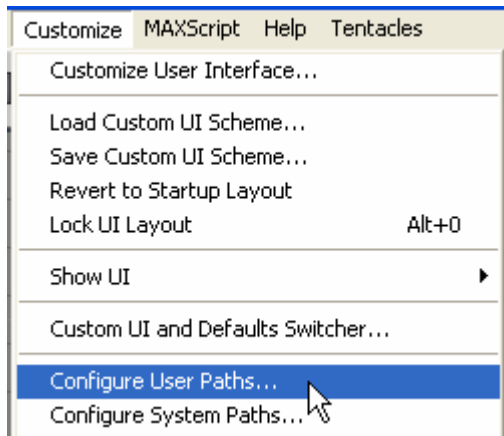
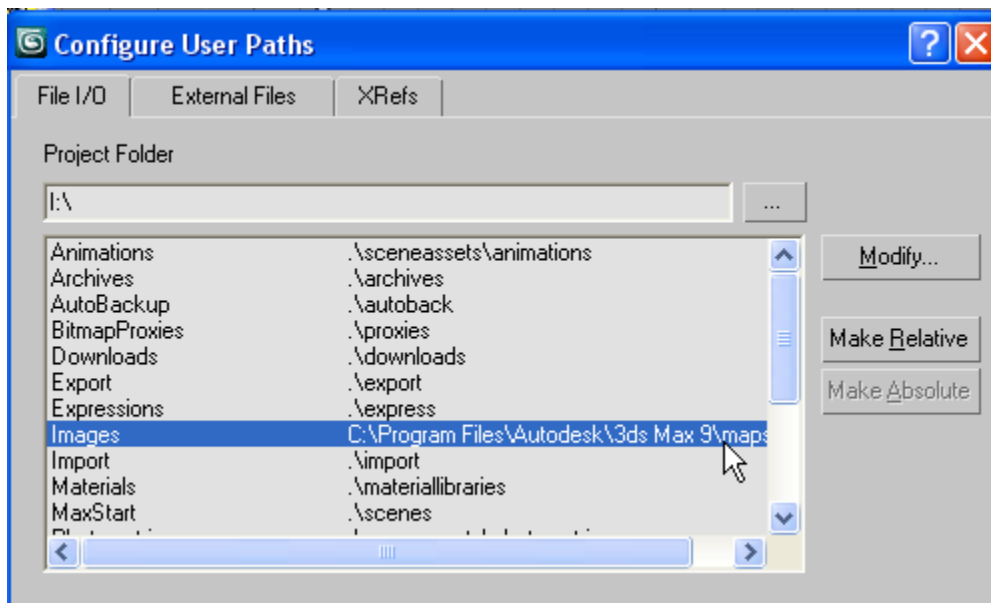


## Simple house part 2

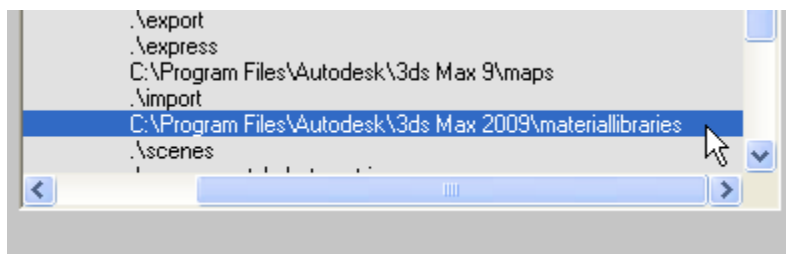
Make sure Max can find your maps and material libraries.



Set up **images** to here by using the modify button ... your path might be slightly different or you might have a different version of Max.



Set up your **materials** here ...



You might need to restart Max to see the program update.

We need to make our materials better.

Select the siding material and hit the diffuse slot, then choose bitmap. Find this material in the ArchMat folder.



Tile 2 x 2:



For the roof use this

Also tile 2 x 2

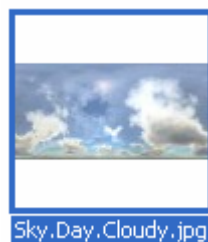


For the grass use this.

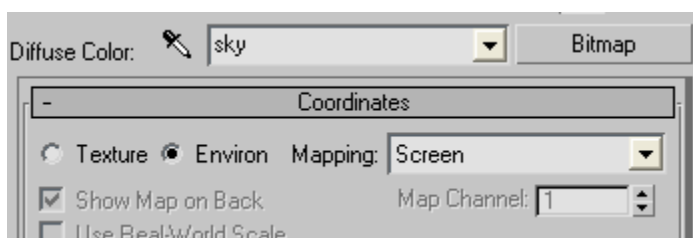
Tile at least 20x20, as high as you can make it without seeing tiling.



For the sky use this, or any sky image you can find:



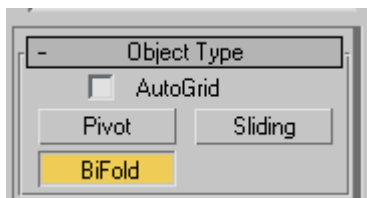
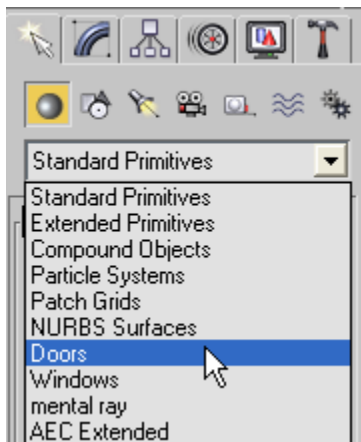
Make sure your sky is set to Environ:



Go to the polygon level of the main house and delete the polygons for the door and the window.  
Exit the subobject level.



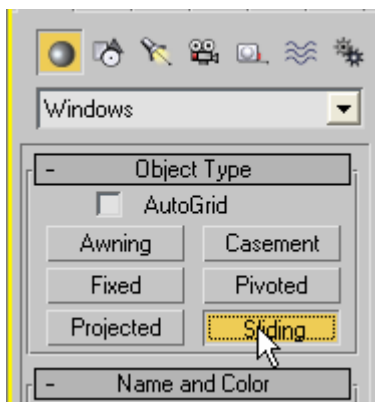
Create an AEC door:



Tip – draw the width of the door, then the thickness, and lastly, the height.



Make a sliding window ...

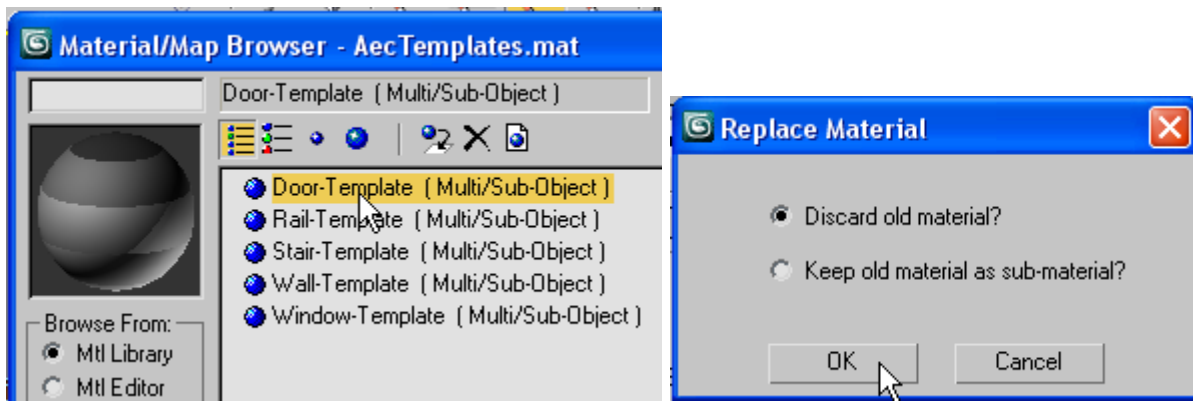
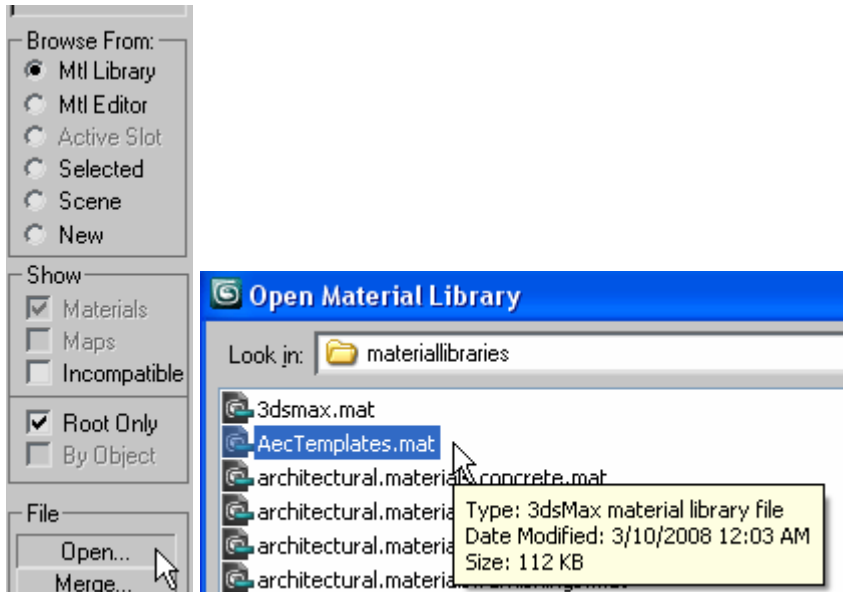


Draw it on the ground, move it up, and adjust the size in the modify tab

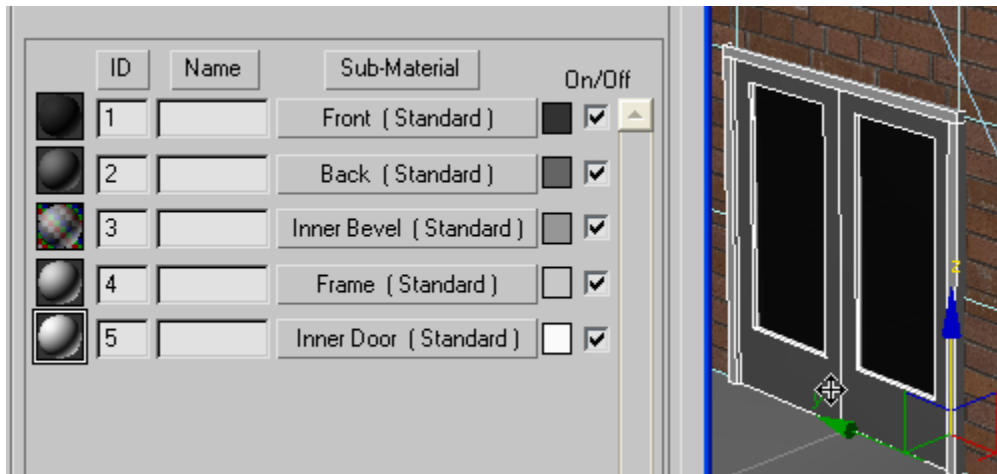


Add materials to the door and window

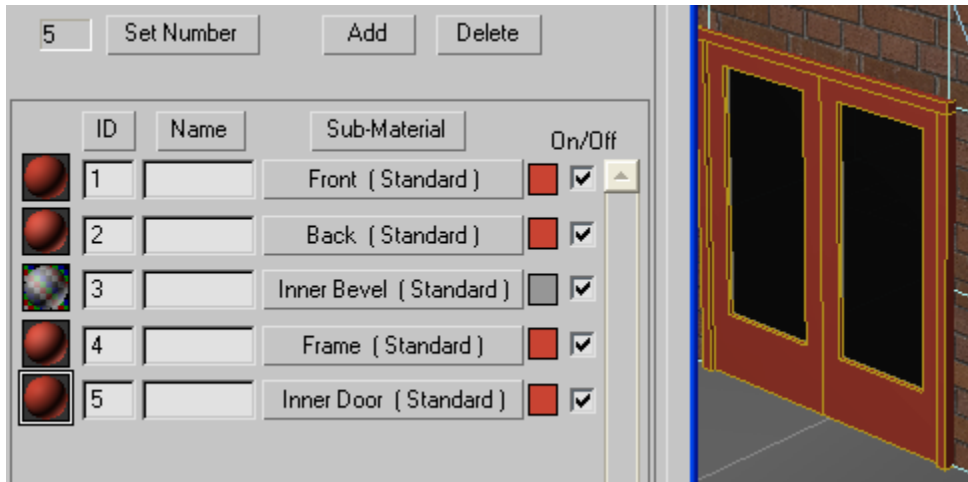
Activate your Door material in the Material Editor  
Click the Standard button



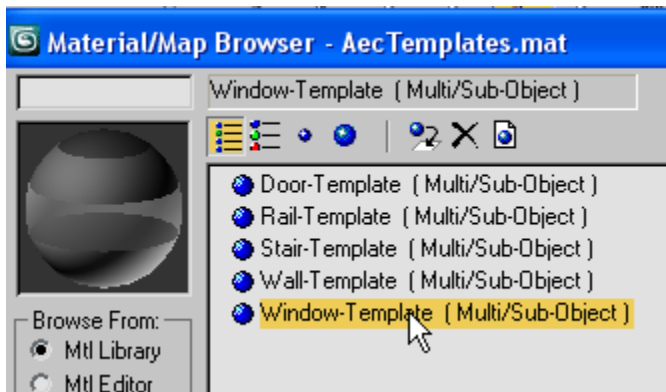
Drag this updated material to your new door



Choose a brown or any color you like and drag it to each slot EXCEPT #3



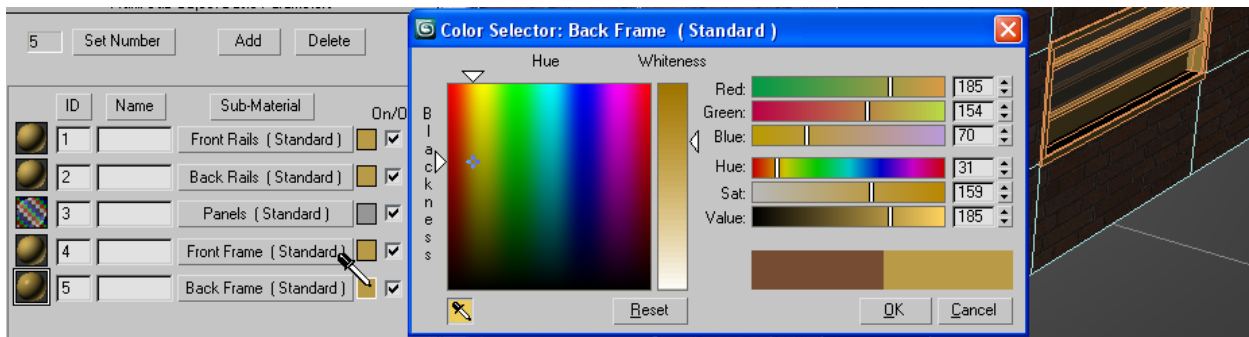
You can update the various slots to different maps later ... for now let's move on to the window.  
Select the window material  
Hit the standard button and choose the window template



Drag to your new window

Make the colors nicer.

Tip: there is a dropper in the color picker:



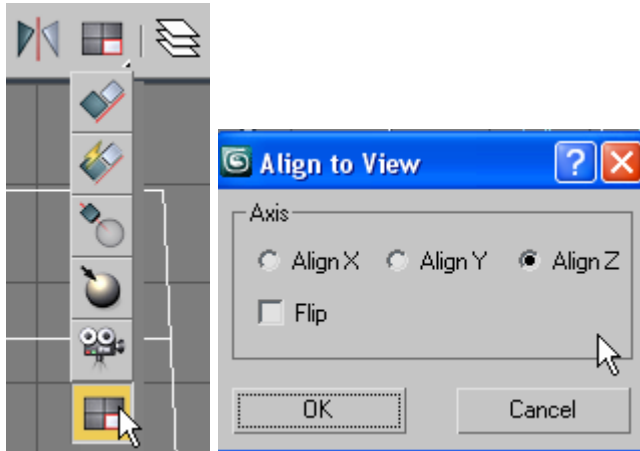
## Make a sky plane

The sky setup could be improved. There are various methods that can be used. This one is straight forward and useful.

Make a plane 100 ft wide by 50 ft high.

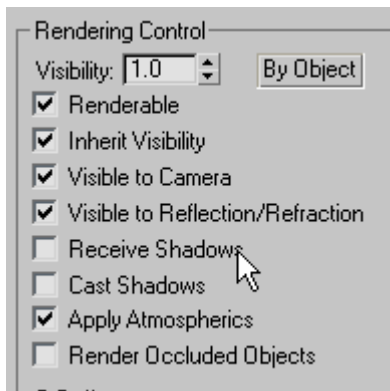
Place it behind the house.

Use align to view:



Right click properties of the plane

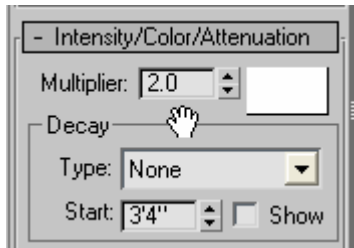
Do not receive or cast shadows



Make the sky material 100% illuminated:



Increase the light to 2.0



Render:

