

Intermediate perforated metal material

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How to make a perforated metal material in SU.

1. Select the geometry with the SU perfmatal material by using the select object by material (in the SU material editor right click and choose Select from the pop up menu).
2. Now we will create a V-Ray Material. Right click over selected geometry choose SketchUp>Create Material>VRayMtl.
3. In the V-Ray Material Editor a new material is created called DefaultMaterial. Rename the material to perf_metal. Caution: The material moves in alphabetical order in the material workspace after you rename the material. Before editing the material be sure you have the perf_metal material selected.
4. Now we need to edit the V-Ray perf_metal material. Select the perf_metal material in the material workspace. Expand the material tree by right clicking on the plus symbol beside the material name. Expand the diffuse layer and select Diffuse.
 - 4a. We need to add the grating_round.png to both the Diffuse Color Map and the Diffuse Transparency Map. Do by clicking on the "m" icon. The V-Ray texture editor will appear. In the V-Ray texture editor in the Common section set the Type to bitmap. Now in the Bitmap section choose the "m" icon and navigate to and select the grating_round.png bitmap. The hit Apply to close the V-Ray Texture Editor.
 - 4b. Do the same steps as in 4a for the Diffuse Transparency map.