Materials

m –

Double click on materials and change parameters

* Label
* Diffuse – how brilliant the object is
  + A light bulb – very brilliant – 1.0
  + A cotton material – not too brilliant – 0.2
* Color – the surface colour of your object
* Reflective – how reflective the object
  + Painted car / chrome – very reflective – 1.0
  + Table cloth – not very reflective – 0.1
* Glossiness – how shinny the object

Maps

* Diffuse color – image on the object
  + Choose bitmap from selection
  + Locate the file
* Coordinates
  + Texture
  + Planar from object XYZ
* Bump – texture: bumpy