

# ALUMINIUM

Diffuse: All = 0

Reflect: Red = 228, Green = 228, Blue = 228

RGlossines = 0.7

Fresnel = on

Fresnel IOR = 20

Subdivs = 8

Max Depth = 5

# BRONZE

Diffuse: Red = 28, Green = 12, Blue = 5

Reflect: Red = 222, Green = 188, Blue = 111

RGlossines = 0.8

Fresnel = on

Fresnel IOR = 17

Subdivs = 32

Max Depth = 7

# CHROME

Diffuse: Red = 6, Green = 6, Blue = 6

Reflect: Red = 230, Green = 230, Blue = 230

RGlossines = 0.99

Fresnel = on

Fresnel IOR = 25

Subdivs = 32

Max Depth = 10

# COLOR TINTED GLASS

Diffuse: Red = 165, Green = 255, Blue = 218

Reflect: Red = 97, Green = 150, Blue = 128

RGlossines = 1

Fresnel = on

Fresnel IOR = 1.6

Subdivs = 8

Max Depth = 5

Reflect: Red = 165, Green = 255, Blue = 218

Glossiness = 0.6

# COPPER

Diffuse: Red = 7, Green = 3, Blue = 2

Reflect: Red = 218, Green = 136, Blue = 120

RGlossines = 0.8

Fresnel = on

Fresnel IOR = 10

Subdivs = 32

Max Depth = 7

# GLASS

Reflect: Red = 200, Green = 200, Blue = 200

RGlossines = 1

Fresnel = on

Fresnel IOR = 1.6

Subdivs = 8

Max Depth = 5

Refract: Red = 255, Green = 255, Blue = 255

# GOLD

Diffuse: All = 0

Reflect: Red = 246, Green = 183, Blue = 72

RGlossines = 1.0

Fresnel = off

Fresnel IOR = 1.6

Subdivs = 8

Max Depth = 5

# MIRROR

Reflect: Red = 255, Green = 255, Blue = 255

RGlossines = 1

Fresnel = off

Fresnel IOR = 1.6

Subdivs = 8

Max Depth = 5



# STEEL

Diffuse: All = 0

Reflect: Red = 230, Green = 230, Blue = 230

RGlossines = 0.88

Fresnel = on

Fresnel IOR = 20

Subdivs = 16

Max Depth = 5