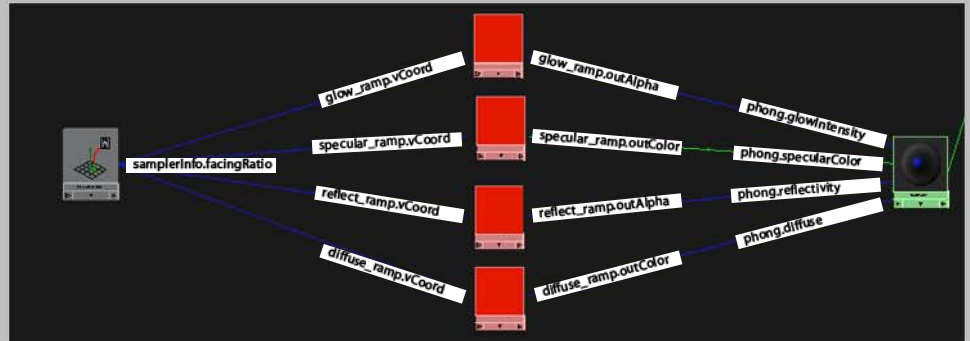
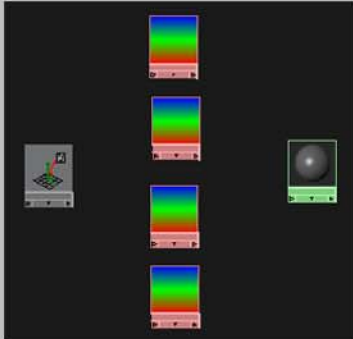


--A Nifty Car Paint / Metallic Shader for Maya-- By Chris Elmer

This is adapted from a couple of online tutorials dealing with the creation of a realistic/pleasing metal shader, with some tweaks of my own.

- 1- Create a phong shader, a sampler info node (Create > General Utilities > Sampler Info), and four ramps (Create > 2d Textures > Ramp), renaming each reflectivity, diffuse, specularity, and glow. You can delete the placement nodes, we won't be needing them.

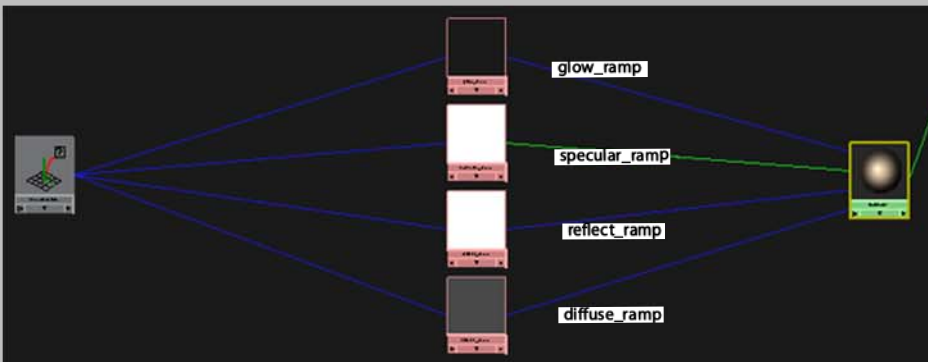


- 2- Use the connection editor and connect the *facing ratio* to the *v Coord* of each ramp node (middle mouse drag from one node to the other, and select >other from the list).

The sampler info node just looks at where the camera is, and for whatever polygon it's looking at, tells us (in the case of the facing ratio) which way the normal of that polygon is facing relative to the camera.

- 3- Edit the ramp values so they match, more or less, with the above pictures.

Just to explain a little more about what the ramps are doing, let's look at the reflection ramp. For the majority of the polygons on the object, the reflectivity will stay at .6 (the darker grey values), but on polygons that are curving away from the camera, the reflectivity will increase to 1.2. As mentioned before, the sampler info node giving us this angle information. The ramp is useful because it gives you a visual sense of how quickly this increase is going to happen. This same concept applies to the rest of the ramps and their attributes.



Your finished phong network should look something like the screen above.

- 4- From here it's just a matter of picking the color you want the shader to be, and maybe tweaking the ramps a bit more depending on the environment you're in.

