



# 10

## POKOK BAHASAN

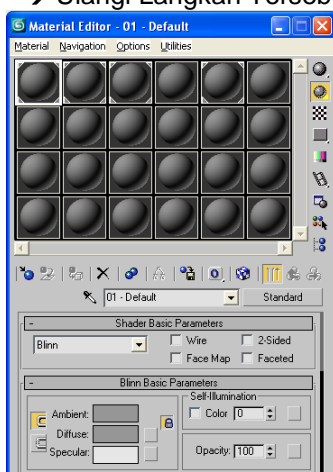
- Materi Lanjutan 2
- Material/Texture : Membuat Material/Texture, Mengaplikasikan Material/Texture, Mengaktifkan Texture, Men-Skala-Kan Material/Texture
- Lighting/Pencahayaan
- Rendering

Materi Ini Bertujuan Untuk Mengenalkan 3ds Max Secara Umum & Cepat, Mulai Proses Pembuatan, **Pengeditan**, Khususnya Perkenalan **Pemberian Material, Lighting Dan Rendering**

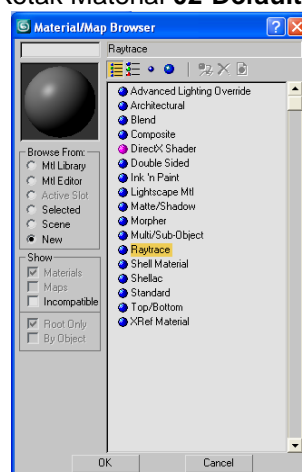
## MATERIAL/TEXTURE

### Membuat Material/Texture

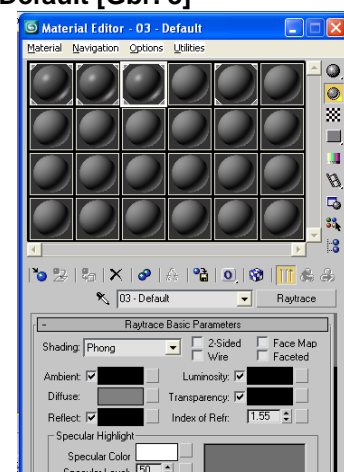
1. → Pada Kotak Material **01-Default** [Gbr. 1] → Klik Icon **STANDAR** [Gbr. 1] → Lalu Muncul Kotak Dialog **Material/Map Browser** [Gbr. 2] → Pilih **Raytrace** [Gbr. 2] → OK → Ulangi Langkah Tersebut Pada Kotak Material **02-Default** dan **03-Default** [Gbr. 3]



**Gbr. 1**  
Kotak Material Editor

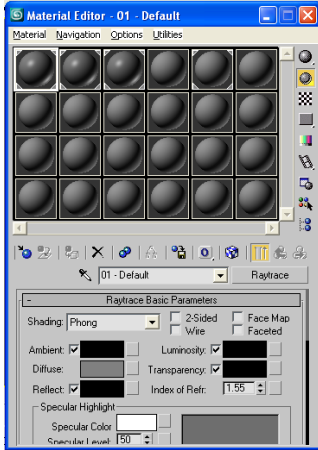


**Gbr. 2**  
Kotak Material/Map Browser  
Pilih Raytrace

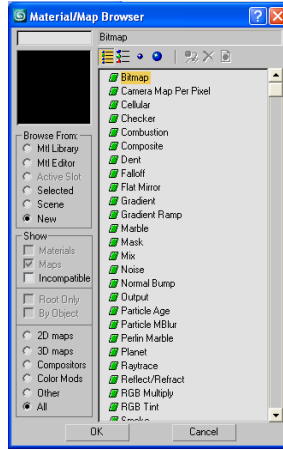


**Gbr. 3**  
01s/d03-Default Yang Sudah Di  
Ubah

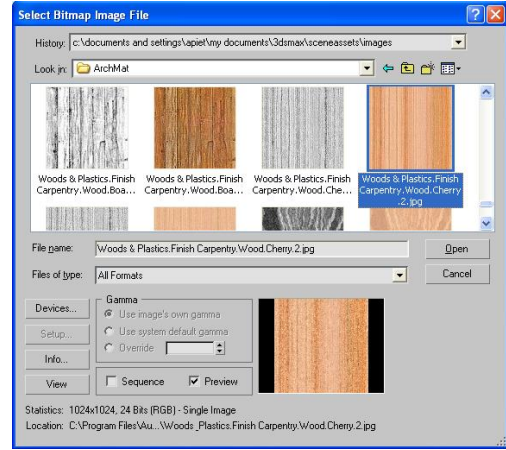
2. → Pilih Kotak Material **01-Default** [Gbr. 1] → Klik Kotak di S sebelah **Diffuse** [Gbr. 1] → Lalu Muncul **Material/Map Browser** [Gbr. 2] → Pilih **Bitmap** [Gbr. 2] → Lalu Muncul Kotak Dialog **Select Bitmap Image File** [Gbr. 3] → Buka Program **File/Autodesk/3ds Max 9/maps/Archmat** → Pilih **Woods & Plastic.Finish Carpentry.Wood.Cherry.2.jpg** [Gbr. 3] → Open



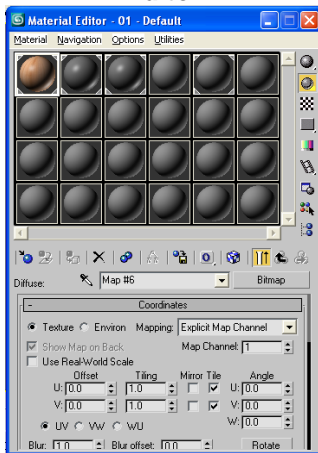
Gbr. 1  
Kotak Dialog Material Editor



Gbr. 2  
Kotak Material/Map Browser Pilih Bitmap

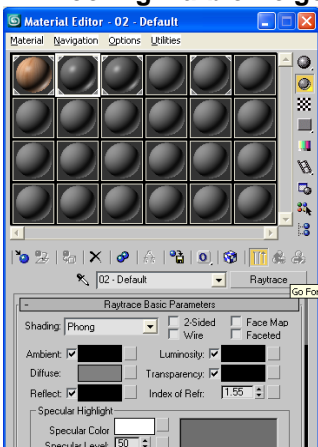


Gbr. 3  
Kotak Dialog Select Image File

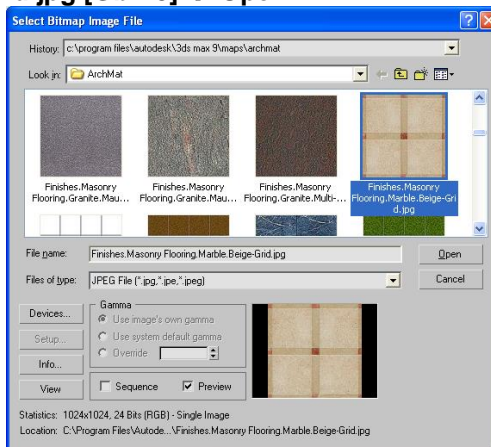


Gbr. 4  
Kotak Dialog Material Editor Yang Telah Terisi Bitmap

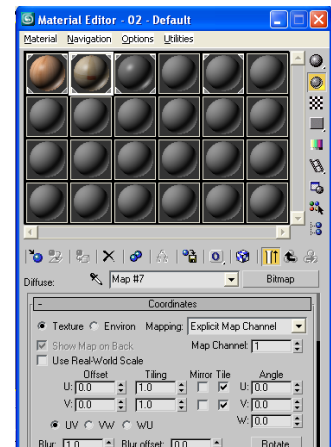
- Pilih Kotak Material 02-Default [Gbr. 1] → Klik Kotak di Sebelah Diffuse [Gbr. 1] → Lalu Muncul Material/Map Browser [Gbr. 2] → Pilih Bitmap [Gbr. 2] → Lalu Muncul Kotak Dialog Select Bitmap Image File [Gbr. 3] → Buka Program File/Autodesk/3ds Max 9/maps/Archmat → Pilih Finishes.Masonry Flooring.Marble.Beige-Grid.jpg [Gbr. 3] → Open



Gbr. 1  
Kotak Dialog Material Editor

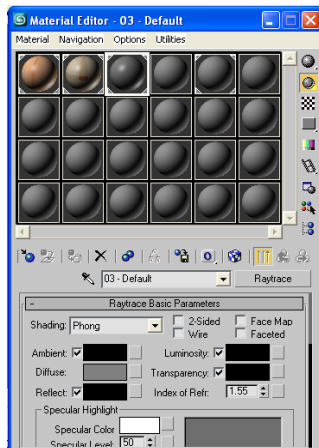


Gbr. 2  
Kotak Dialog Select Image File

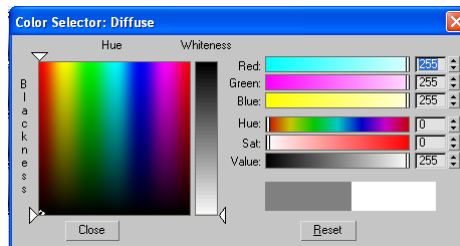


Gbr. 3  
Kotak Dialog Material Editor Yang Telah Terisi Bitmap

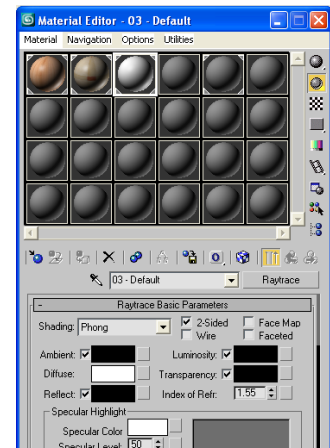
- Pilih Kotak Material 03-Default [Gbr. 1] → Klik Warna di Sebelah Diffuse [Gbr. 1] → Lalu Muncul Kotak Dialog Color Selector : Diffuse [Gbr. 2] → Ubah Warna Menjadi Potih → Close [Gbr. 2]



Gbr. 1  
Kotak Dialog Material Editor



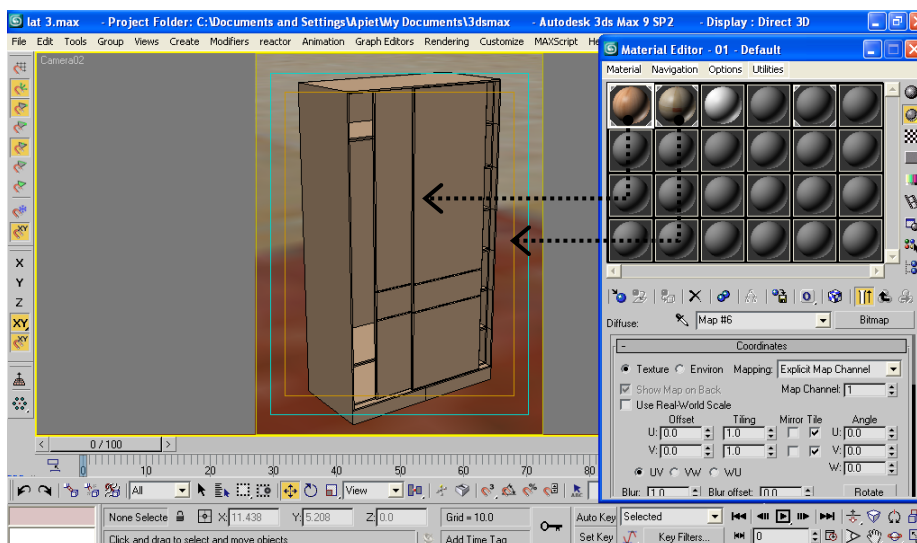
Gbr. 2  
Kotak Dialog Color Selector :  
Diffuse



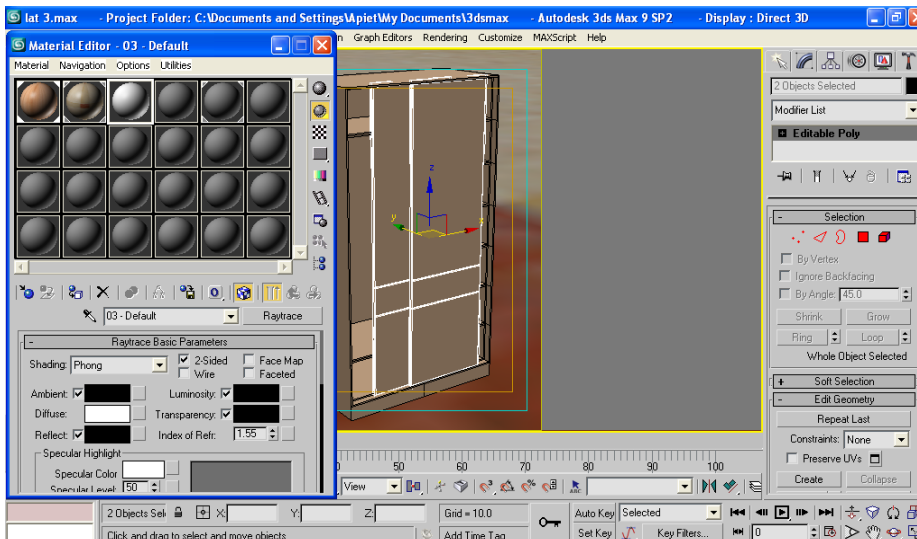
Gbr. 3  
Kotak Dialog Material Editor  
Yang Telah Di Ubah  
Warnanya

## Mengaplikasikan Material/Texture

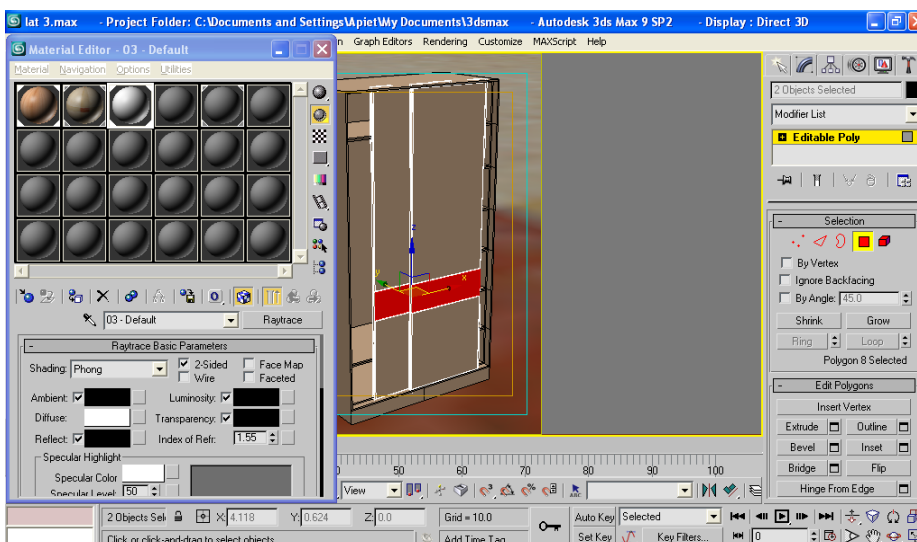
- Kembali Ke Kotak Dialog **Material Editor** → Beri **Tekstur/Material** Keseluruh **Objek** Yang Telah Anda Buat → Pilih **Objek** → Lalu Pilih Kotak **Material** Sesuai Keinginan Anda → **Assign Material to Selection**  
→ Atau Anda **Drag Material** Yang Anda Pilih Ke Objek Yang Akan Anda Beri Material



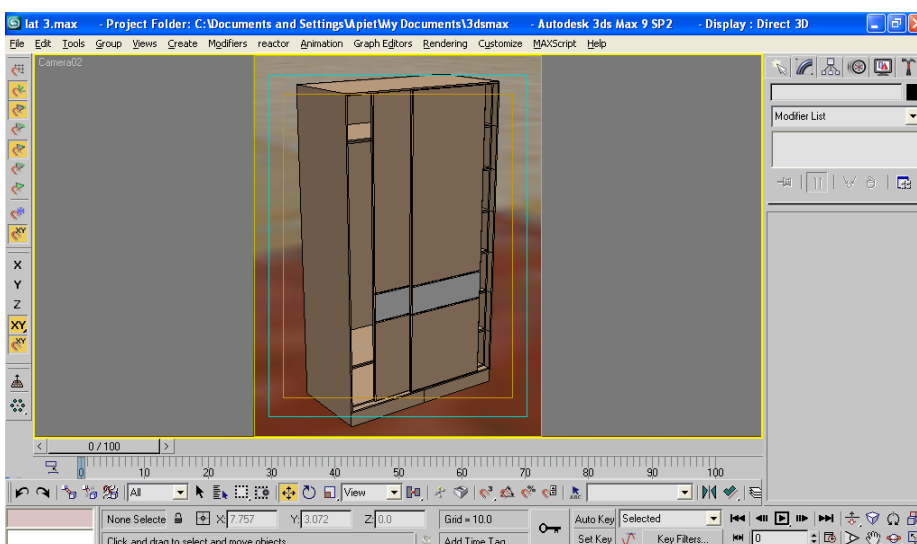
- Pada Pintu Lemari Terdapat 2 Material Yang Berbeda...? Bagaimana Caranya...?  
→ Aktifkan **Material Editor** [Gbr. 1] → Pilih Ke Dua **Pintu Lemari** [Gbr. 1] → Pilih Mode Seleksi **Polygon** [Gbr. 2] → Lalu Pilih Salah Satu Bidang Di **Tengan Pintu** [Gbr. 2] → Lalu Pilih **Assign Material to Selection** → Matikan Mode Seleksi **Polygon** [Gbr. 3]



Gbr. 1  
Seleksi Ke Dua Pintu  
Lemari



Gbr. 2  
Seleksi Mode  
Polygon

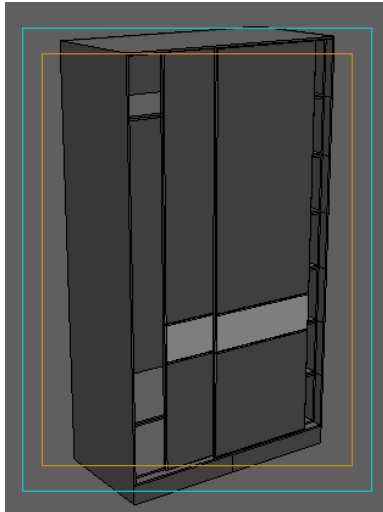


Gbr. 3  
Objek Yang Telah Di  
Beri Material/Texture

### Mengaktifkan Texture

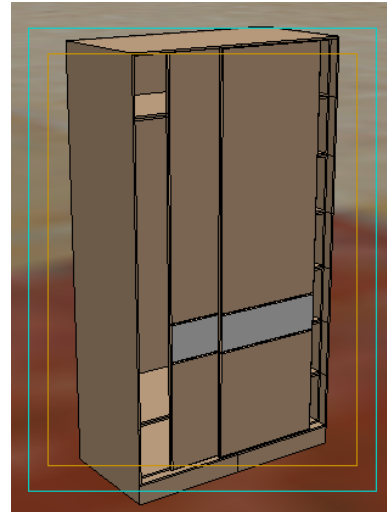
Terkadang **Material/Texture** tidak terlihat di **Scene** yang sedang kita kerjakan, untuk memunculkan **Material/Texture** yang ada di objek **Scene**, Ikuti Langkah berikut di bawah :

- Pada Menu Bar **Views** → Pilih **Activate All Maps** → **Lihatlah...!!!**
- Untuk Menonaktifkannya → Pilih menu Bar **Views** → Pilih **Deactivate All Maps** → **Lihatlah...!!!**



Gbr. 1

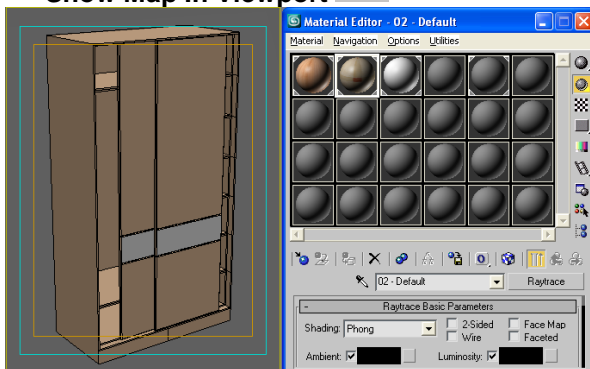
Scene Yang Telah di Deactivate All Maps



Gbr. 2

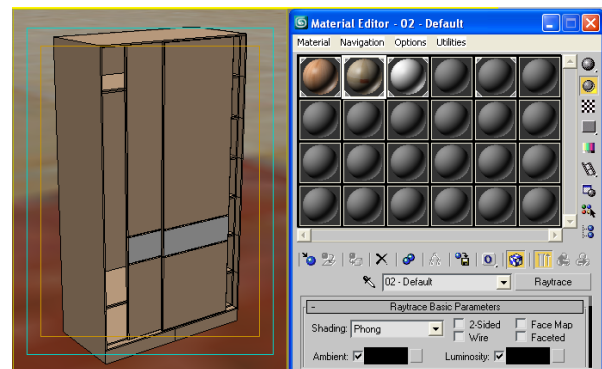
Scene Yang Telah di Activate All Maps

- Atau Jika Anda Hanya Ingin Mengaktifkan 1 Atau 2, Tidak Seluruh **Texture** → Buka Kotak Dialog **Material Editor** /Ketik **M/** → Lalu Muncul Kotak Dialog **Material Editor** → Matikan/Nyalakan **Show Map In Viewport**



Gbr. 1

Objek Yang Tidak Di Show Map In Viewport



Gbr. 2

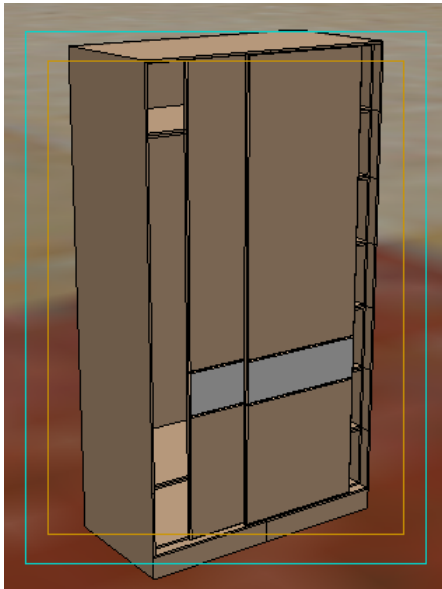
Objek yang Telah di Show Map In Viewport

### Men-Skala-kan Material/Texture

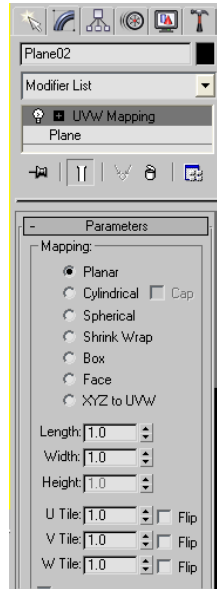
Objek Yang Telah kita beri **Material/Texture** terkesan kasar pada permukaannya, belum memiliki proporsi yang seimbang, untuk itu kita harus menskalakan **Texture** yang ada pada objek tersebut, ikuti langkah dibawah ini :

#### Objek Lantai

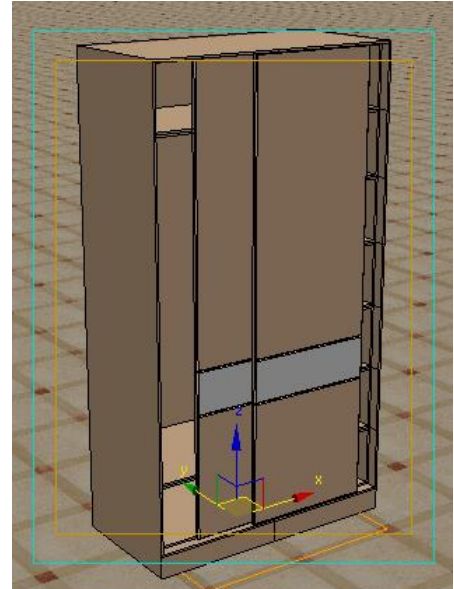
- Pilih Objek **Lantai/Plane** [Gbr. 1] → Pada **Modify Panel**, Pilih **Modifier List**, Pilih **UVW Mapping** [Gbr. 2] → Isi Parameter Sesuai **Gambar** [Gbr. 2]



**Gbr. 1**  
Sebelum Di UVW Mapping



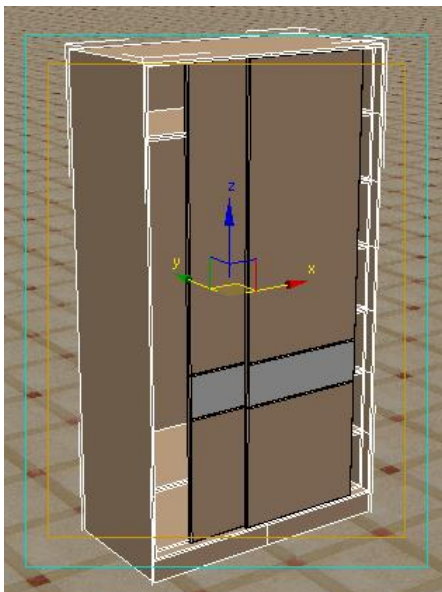
**Gbr. 2**  
Mapping : Planar  
Length : 1  
Width : 1



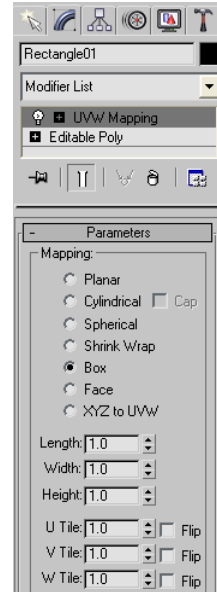
**Gbr. 3**  
Sesudah di Beri UVW Mapping

**Objek Lemari**

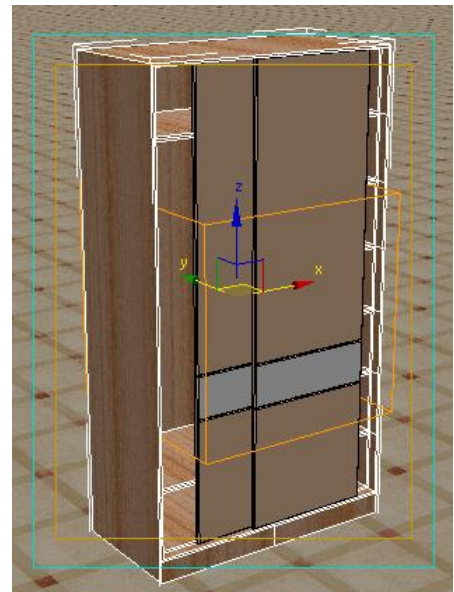
- Pilih Objek Lemari [Gbr. 1] → Pada **Modify Panel**, Pilih **Modifier List**, Pilih **UVW Mapping** [Gbr. 2]
- Isi Parameter Sesuai **Gambar** [Gbr. 2]



**Gbr. 1**  
Sebelum Di UVW Mapping



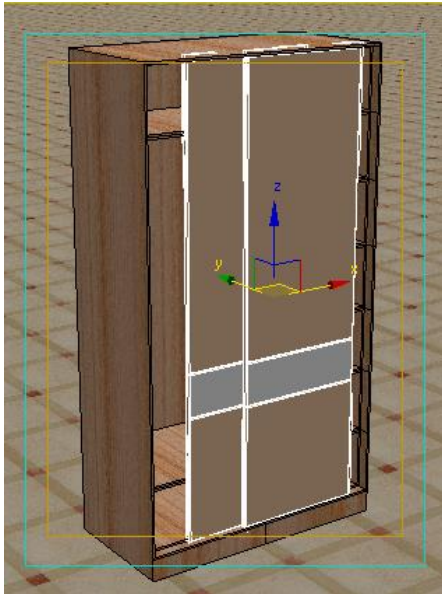
**Gbr. 2**  
Mapping : Box  
Length : 1  
Width : 1  
Height : 1



**Gbr. 3**  
Sesudah di Beri UVW Mapping

**Objek Pintu**

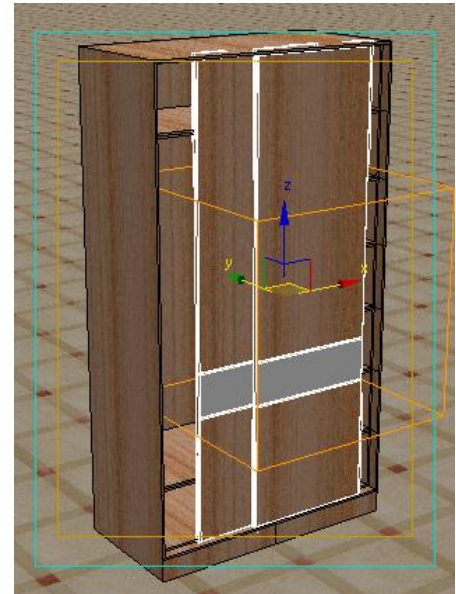
- Pilih Objek Pintu Lemari [Gbr. 1] → Pada **Modify Panel**, Pilih **Modifier List**, Pilih **UVW Mapping** [Gbr. 2] → Isi Parameter Sesuai **Gambar** [Gbr. 2]



**Gbr. 1**  
Sebelum Di UVW Mapping



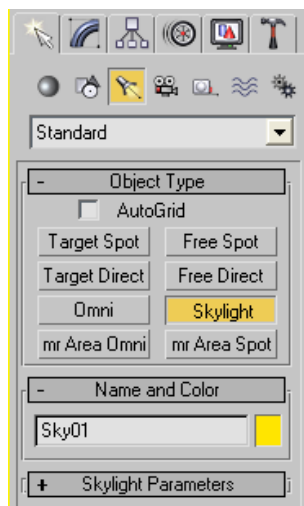
**Gbr. 2**  
Mapping : Box  
Length : 1  
Width : 1  
Height : 1



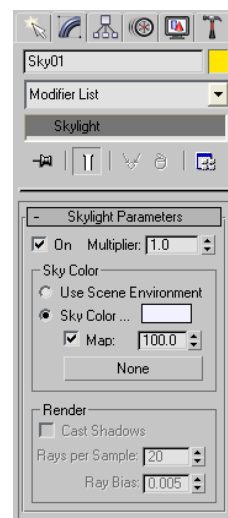
**Gbr. 3**  
Sesudah di Beri UVW Mapping

**LIGHTING/PENCAHAYAAN**

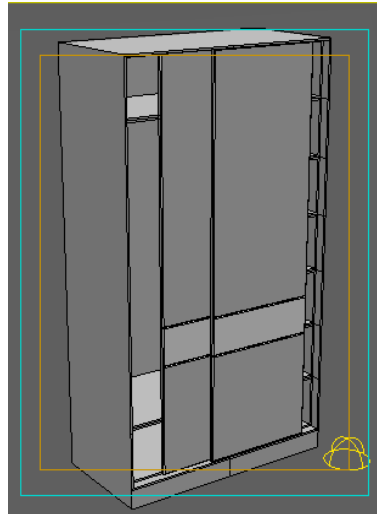
- Aktifkan Viewport TOP → Klik Create panel → Pilih Light → Pilih Standard → Pada Object Type pilih Skylight [Gbr. 1] → Klik Sembarang pada Viewport TOP → Ubah Parameters Sesuai Gbr. 2



**Gbr. 1**  
Create Panel Light



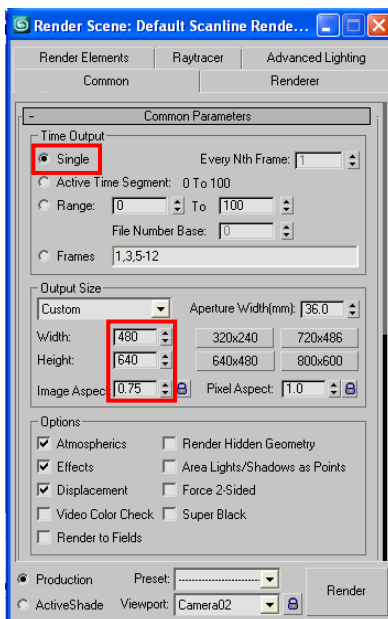
**Gbr. 3**  
Scene Yang Sudah Diberi Skylight Skylight Parameters



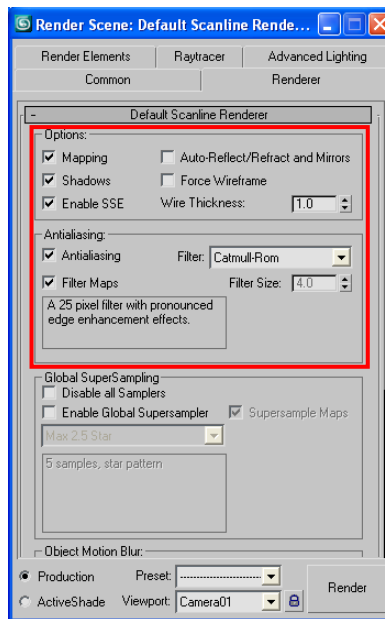
**Gbr. 3**  
Scene Yang Sudah Di beri Skylight

## RENDERING

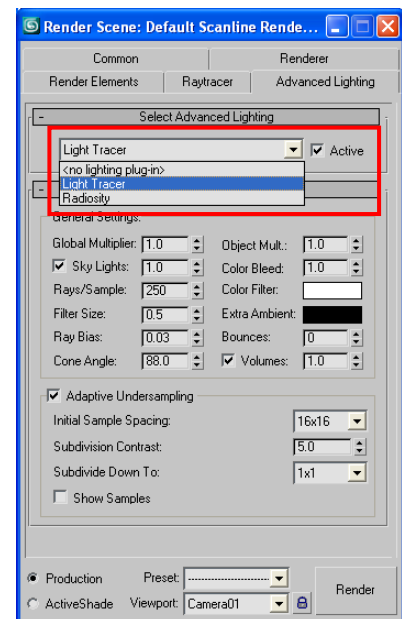
1. → Aktifkan **Viewport Perspektif** → Ketik **F10/Klik Menu Rendering** → Pilih **Render** → Lalu Muncul Kotak Dialog **Render Scene** → Ikuti Langkah Sesuai **Gbr. 1, 2 dan 3** → **Render**



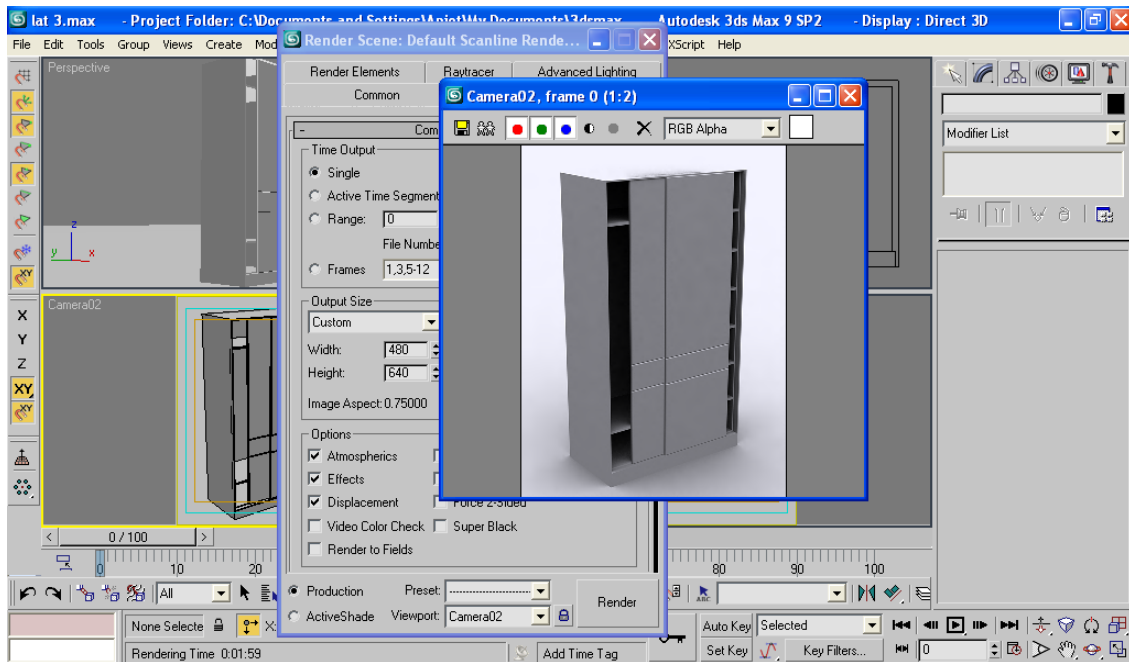
**Gbr. 1**  
Toolbar Common



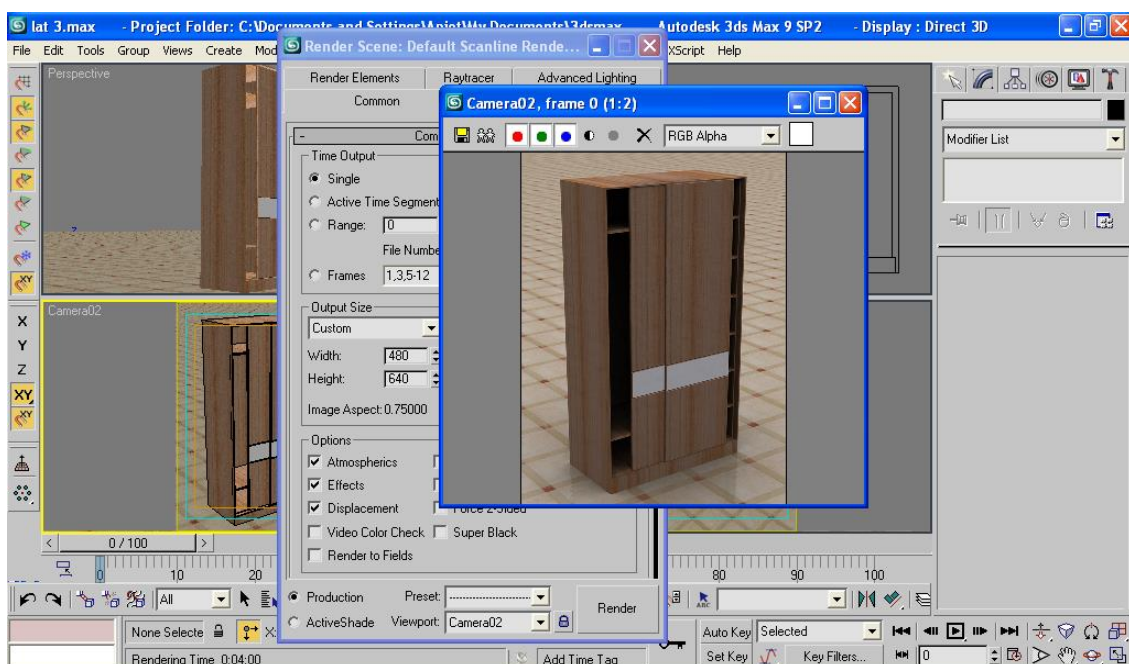
**Gbr. 2**  
Toolbar Render



**Gbr. 3**  
Toolbar Advanced Lighting



Gbr. 4  
Hasil Render Yang Tidak di Beri Tekstur/Material



Gbr. 5  
Hasil Render Yang Sudah di Beri Tekstur/Material