

Add Materials to 3D Building Model using Blender

Prompt

Now that you have created a 3D model, add materials to it. Do so by configuring Principled BSDF settings for each material in Blender. Do not use texture or material files generated by others.

Note: You can use the building created in the prior assignment; however, if you'd prefer, you can create a new building for this assignment.

Note: You will need to configure some lights or add an HDRI to the scene so that you can view how the materials are rendered using Viewport Shading mode; however, you do not need to fully configure your lighting for the scene. Make sure to preview using Cycles. This can be a bit slow, especially without GPU acceleration.

Deliverables

1. Provide a write up that explains each of the materials you configured and their associated settings. What type of material or surface were you trying to represent with each material?
2. Upload an updated .blend file with the materials configured.

Points

Up to 20 points will be assigned based on the following:

1. Quality of the descriptions of your material settings and what you were attempting to accomplish
2. You must use at least four different materials; you cannot assign the same material to all faces of your 3D object
3. Material configurations should be effective and make sense (for example, a glass window should look like glass, and metal components should look like metal)
4. There should be no geometry issues that impact the rendering of the materials (e.g., incorrect face orientation)