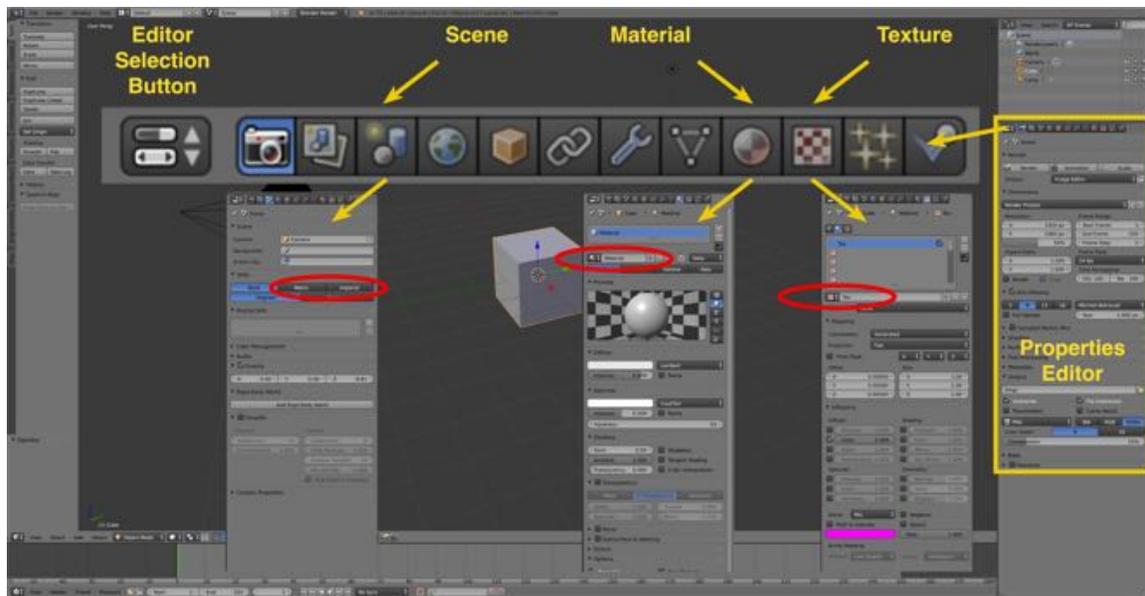


Properties Editor

The Properties Editor is where you specify many of the parameters associated with your objects (meshes), e.g., unit of size (imperial or metric), associated material and texture(s), etc. This is one editor you want to learn as you go along with the tutorials so that you don't become overwhelmed with the many ways you can manipulate your model.

Blender is a powerful program and much of the power is contained in the Properties Editor. A great deal of it is also not needed to make Trainz assets. For now I just want to touch on some aspects that we will use to get started.

The Properties Editor header is at the top of the editor frame and consists of a row of context sensitive icons. Three of particular interest are the Scene, Material and Texture.



124

Scene

In the Scene you can choose to work in the default Blender units or change to imperial or metric.

Material

In Material, the material is set for an object. Each object can have a different material assigned. The material name consists of a name you give it followed by one of seven suffixes:

- m.notex = non-textured material
- m.onetex = diffuse texture mapped material
- m.reflect = reflective material
- m.gloss = gloss reflective material
- m.tbump tex = bump mapped material
- m.tbumpgloss = bump mapped reflective material
- m.tbumpenv = bump mapped environment reflective material

We will create our first model, a stone wall from Blender's default cube. The cube is the only primitive that comes with a material already assigned and it is pure white (even though the cube appears gray in the 3D Editor). This is great since all we will need to do is change the name from the default cube "material" to "material.m.onetex".

Later we will go into materials in more depth.

Texture

Textures are assigned to an object in the Properties editor then mapped to the surface of an object in the UV/Image Editor. An object can have only one material but that material can have several textures assigned, which may be mapped to different parts of the object.

We will create our first model, the stone wall, with only one texture which will correspond to a texture file created for a CG Texture obtained from the Internet.

For now it is suffice to know that each object must have one material assigned and at least one texture.