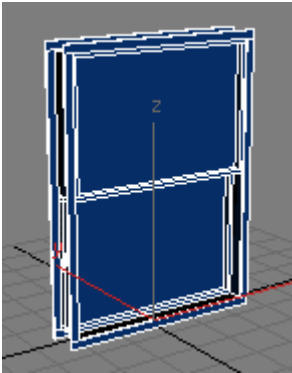


AEC materials

Start with drawing a window.

It is completely opaque and needs transparency for the glass but not the frames.

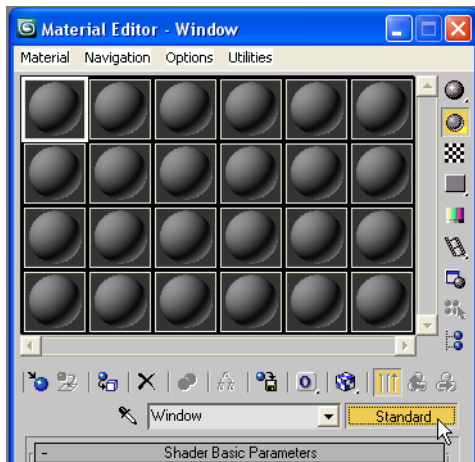


Open the Material Editor:



Select an empty slot (one of the gray spheres) and hit the **Standard** button.

This is not how we usually make a material, but provides a method that lets us use a pre-created multi-subobject material that will detect the window panes.

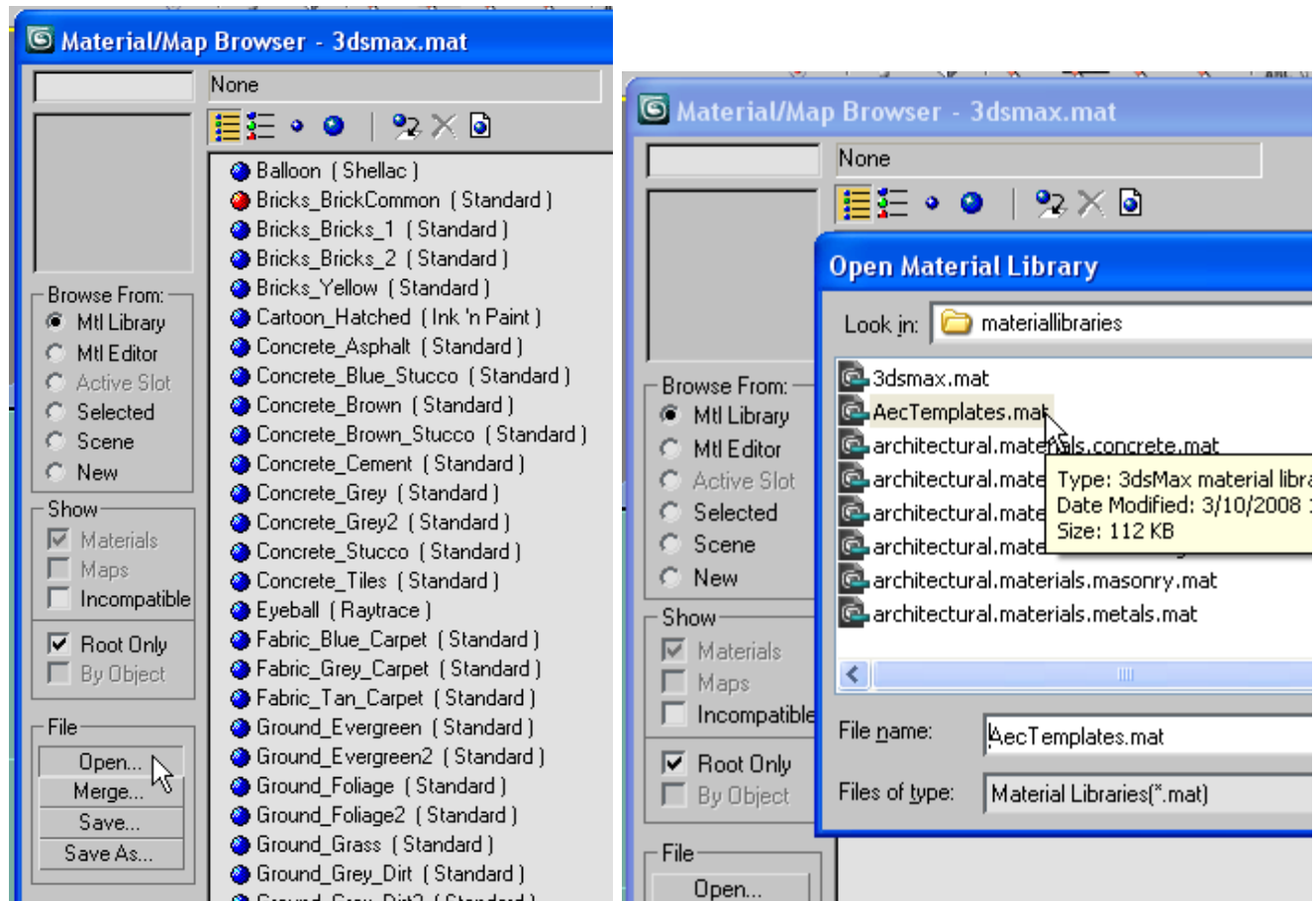


Observe the screen shot below carefully.
Make sure **Mtl Library** is selected (at the top, under Browse From)
Under File, hit **Open ...**

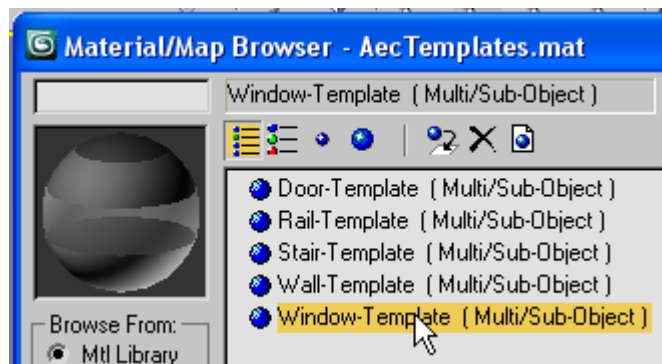
Navigate to your 3ds Max program file folder ...

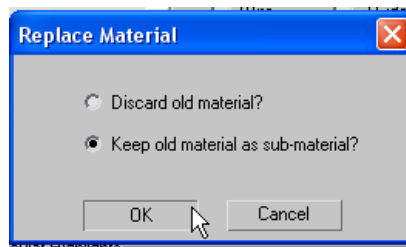
Locate and open the **materiallibraries** folder ... it is right next to the **maps** folder we usually go to ...

Select **AecTemplates.mat**



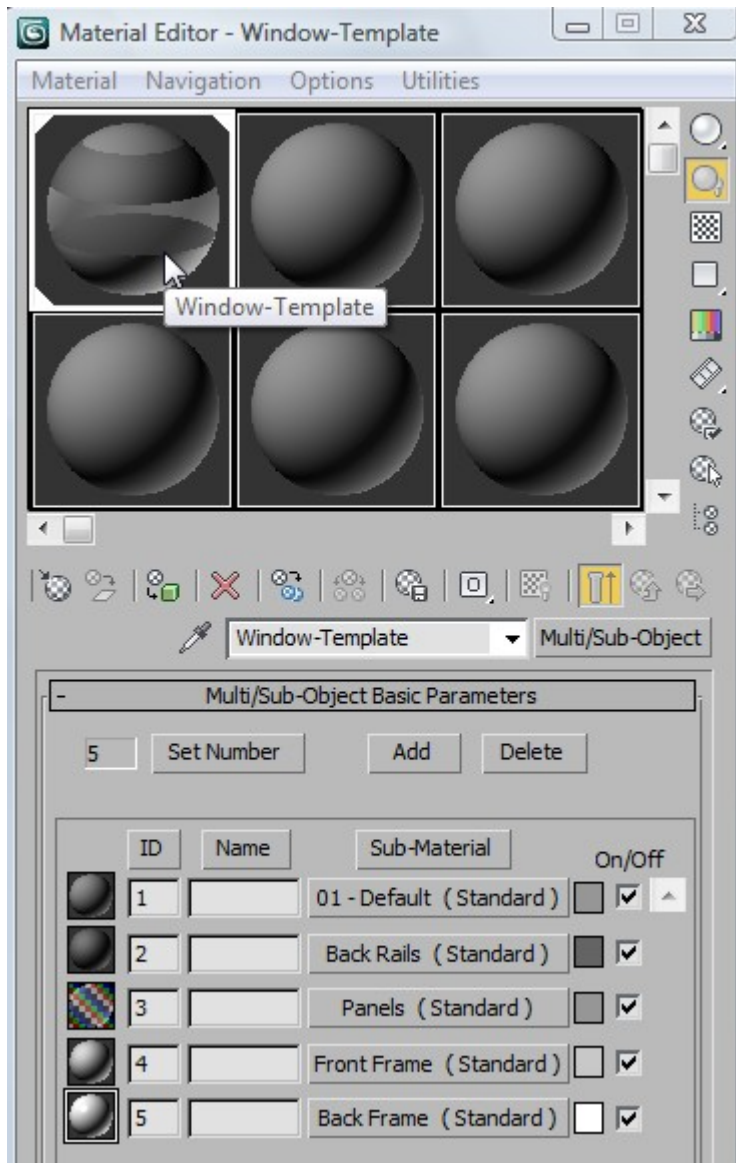
Double-click window template



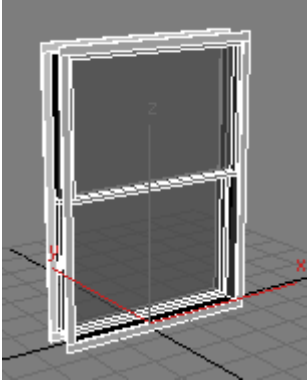


Either answer works in this case:

Drag the material slot (at the upper left) to the window in the viewport ...



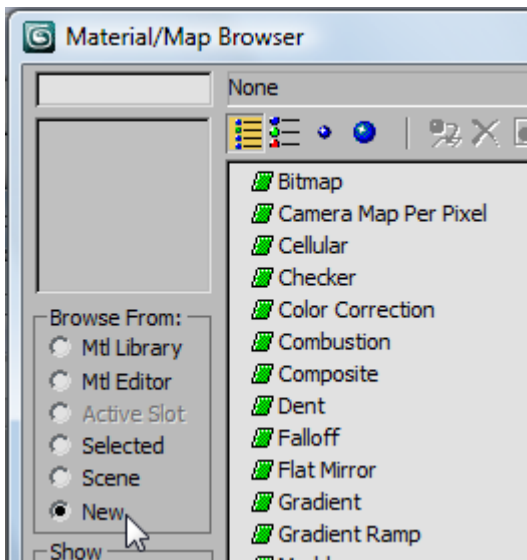
The window should now have transparent glass and everything else will be gray.



To make a wood material for the framing ...

Create a new material starting with a new material slot (one of the large gray spheres)
Hit the diffuse button as we usually do to select a bitmap... (not the standard button) ...

Note Max remembered what we did last time in the material editor, so select browse from New this time and see bitmap as we usually do ...



Locate some wood bitmap ... I suggest using one without a lot of grain to it.
I used burl oak in the Wood folder in the maps folder.

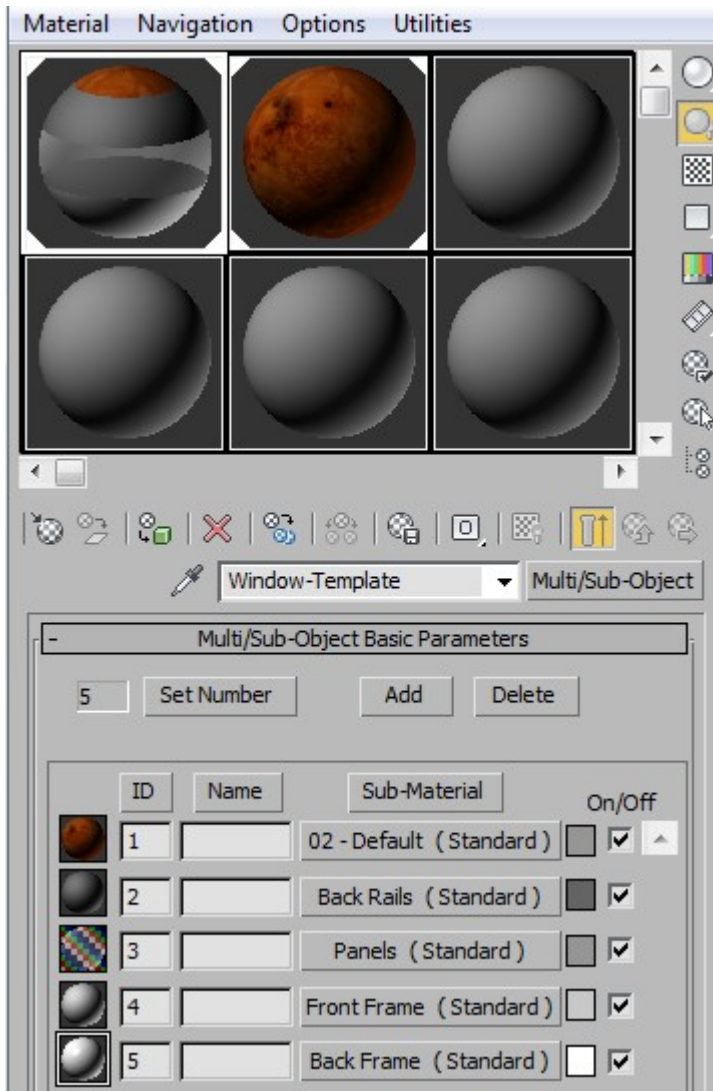
Turn on "show in viewport" as usual.

When this material is done, select the window material again.

Drag the wood material (sphere) to the long top slot in the window material.

This is tricky – don't let go of the mouse until you "land" the all-wood sphere on the top (ID 1) long gray "slot" in the window material.

Choose "Instance" when asked.



Keep dragging the same way to slots 2, 4 and 5.
Keep 3 open for the transparent glass.

ID	Name	Sub-Material	On/Off
1		02 - Default (Standard)	<input type="checkbox"/> <input checked="" type="checkbox"/>
2		02 - Default (Standard)	<input type="checkbox"/> <input checked="" type="checkbox"/>
3		Panels (Standard)	<input type="checkbox"/> <input checked="" type="checkbox"/>
4		02 - Default (Standard)	<input type="checkbox"/> <input checked="" type="checkbox"/>
5		02 - Default (Standard)	<input type="checkbox"/> <input checked="" type="checkbox"/>

Render your window on a white background and print from Photoshop with your name.

