

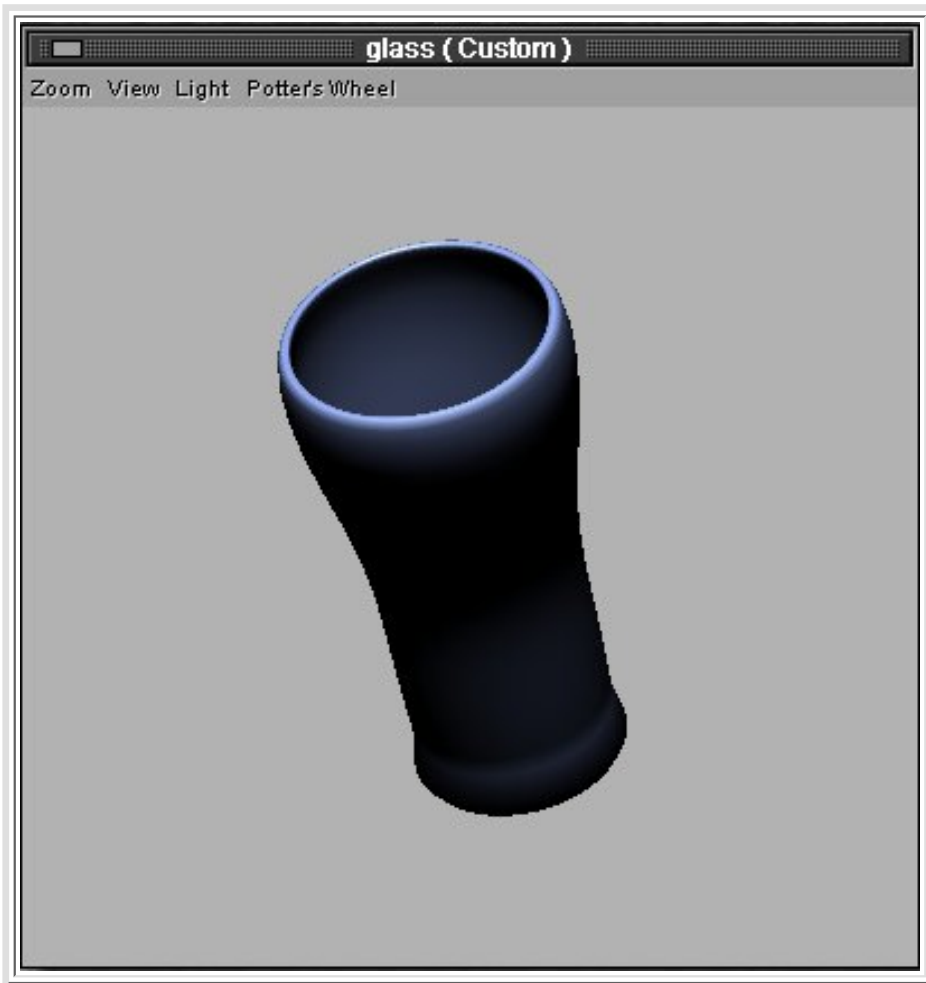
Beginner

Continued [1/](#) [2/](#) [3/](#) [4](#)

Modeling a Glass

Then back to FX and use the smooth tool 100 percent two times, to round out the top edge of the glass. This can be done in any view.

100.000



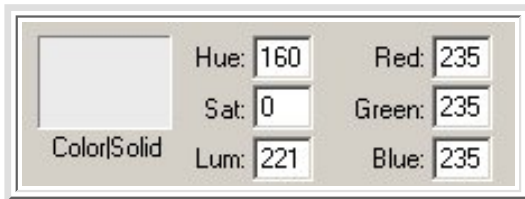
There you have a suitable drinking glass ready to have a material set up on it.

When setting up materials on objects you need to take into consideration what type of object it is and its real world properties. Then use those channels for setting the material up. Here is a brief description of the channels and the setting for a basic glass material, these channels may need to be adjusted for different light situations.

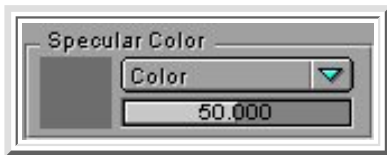
Diffuse Color: Color that is evenly present on an object's surface. Visible regardless of the angle from which the object is viewed. The diffuse channel is the primary channel that determines the color of an object



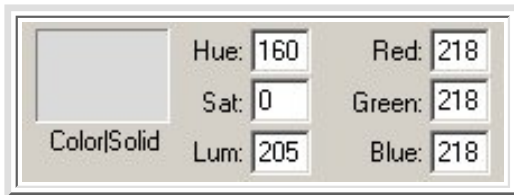
Slightly gray color set to 100.000%
This is the color on the color chart.



Specular Color: The color of the highlights being reflected off an object.



Slightly gray set to 50.000%
This is the color on the color chart.



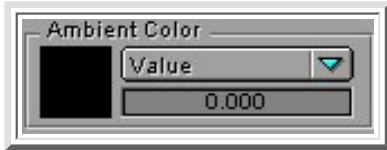
Specular Roughness: Used to set the area and size of highlights.



Value set to 10.000%

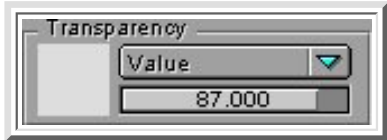
Ambient Color: Used to set the color and intensity of ambient light being put off by an object. A good rule for real world situations, is to not let the Diffuse and

Ambient channels together, add up to more than 100.000%



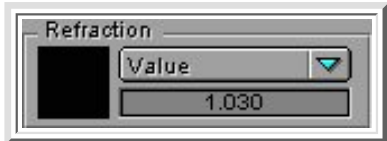
Value set to 0.000

Transparency: Used to set where and how much you can see through an object.



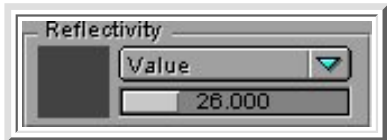
Value set to 87.000%

Refraction: Sets where and how much light is bent or displaced as it passes through a transparent object.



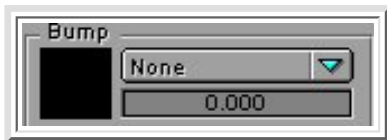
Value set to 1.030%

Reflectivity: Used to set the color and how an object reflects light.



Value: Set to 26.000%.

Bump: Effects the way the objects surface appears , smooth or bumpy.



None 0.000

A tip for rendering transparent objects like glass is to place other objects in the background. Just rendering to a black, white or colored background doesn't bring out the transparency in an object.



Continued [1](#) / [2](#) / [3](#) / [4](#)