

Materials - Filagree

A filagree is an ornate decorative pattern. In 3D Max you can apply filagree to meshes giving the illusion that they are etched into the surface. Swords often display filgree designs.

Below are the buttons you'll use to navigate through the process of creating a filagree onto a polygon

1. Create a box and add an "Edit Poly" modifier.

2. Select the Polygon level.

3. Detach the polygon

4. Detach the polygon

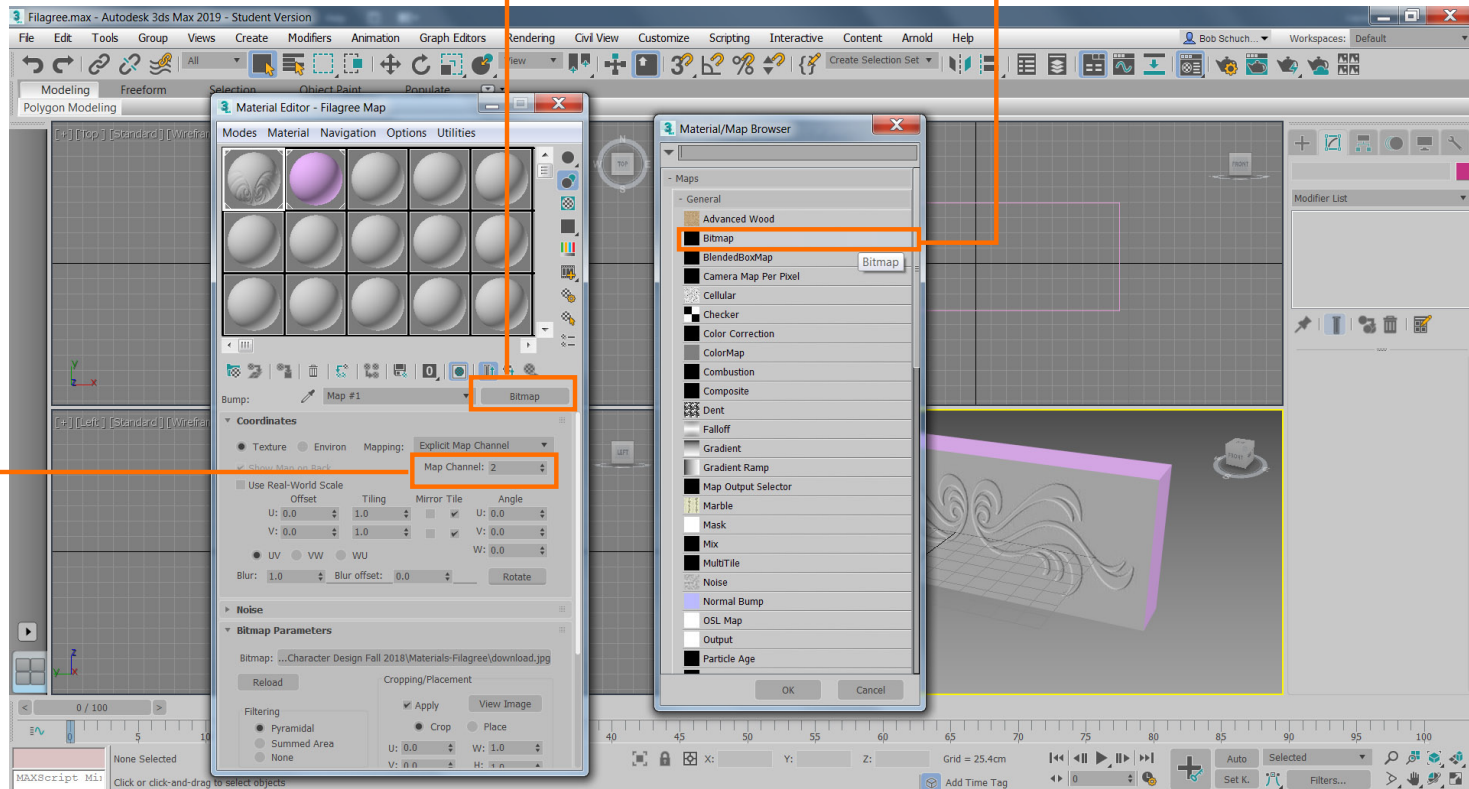
5. Open the Material Editor and select an unused shader and name it "FilagreeMap".

6. Select and open "Bump".

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7. Click "Standard"

8. Click "Bitmap" and locate your Filagree image.

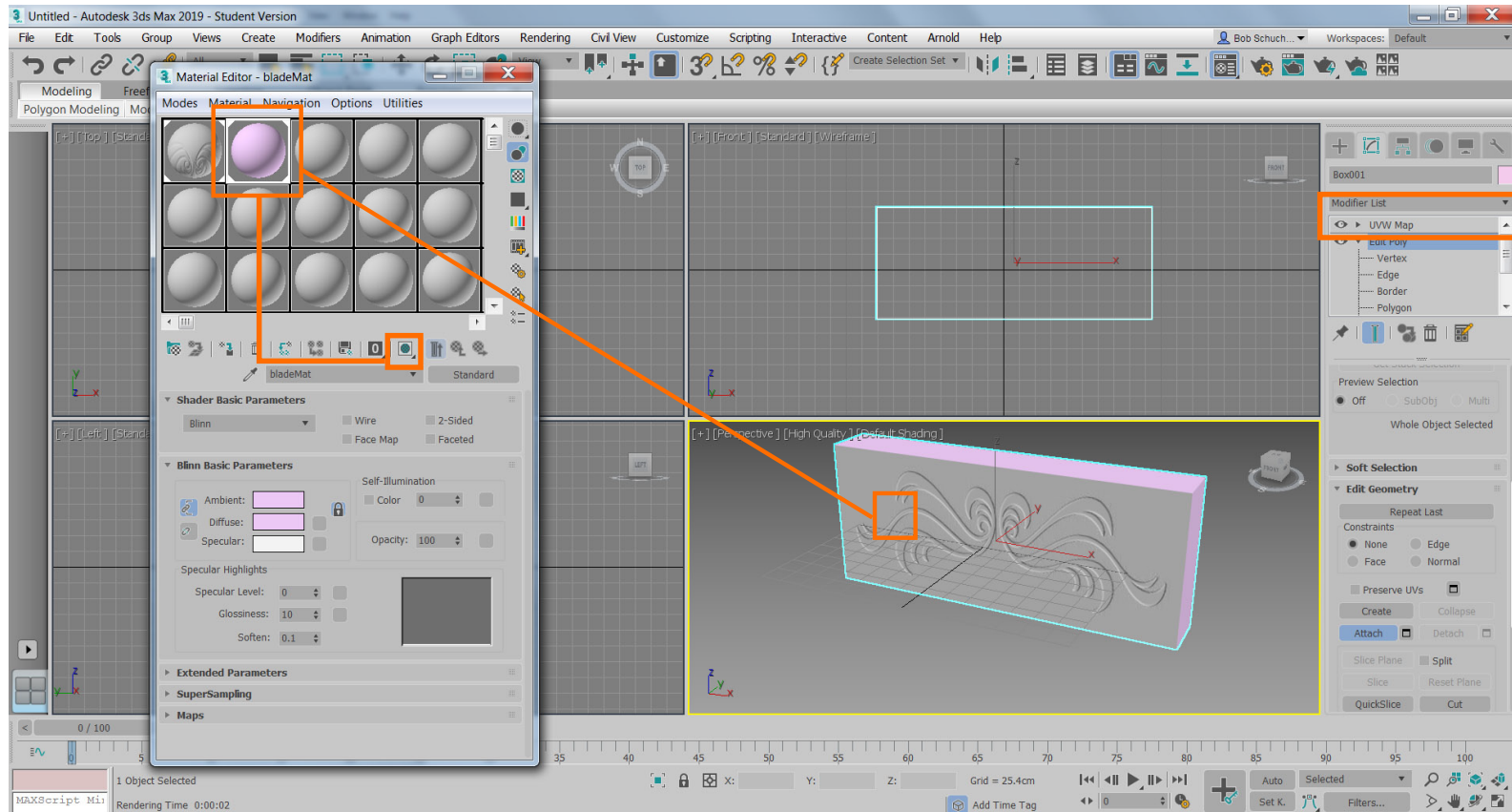


9. Set the Map Channel to "2". (when you apply multiple materials to a object, each material is given a unique Mat Channel number)

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10. Drag the Filagree shader to the detached polygon.

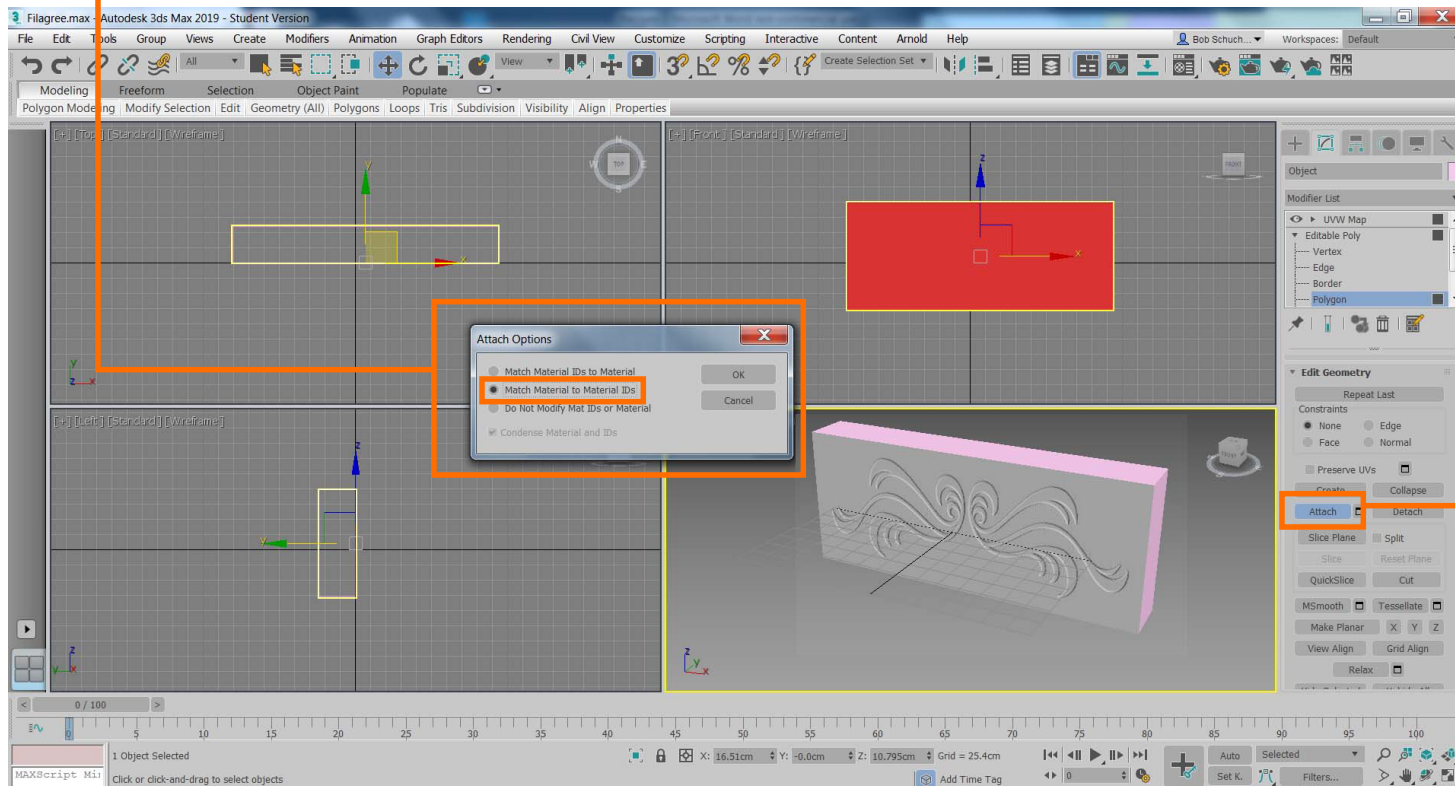
11. Place a UVWMap on the polygon.
(UVW Map is found on the Modifier List)



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12. Select the original Box and select "Attach"

13. Select the polygon with the filagree. A panel will appear. Select "Match Materials to Materials ID"



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In complex situations where you are projecting a filagree onto multiple polygons you may need to manipulate the UVW Map's "Gizmo" with the scale and move tools, the tiling settings and other techniques.

