

The Material Editor

The Materials/Maps Browser

Click to choose "Standard" or "Raytrace"

The Material Stack

Click to Change Basic Color

Adjust to Add Shine

Place JPEG Photos of textures (wood, fabrics, etc.)
into this slot

These slots are for adding effects to your
models like: Orange peel surfaces, ripples
in water, and, in the case of 'Displacement'
making mountains out flat planes.

