Table: Varnished wood / Polished marble

Figure 6-21
A preview of a varnished wood material with the following options applied to it

Figure 6-22
A preview of a polished marble material with the following options applied to it

MATERIAL ANALYSIS TABLE			
Questions	**Analysis**		**Implementation**
Color	Wood/Marble	**1**	Texture
Reflection	Medium	**2**	Medium grey
Mode of reflection	Fresnel	**3**	Fresnel option
Surface quality (reflection)	Glossy	**4**	Glossiness 1.0 (default value)
Refraction	-	5	-
Surface quality (refraction)	-	6	-
Colored refraction	-	7	-

These materials, Figure 6-21 and Figure 6-22, are not very different from the previous red plastic. There's just a little less reflection and a texture in the *Diffuse* channel, Figure 6-23.
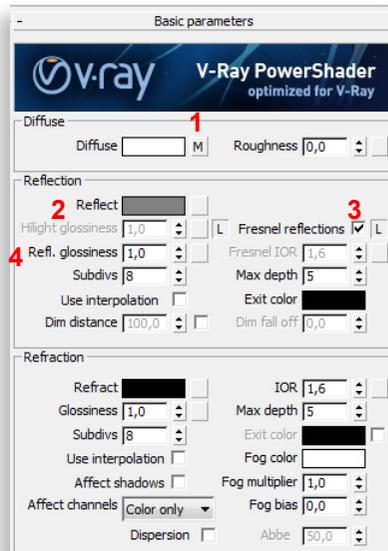
Figure 6-23
Part of the Material Editor palette numerically showing the options set to obtain the materials above. The "M" at point **1** indicates that a texture has been inserted under Diffuse. The color will no longer be taken into consideration. At point **2** a medium reflection is set using medium grey - RGB 129,129,129

Note: The settings in Figure 6-23 can also be seen in the file **Chap06-02 - Simulating-materials - FINAL.max** in *P&R-VRay \ Chapter 06 \ Exercises*.