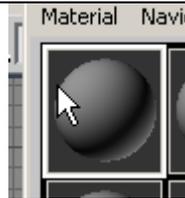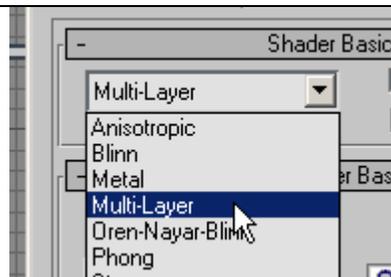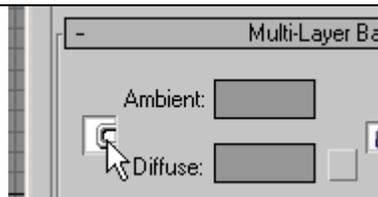# Cool Materials for Text Faces and Sides

This material uses a MultiLayer shader. It is based on the Anisotropic shader which is often used for a brushed metal look but allows for two different highlights with independent control. This MultiLayer shader is often used to simulate materials such as a metal that is covered with a shiny coat of wax.

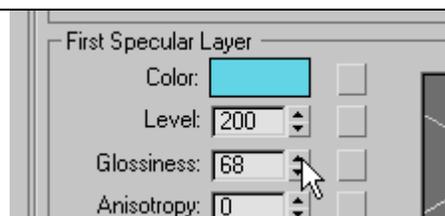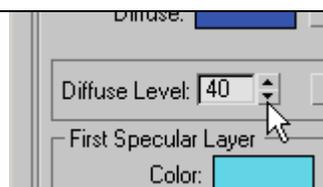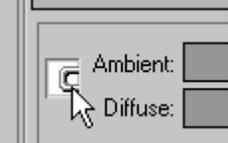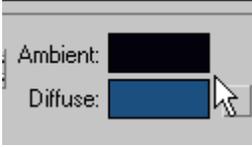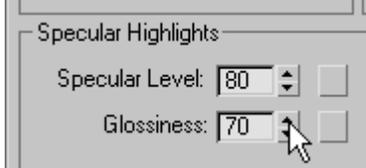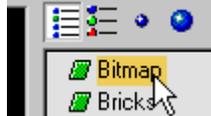|	
	Select an unused material slot
	In the shadier type rollout, select Multi-layer
	First, unlock the Ambient and Diffuse color lock. Then… Set Ambient Color to: RGB (16,2,16) Set Diffuse color to: RGB (53,84,172)
	In the First Specular Level: Color: RGB (98,212,229) Level: 200 Glossiness: 68
	Change Diffuse level to 40

	Rename this material as Face
	Create a teapot, make sure the material is 2-sided, apply, and render

Cool Materials for Text Faces and Sides

A material with reflective properties looks only as good as the environment it is reflecting. So…… what if there is no environment to reflect? We'll fake it!

We created those swell bevels to catch the highlights. But, you'll find that only a few of the beveled surfaces can catch the light and reflect it back toward the viewer's eye. To overcome this, we'll place a material that has a reflection map (don't worry you'll find out what that is soon) on the bevels to increase the reflections.

	Pick the next unused material slot
	Change the shader type to Metal
	Unlock the Ambient and Diffuse color lock

Ambient: [ ] Diffuse: [ ]	Change Ambient: RGB (3,1,11) Change Diffuse: RGB (27,79,128)
Specular Highlights Specular Level: 80 Glossiness: 70	Change the Specular and Glossiness levels as shown
SuperSampling + Maps + Dynamics Properties	Open the Maps rollout
Bump .... 30 None Reflection ..... 100 None Refraction ..... 100 None	Click on the word "none" next to the Reflection Chanel
Bitmap Bricks	Select bitmap
Look in: 3dsmax5 Animations drivers images autoback express language backburner2 fonts maps bips HardwareShaders matlas	Navigate to the 3dsmax5 folder and then open the maps folder
Organics Reflection Skies	Open the Reflection folder
CHRMWARP CHROMBLU CHROMIC CHROMSUN	Select the CHROMIC reflection image
WU W: 0 Blur offset: 0.05 Noise Bitmap Parameters 3dsmax5\maps\Reflection\CHROMI	Change the Blur offset to 0.05. This blurs the reflection a little bit
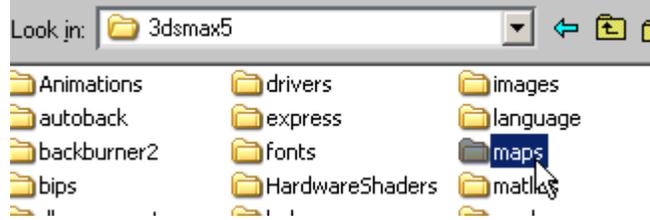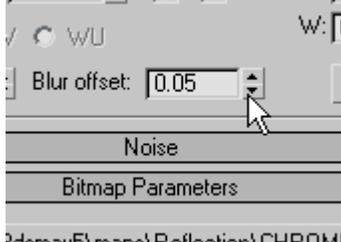
	Click on the Go to Parent icon to go back to the Parent level
	Rename the material as Bevel and save this file
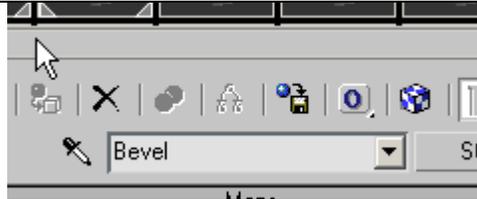
Compare the two images below:

In the top image I applied the first material we made to the whole text. Note that only a few parts of the bevel are catching reflections. The "e" is almost lost in black background.

In the second image, the face and sides of the text have our first material applied to them and the bevel has the second material applied. The highlights of the bevel are now simulated by using the reflection map. We can go back, if we want to, and adjust the amount of bevel reflection by adjusting the Reflection spinner in the maps rollout.

The next lesson will show you how to apply different materials to different parts of a text object (or any object)