

## MEMO – Velvet or Satin Material

### Problem / Task

Create a material that resembles the properties of velvet or satin.

### Solution

1. Create an object. Set a dot for *Bump*. Modify random texture to the *Noise Type Distance Squared* and the *Mode Minimum*; then set *Frequency* to -1, *Octaves* to 1 and 3D.
2. Set *Diffuse* colour according to the velvet or satin object. Map texture *Parametric* and move *Bump* to around 500. No other controls are used.
3. Set sun to light object roughly from front above. Best camera position is when it looks from east to west and sun is at Azimuth 90° and Altitude 45°.
4. Link object to camera and *Link Sun To View* for easier adjustments of camera position.

### Adjustments

- If texture *Frequency* is +1, *Bump* must be negative.
- Increasing *Octaves* and *Bump* enhances contrast.
- Mapping mode might have to be changed according to mesh of object used.

