

MATERIALES SKETCHUP

UNIVERSIDAD DEL SURESTE

ARQUITECTURA 5° A

MARIO DE JESÚS LÓPEZ CRUZ

COMPUTACIÓN PARA EL DISEÑO

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MATERIAL:
VIDRIO CLARO

V-Ray Asset Editor

Search Scene

Materials

- Sumele_Dress2
- Sumele_Dress3
- Sumele_Dress
- Sumele_Hair
- Sumele_Jewelry
- Sumele_Shoe
- Sumele_Skin
- Vidrio**

Lights

- SunLight 1

Textures

- Environment Sky

Generic

- VRay Mtl
- Diffuse
 - Color
- Reflection
 - Reflection Color
 - Reflection Glossiness 1
 - Fresnel
 - Reflection IOR 1.6
 - Metalness 0
 - Surface Control Use Glossiness
- Refraction
 - Refraction Color



MATERIAL: VIDRIO ENTINTADO

V-Ray Asset Editor

Search Scene

Materials

- Sumele_Dress2
- Sumele_Dress3
- Sumele_Dress
- Sumele_Hair
- Sumele_Jewelry
- Sumele_Shoe
- Sumele_Skin
- Vidrio
- Vidrio Verde**

Lights

- SunLight 1

Textures

- Environment Sky

Generic

- VRay Mtl
- Diffuse
 - Color
- Reflection
- Refraction
- Coat
- Opacity
- Bump
- Binding

Can be Overridden



MATERIAL: VIDRIO TEXTURIZADO

V-Ray Asset Editor

Search Scene

Materials

- Sumele_Dress2
- Sumele_Dress3
- Sumele_Dress
- Sumele_Hair
- Sumele_Jewelry
- Sumele_Shoe
- Sumele_Skin
- Vidrio
- Vidrio Texturizado**
- Vidrio Verde

Lights

- SunLight 1

Textures

- Environment Sky

Generic

- VRay Mtl
 - Diffuse
 - Reflection
 - Refraction
 - Coat
 - Opacity
 - Bump
 - Binding
- Can be Overridden