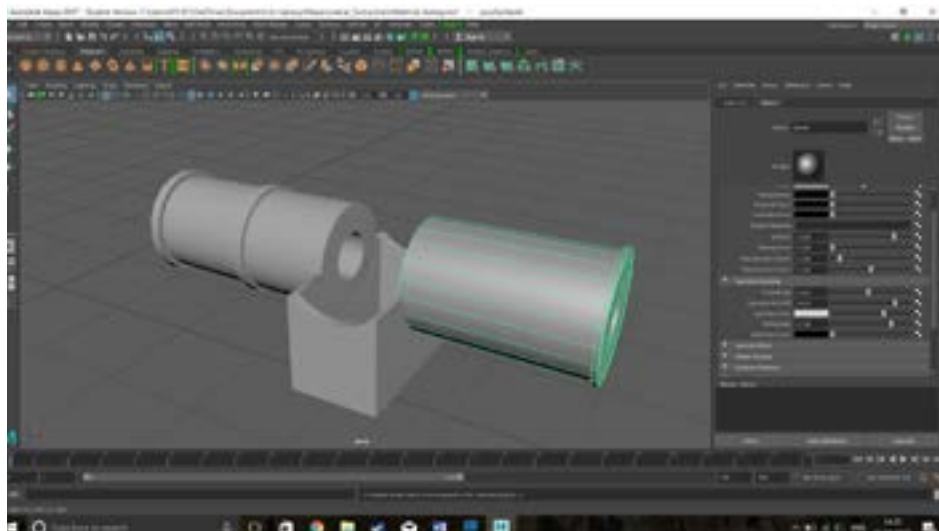
Basic Maya Materials Tutorial

Maya Materials - Blinn

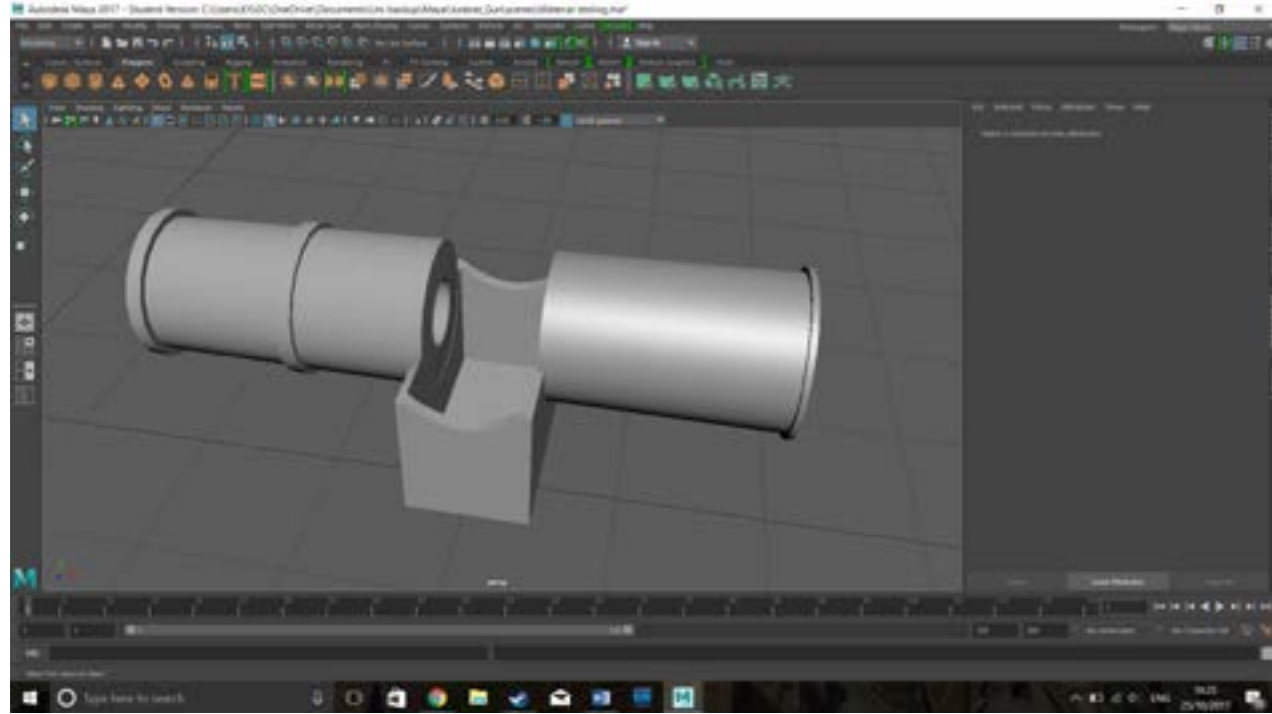
What is Blinn? Blinn is a type of material in Maya which simulates a metallic surface to objects and is one of the main material options you use in Maya the other options being, Lambert and also we will mention Hypershade. In this part of the tutorial we will be showing you how to use Blinn.



First, you must assign a material to your object, to this you must right click on your object which brings up the hotbox, from this you can go down to "Assign New Material" this will bring up the Materials Panel from this you can select a number of material options, for this part of the tutorial we will focus on "Blinn"



With Blinn when you select it you can change the settings to your liking you can access this on the right there is a tab called "Specular Shading", for example; Eccentricity, Specular Roll Off, Specular Colour, Reflectivity and Reflected Colour.



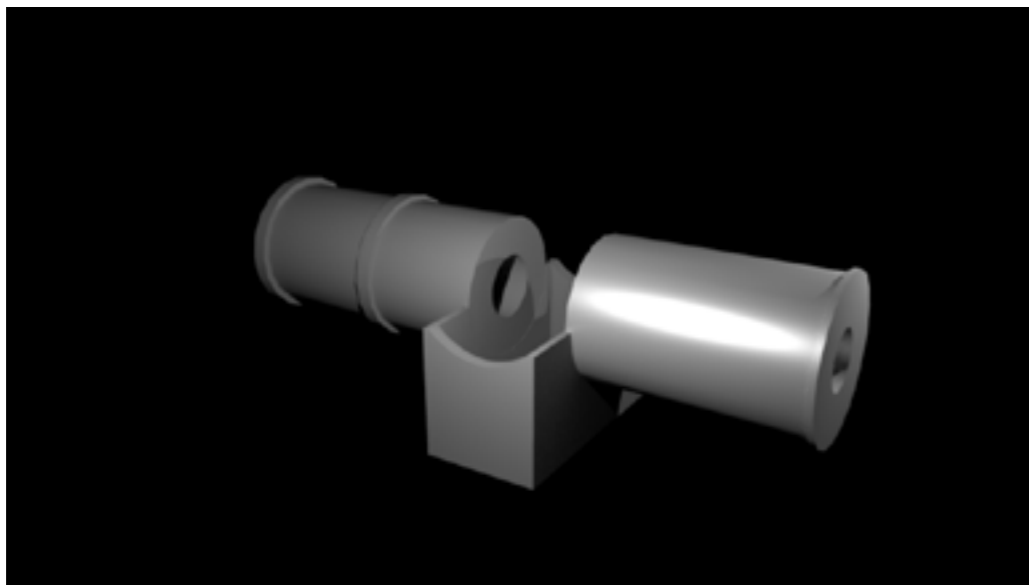
Eccentricity: This controls the size of the shiny parts of the surface when Blinn is added to an object, When the value is low it will produce a small highlighted but a large value will produce a larger highlighted surface.

Specular Roll Off: This gives the ability to the object to reflect it's surroundings or the reflected colour that is added to the object.

Specular Colour: This is the colour of the highlighted surfaces.

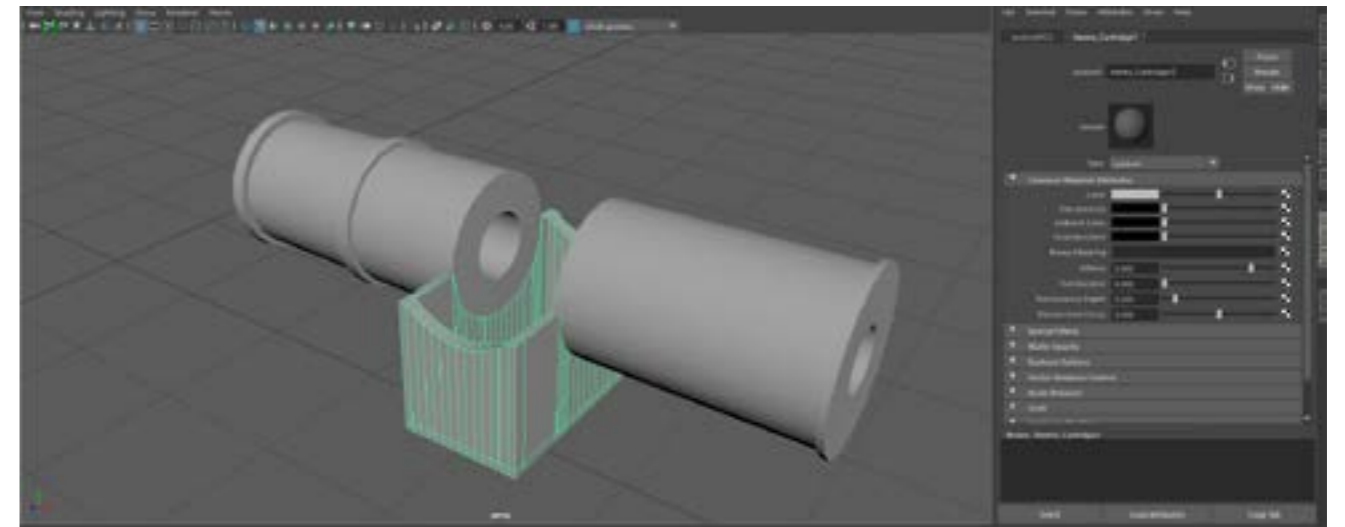
Reflectivity: This is similar to specular roll off as it allows you to select it's surroundings.

Reflected Colour: This shows the colour that is reflected from the object.

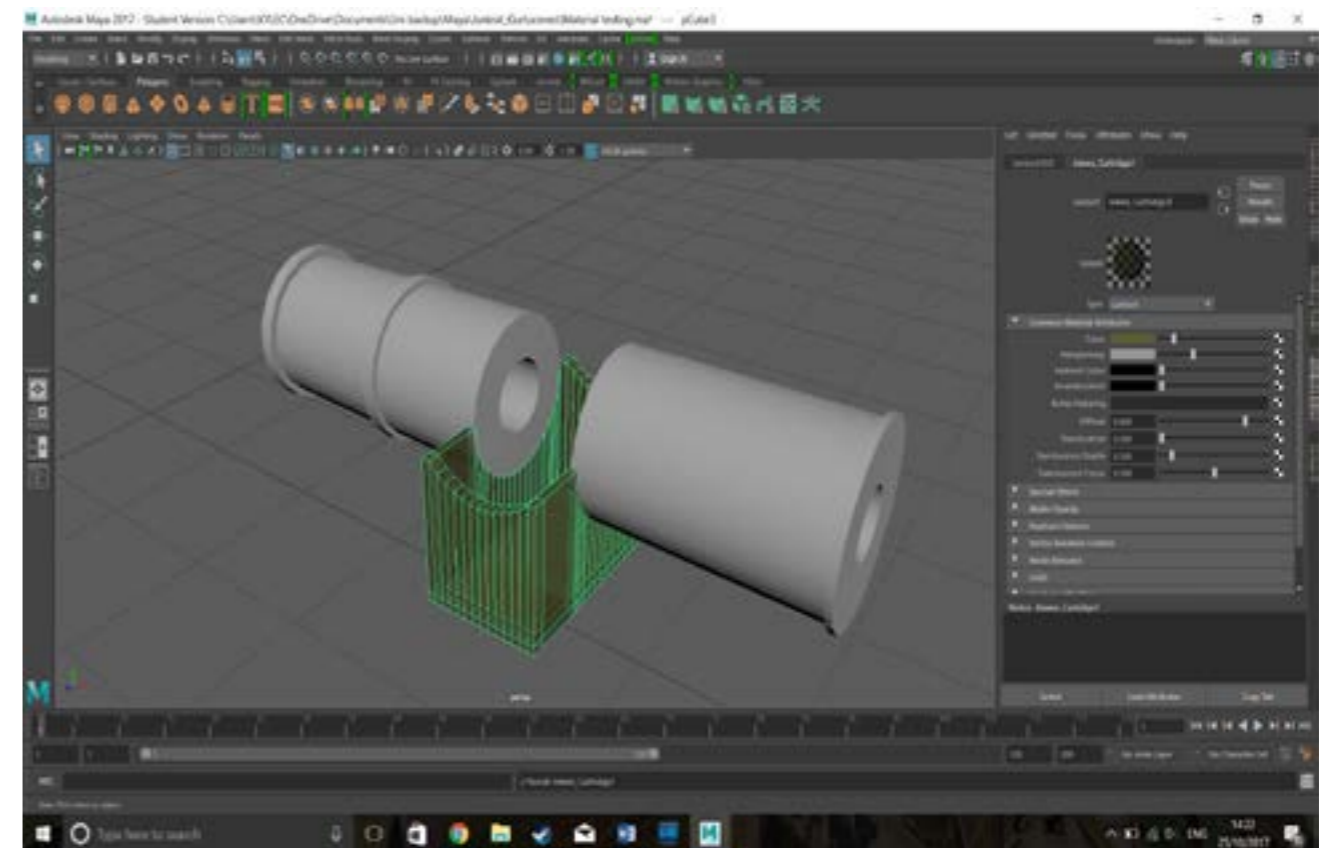


Maya Materials - Lambert

To access Lambert is the same as accessing Blinn, you first must assign a material to the object, to this you must right click on your object which brings up the hotbox, from this you can go down to "Assign New Material" this will bring up the Materials Panel from this you can select Lambert.



Lambert is the material that you use for basic matte surfaces that have no shading or specular highlights to them. For example in this model we used a basic matte colour to texture a part of the weapon.



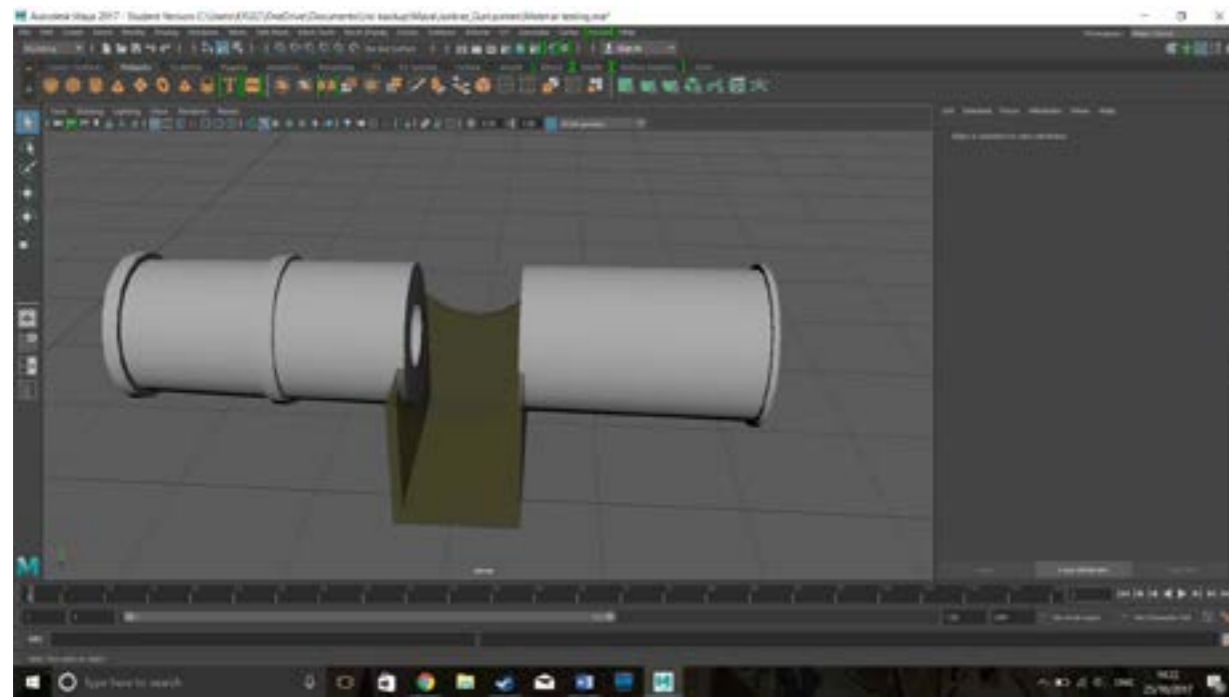
Same as Blinn, Lambert has other options that go along with it, for example;

Colour: This is the basic material type you can choose different colours from the side bar of the Lambert tab.

Transparency: From this you can choose the level of transparency of an object and it's colour, This is accessible from the same tab.

Incandescence: This allows you to change the light that is emitting from an object but do not emit from other objects only the object you have selected.

Bump Mapping: This makes an object seem rough or bumpy when the object has rendered but does not alter the surface of the object in question.



Maya Materials - Hypershade

Hypershade is one of the main working areas in Maya when it comes to rendering and texturing. It allows you to create, edit, textures, materials, lights and other special effects within the hypershade window.

