How to apply material in 3D max

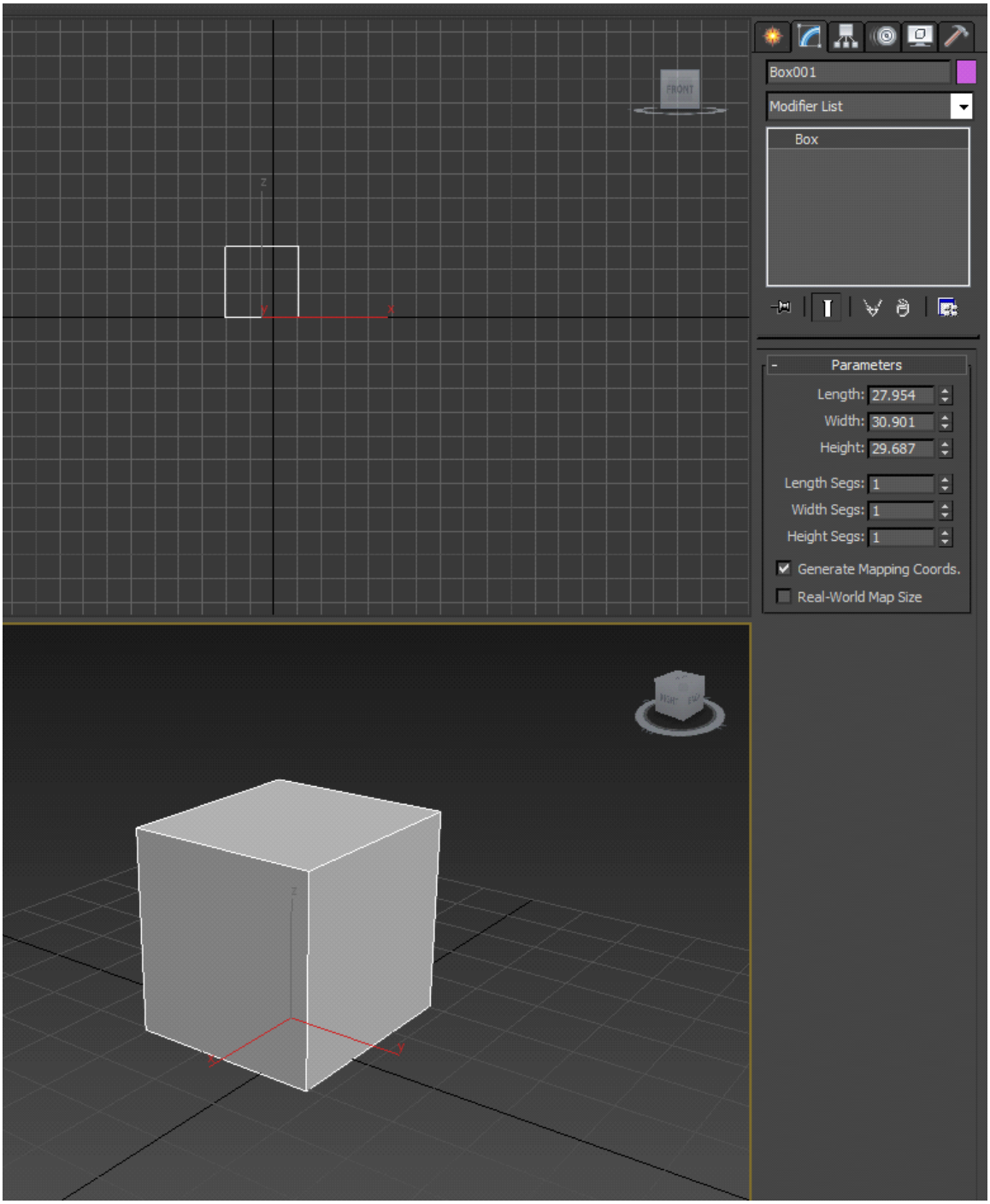
Materials create greater realism in a scene. A material describes how an object reflects or transmits light. You assign materials to individual objects or selection sets; a single scene can contain many different materials. Different materials have different uses.

Material ID Mapping in Autodesk 3ds Max

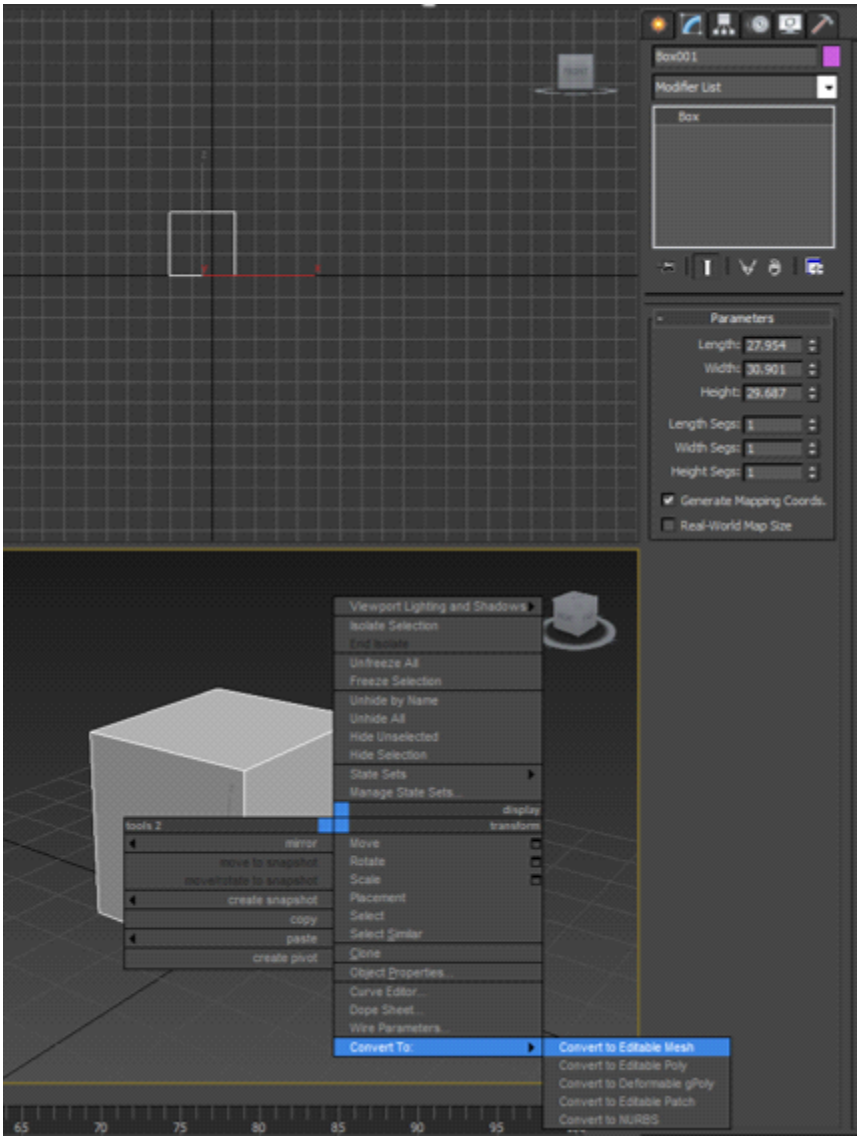
A mesh (.cgf file) can have different materials assigned to different faces. When you work in Autodesk 3ds Max, make sure you have enough submaterials to cover the number of material IDs assigned to faces on the mesh object.

To map multi-material IDs in 3ds Max

1. Open 3ds Max. Then create and place a cube in the viewport.

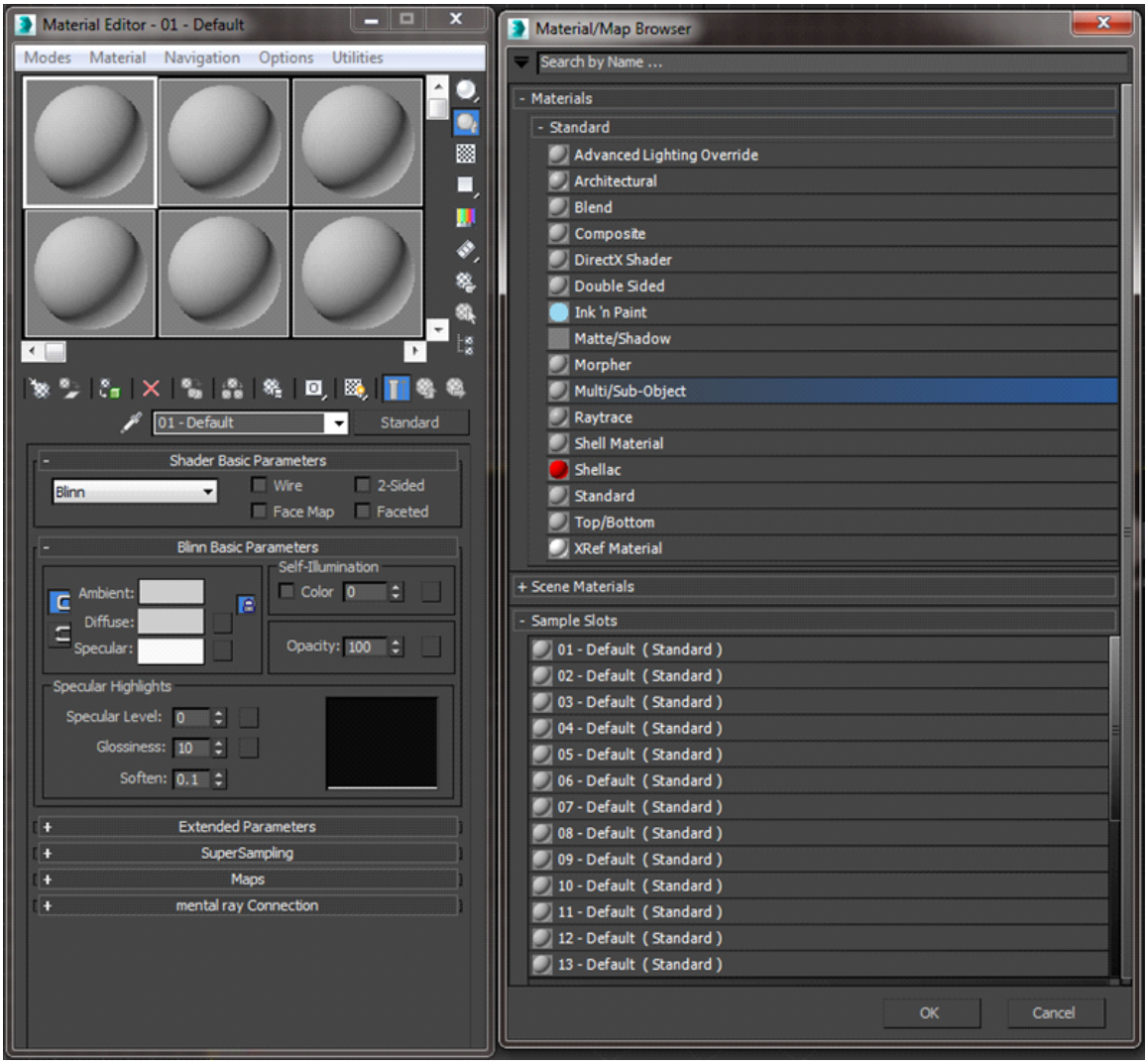


2. Right-click the cube and click Convert To, Convert to Editable Mesh. You can now assign different material IDs to the faces.

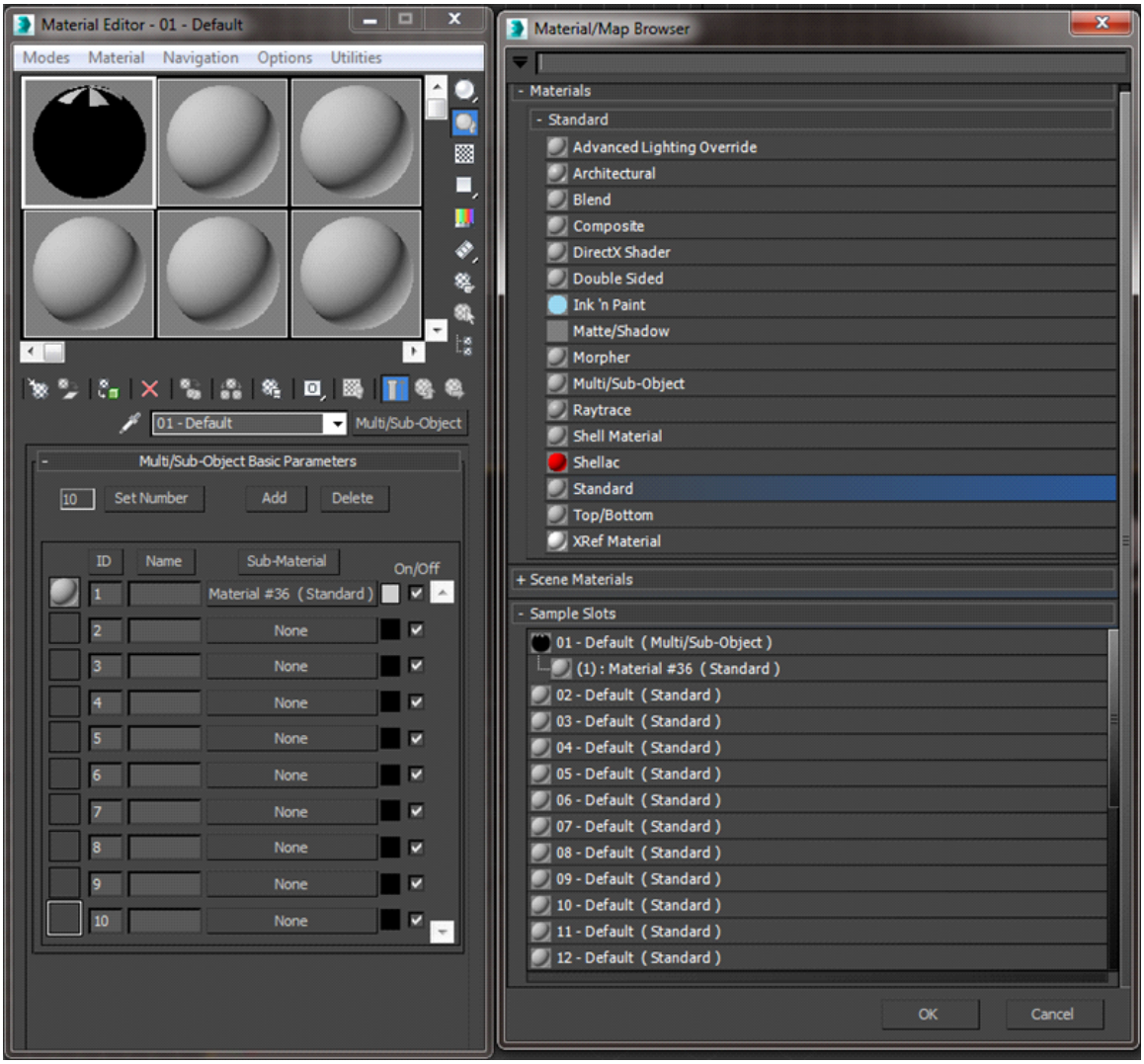


3. From the 3ds Max top menu, choose Rendering, Material Editor, Compact Material Editor.

4. From the 3ds Max top menu, choose Rendering, Material/Map Browser.



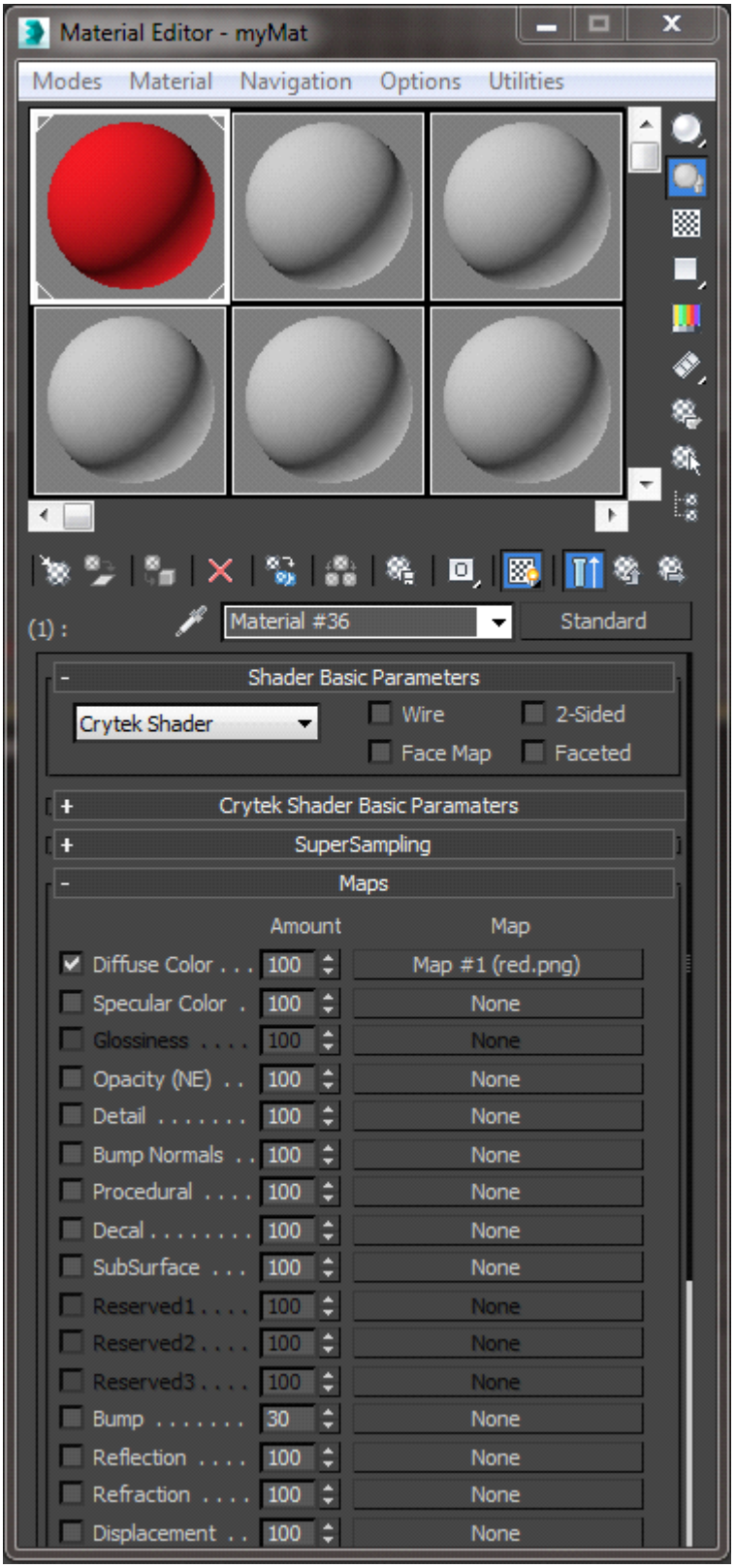
5. In Material/Map Browser, under Materials, expand Standard. Then double-click Multi/Sub-Object. In the 3ds Max Material Editor, under Multi/Sub-Object Basic Parameters, look for a material ID list to fill in. Select the first entry by clicking None in the Sub-Material column. Select Standard under the Standard material rollout.



6. In the 3Ds Max Material Editor, under Shader Basic Parameters, select Crytek Shader.

7. Under Maps, next to Diffuse Color, select None.

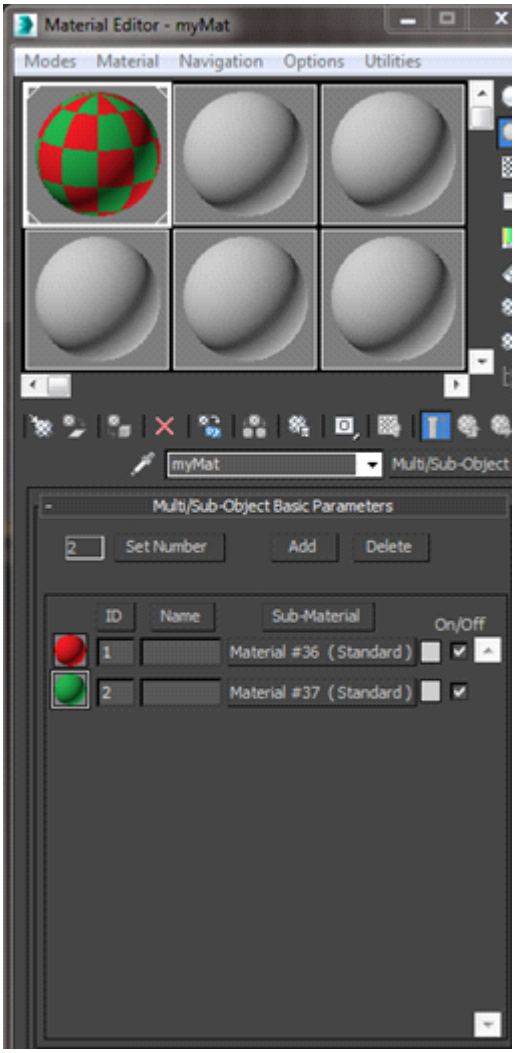
8. In Material/Map Browser, under Maps, double-click Bitmap. Then double-click to select the desired image file. Afterward the image file appears in the 3DS Max Material Editor for the Diffuse Color parameter.



9. While still in Material Editor, choose Navigation, Go to Parent. Then repeat to get back to the material ID list.

10. Create a second subshader by repeating steps 5 through 9 for the second entry in the list. Click Set Number, then enter 2 in the Number of Materials pop-up window. The list shows only two submaterials.

11. In Material Editor, under Name, enter a name.



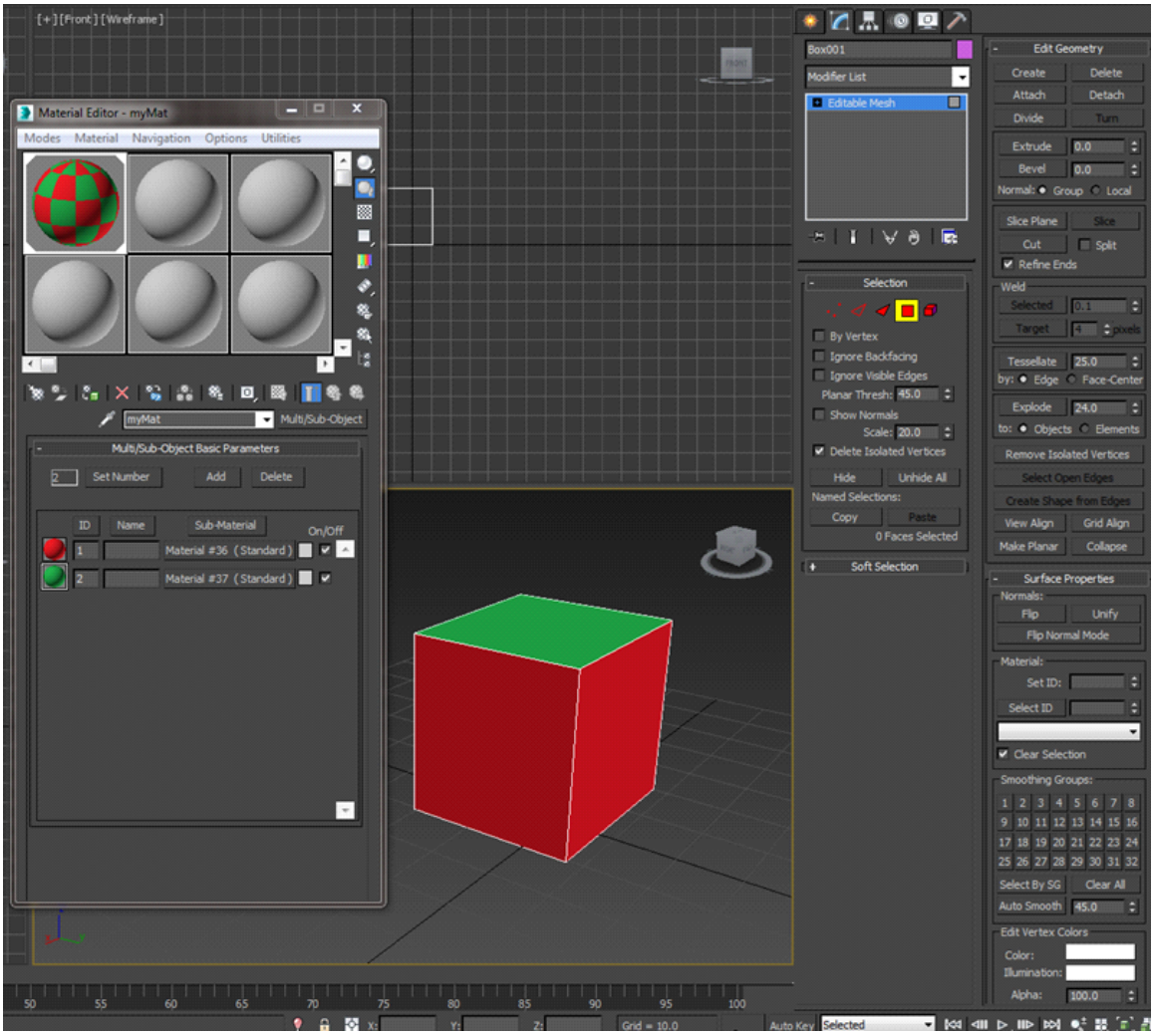
12. With the object selected in the viewport, go to Material Editor and choose Material, Assign to Selection.

13. Click the hammer icon. Under Utilities, select Lumberyard Export, select the object, and then choose Add Selected to place the object in the Geometry Export list.

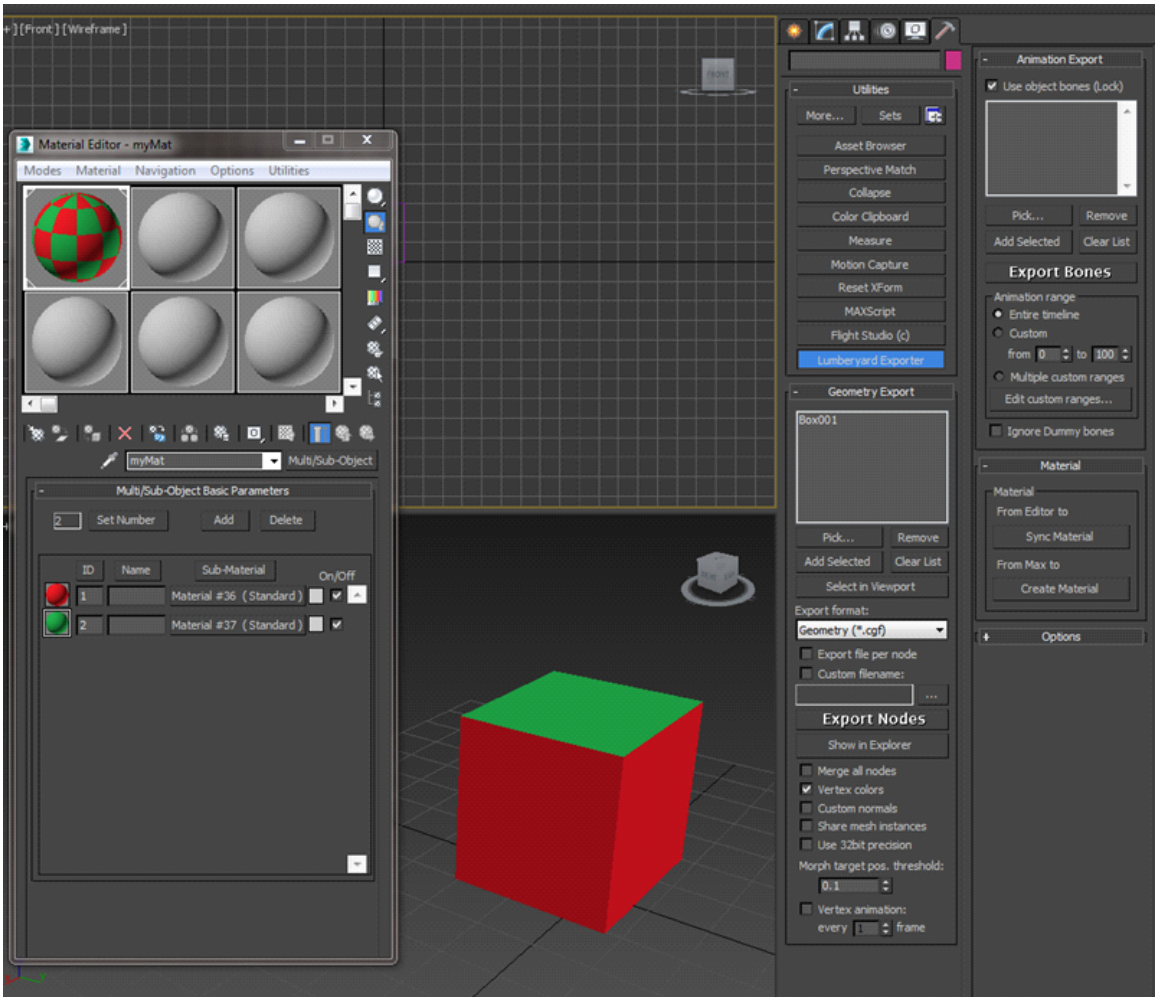
14. In the 3ds Max panel on the right, under Modifier List, select Editable Mesh, Polygon.

15. In the viewport, select the top face. Then, under Surface Properties, click Set ID and set the value to 2. This makes the top face use the second material in the final material group.

16. Select the other faces and set their Set ID values to 1. The final face coloring should match the one shown in the following image.

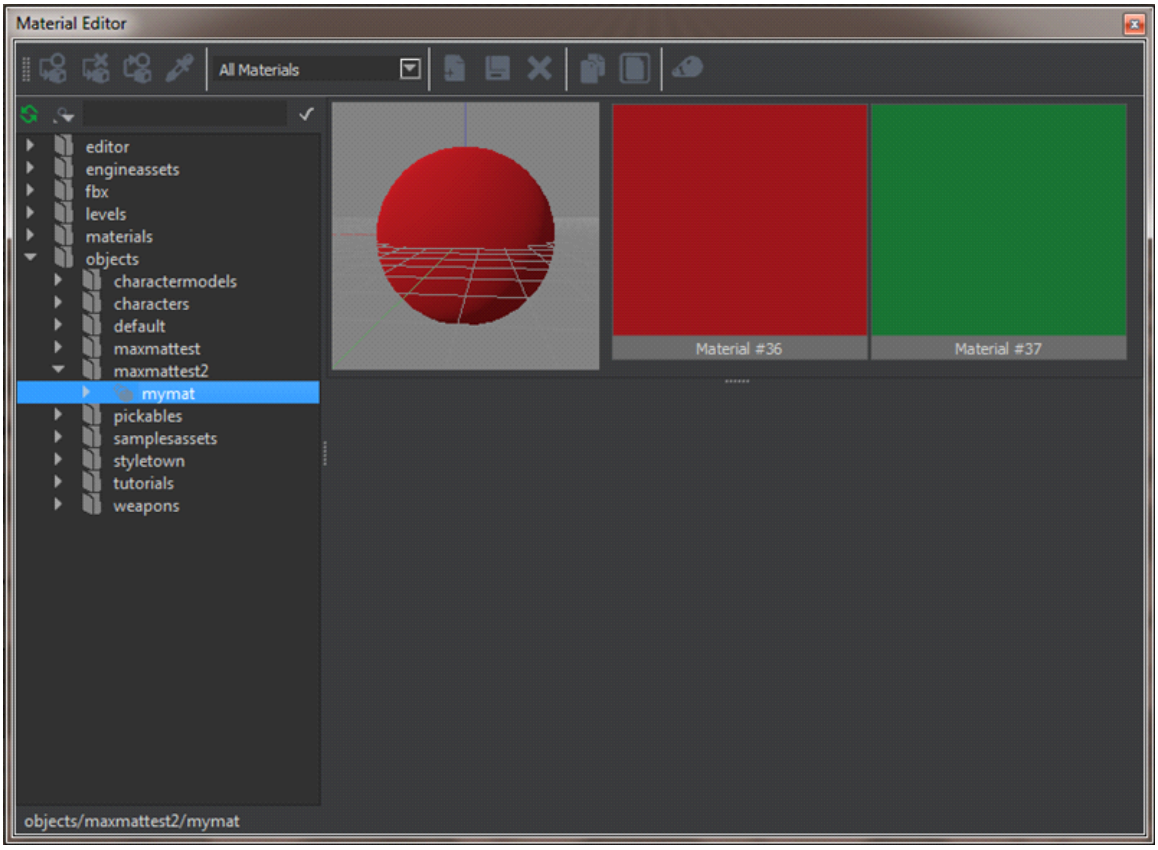


17. Select Export Nodes to create a .cgf file.



18. Click Create Material to open the Lumberyard Material Editor and display a file dialog box.

19. Navigate to the directory where your .cgf files are located. Then enter the same file name that you specified in 3ds Max. This ensures that the .cgf file can automatically find the correct .mtl file when loaded in the Lumberyard Material Editor.


Material Editor
All Materials
editor
engineassets
fbx
levels
materials
objects
charactermodels
characters
default
maxmattest
maxmattest2
mymat
pickables
samplesassets
styletown
tutorials
weapons
Material #36
Material #37
objects/maxmattest2/mymat