

# How To Create Material Palettes, Create Materials, Apply Materials To Wireframes, And Ray Trace Rendering

## USING MICROSTATION V8

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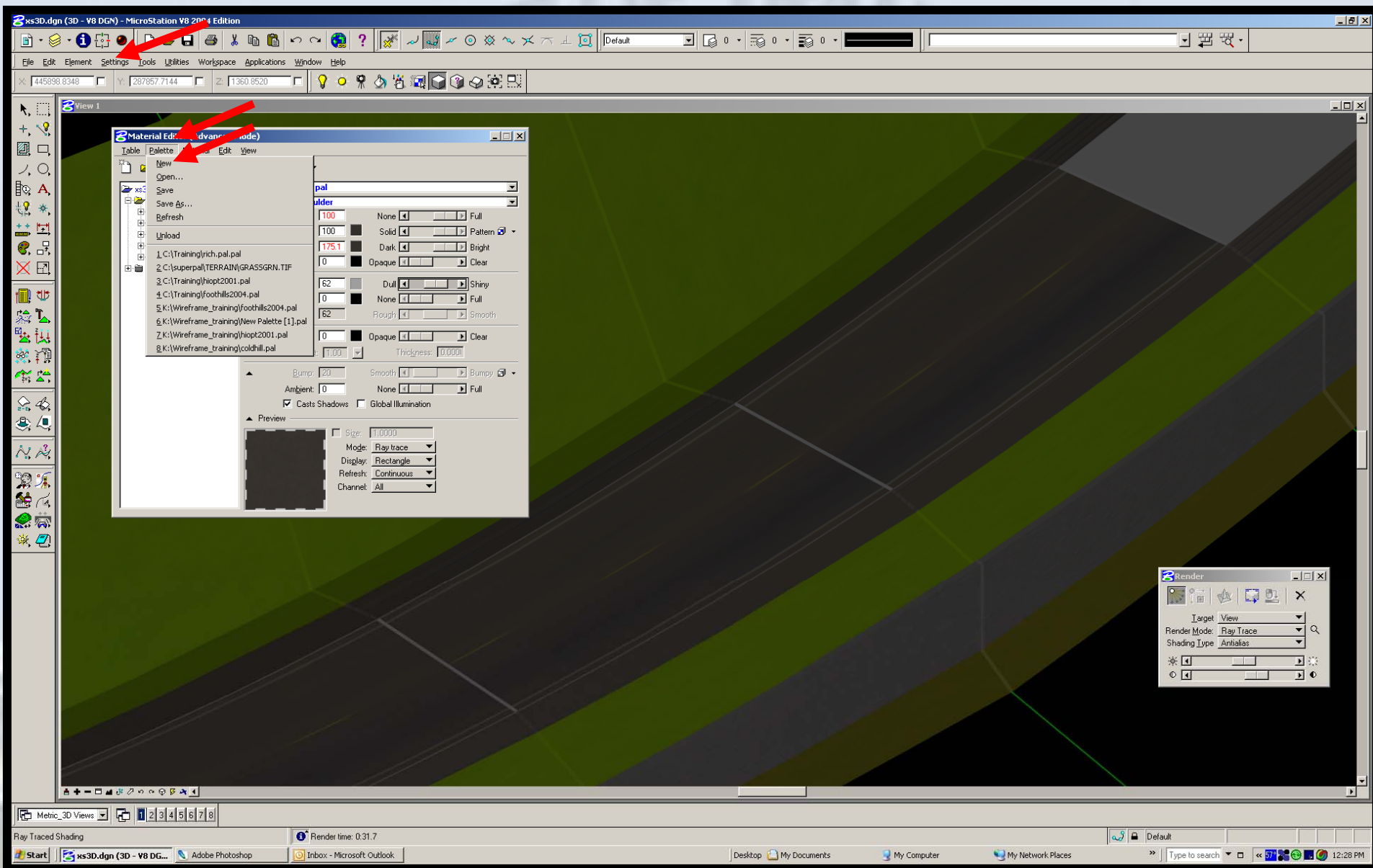
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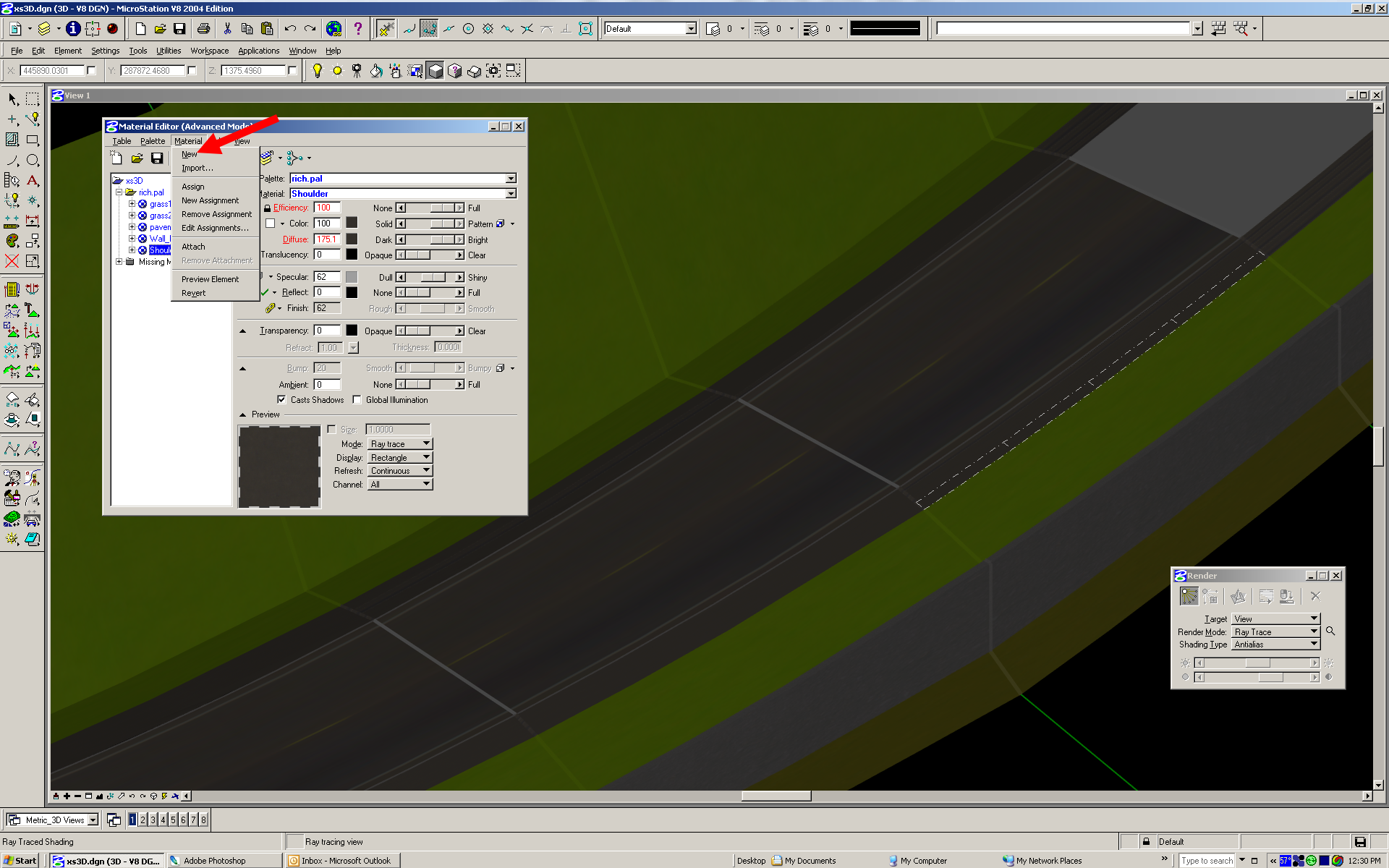
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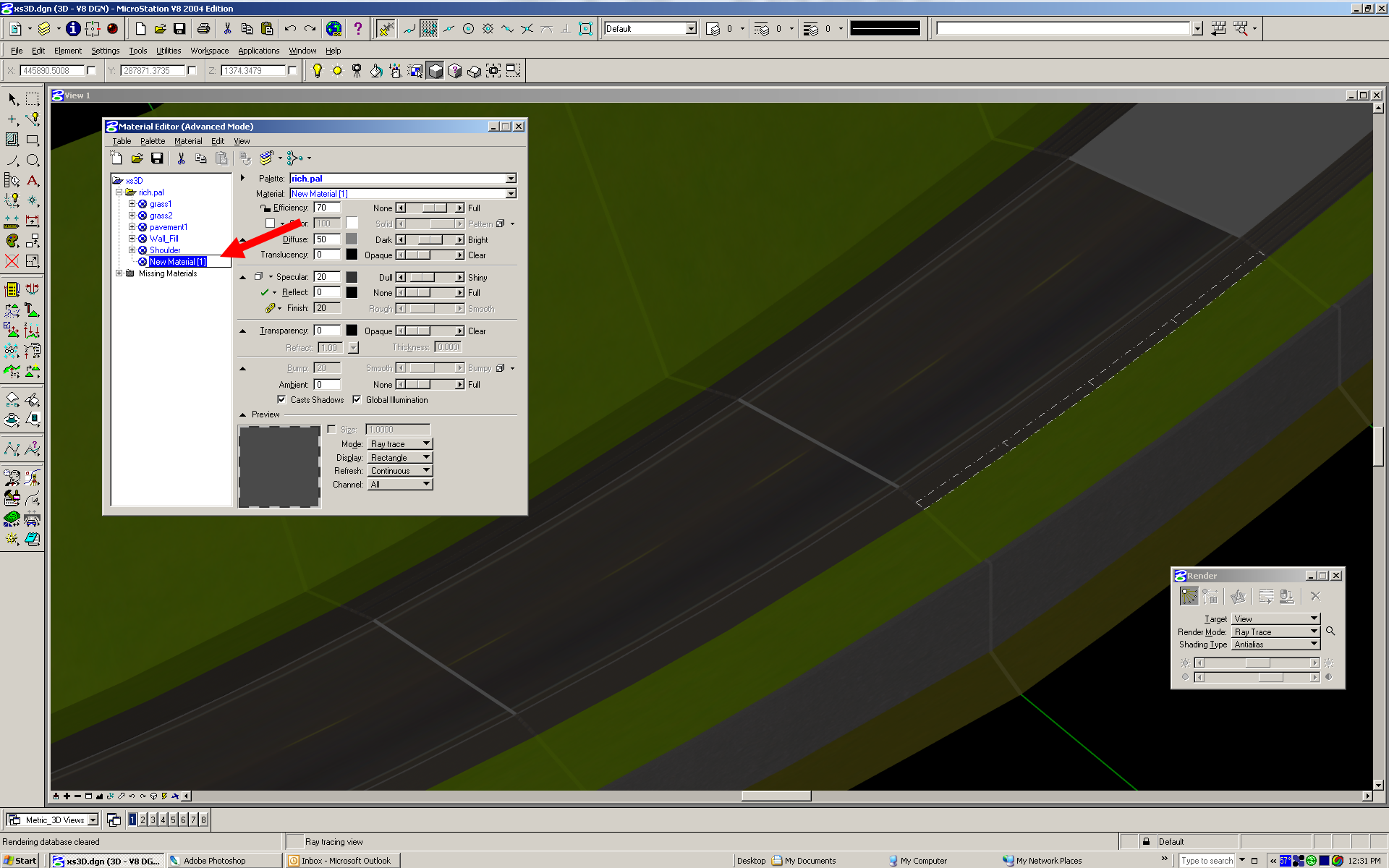
# Creating a new Material Palette



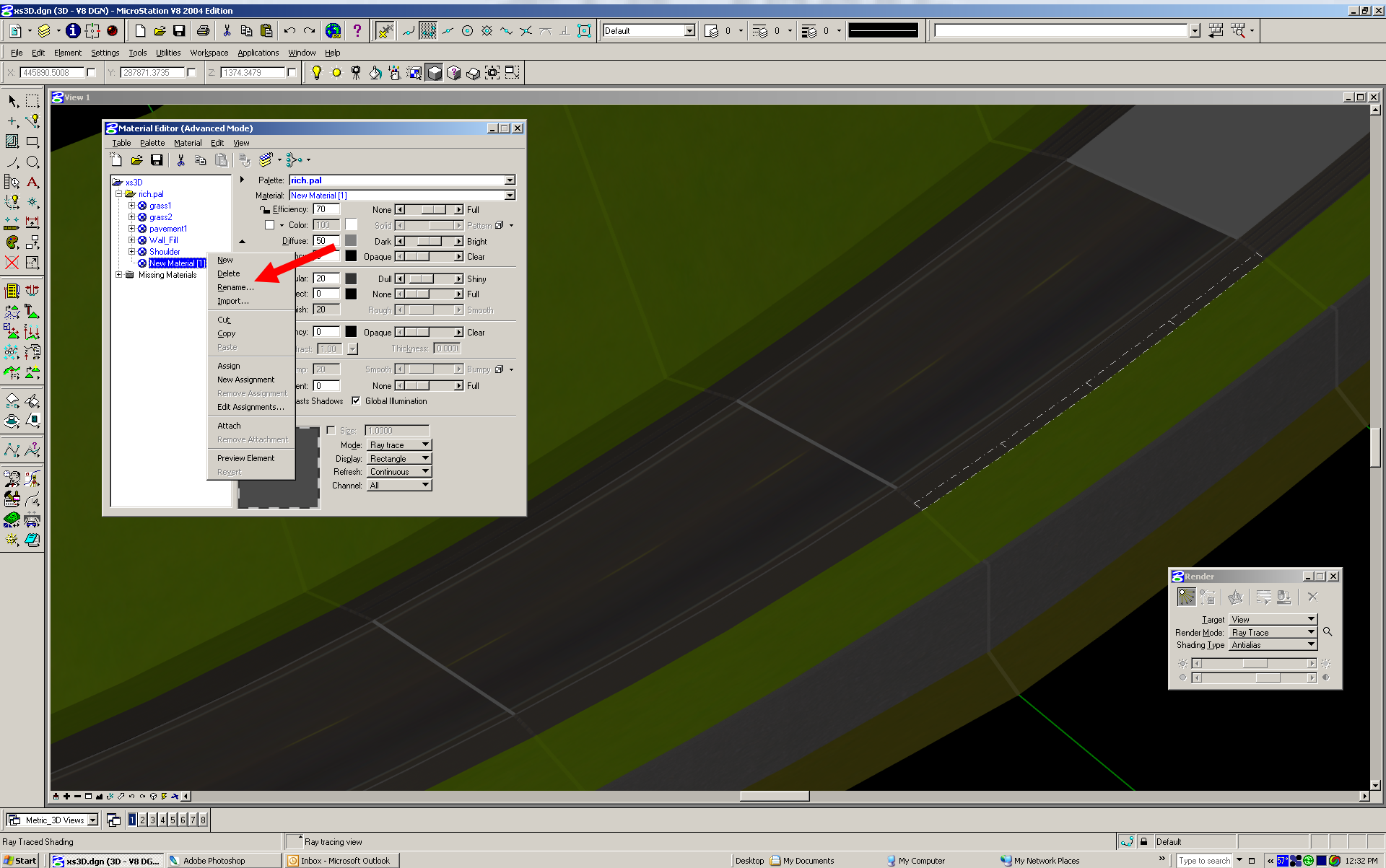
# Creating a new Material



# Creating a new Material

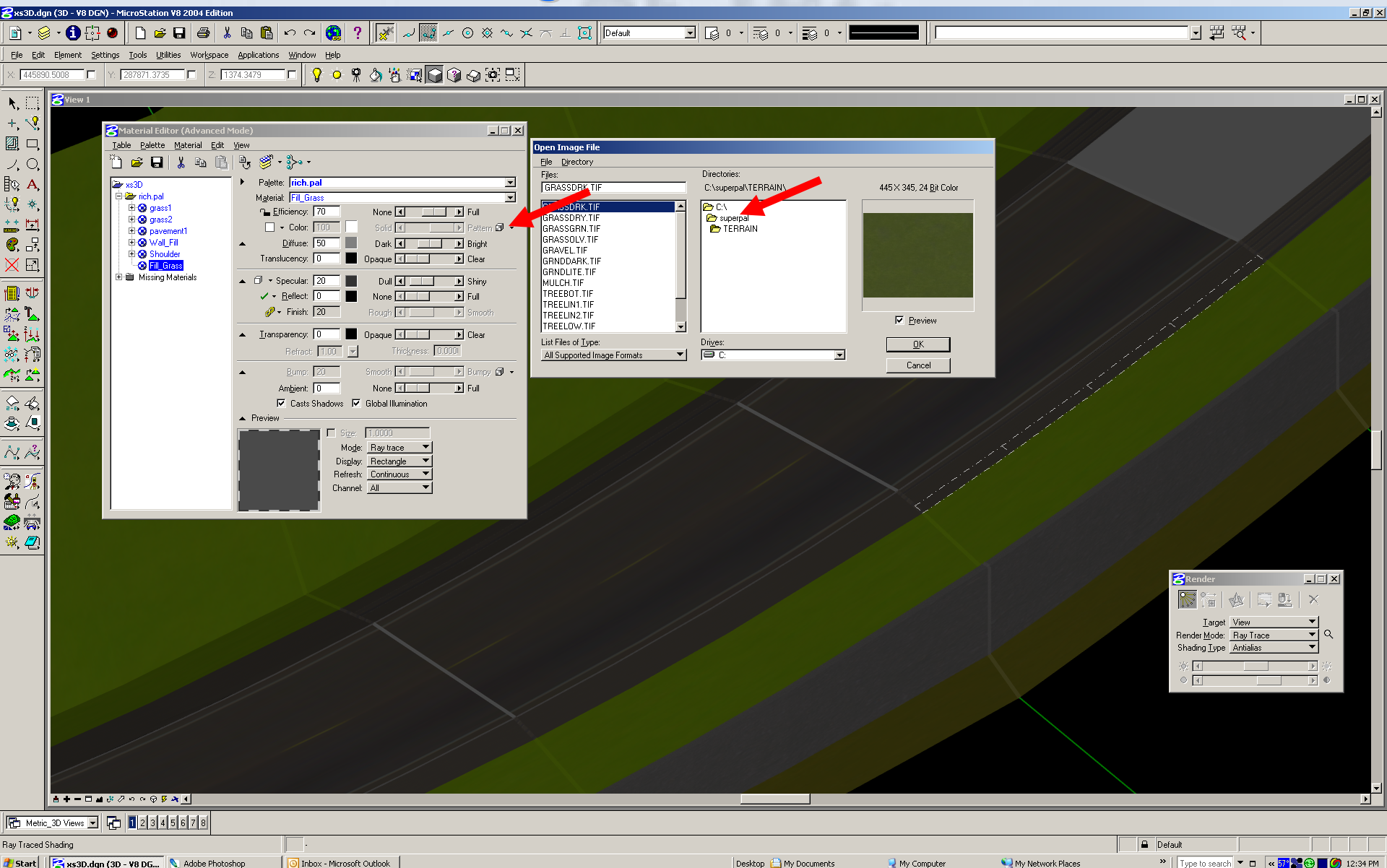


# Renaming a new Material



**Right Click on New Material to Rename**

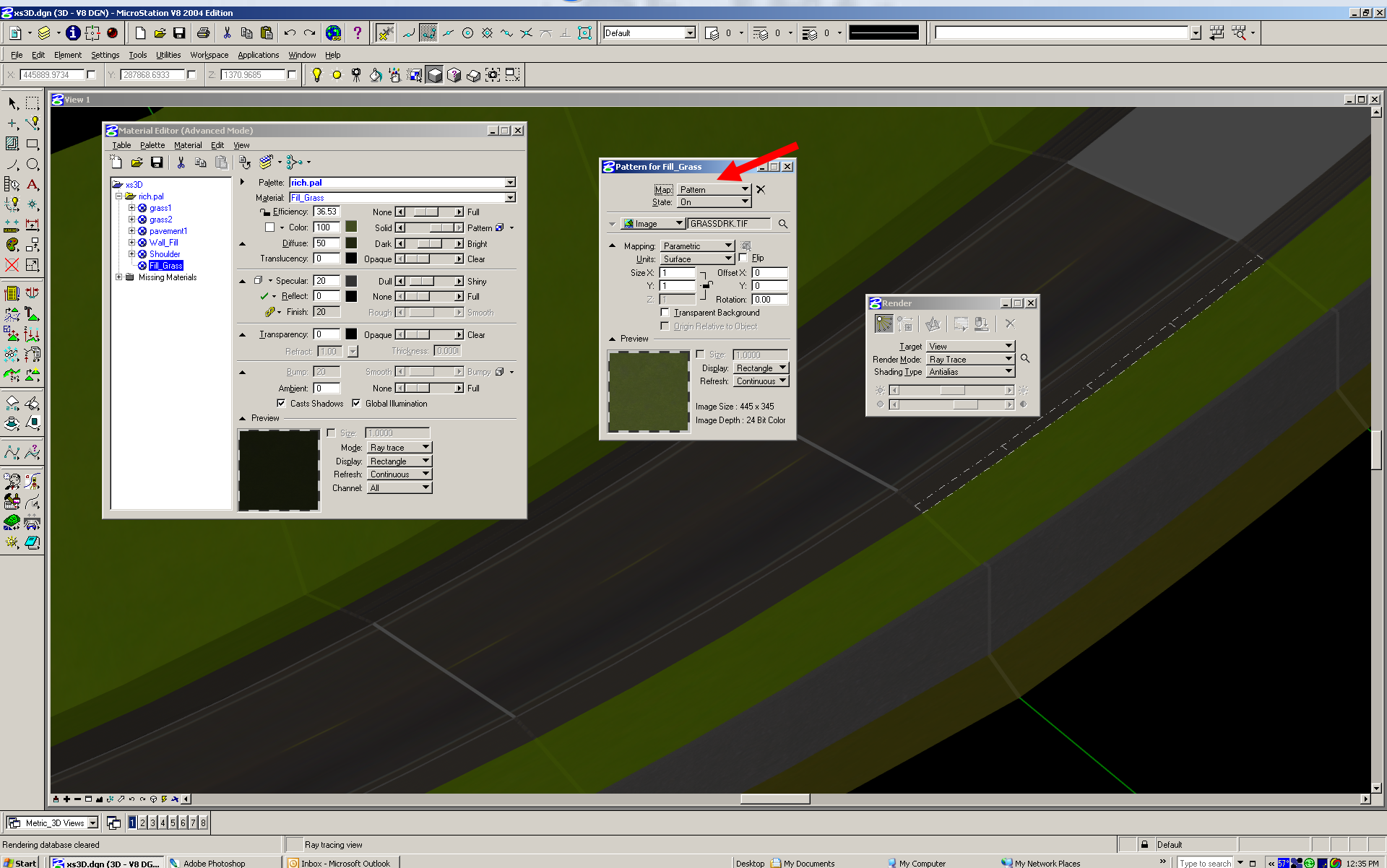
# Choosing a new Material



**Click on small box next to Pattern**

**Locate the Directory with your Materials, RPC etc...**

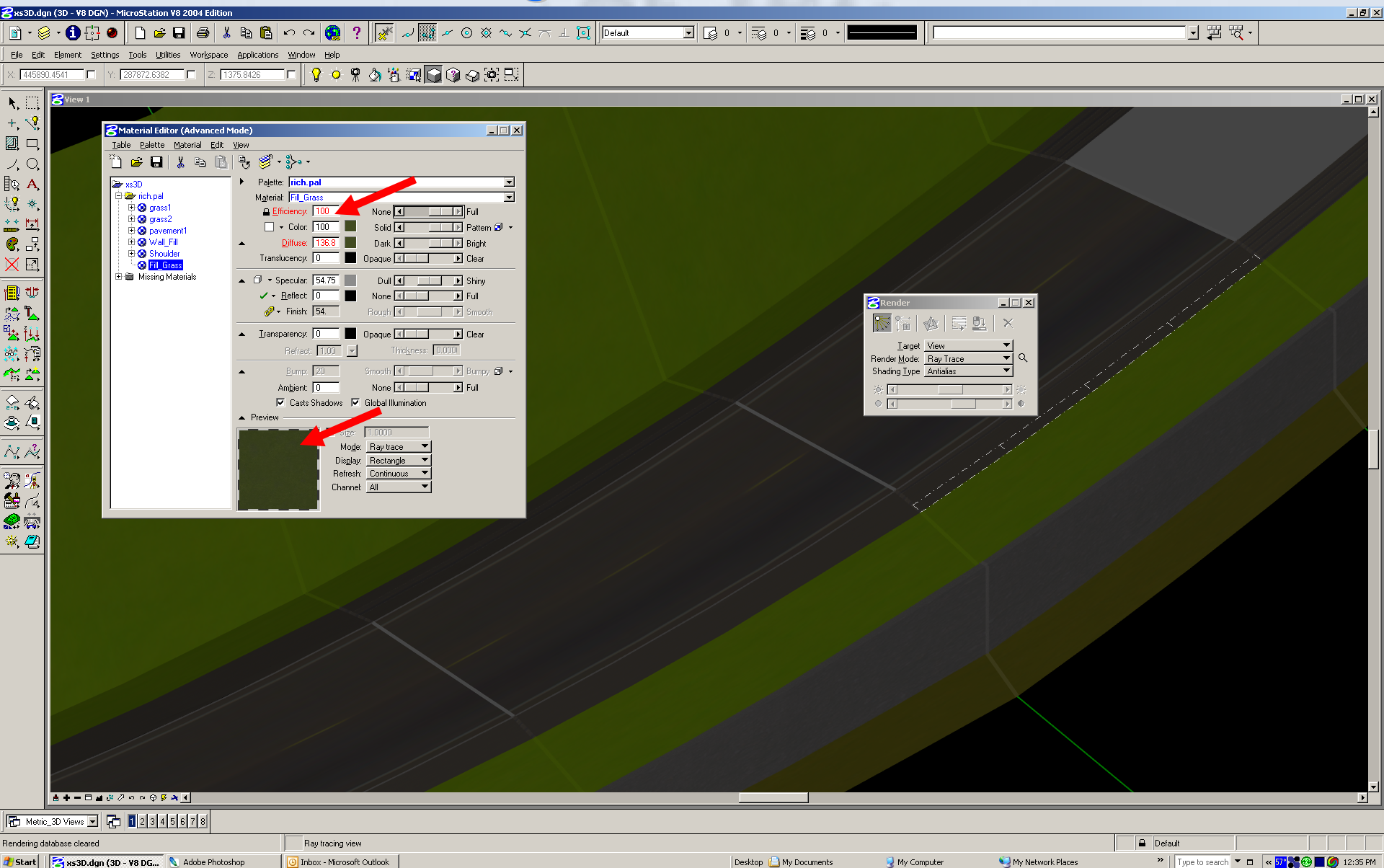
# Choosing a new Material



Once you pick your material and click OK, you will get a preview of the Material. You can close this palette.

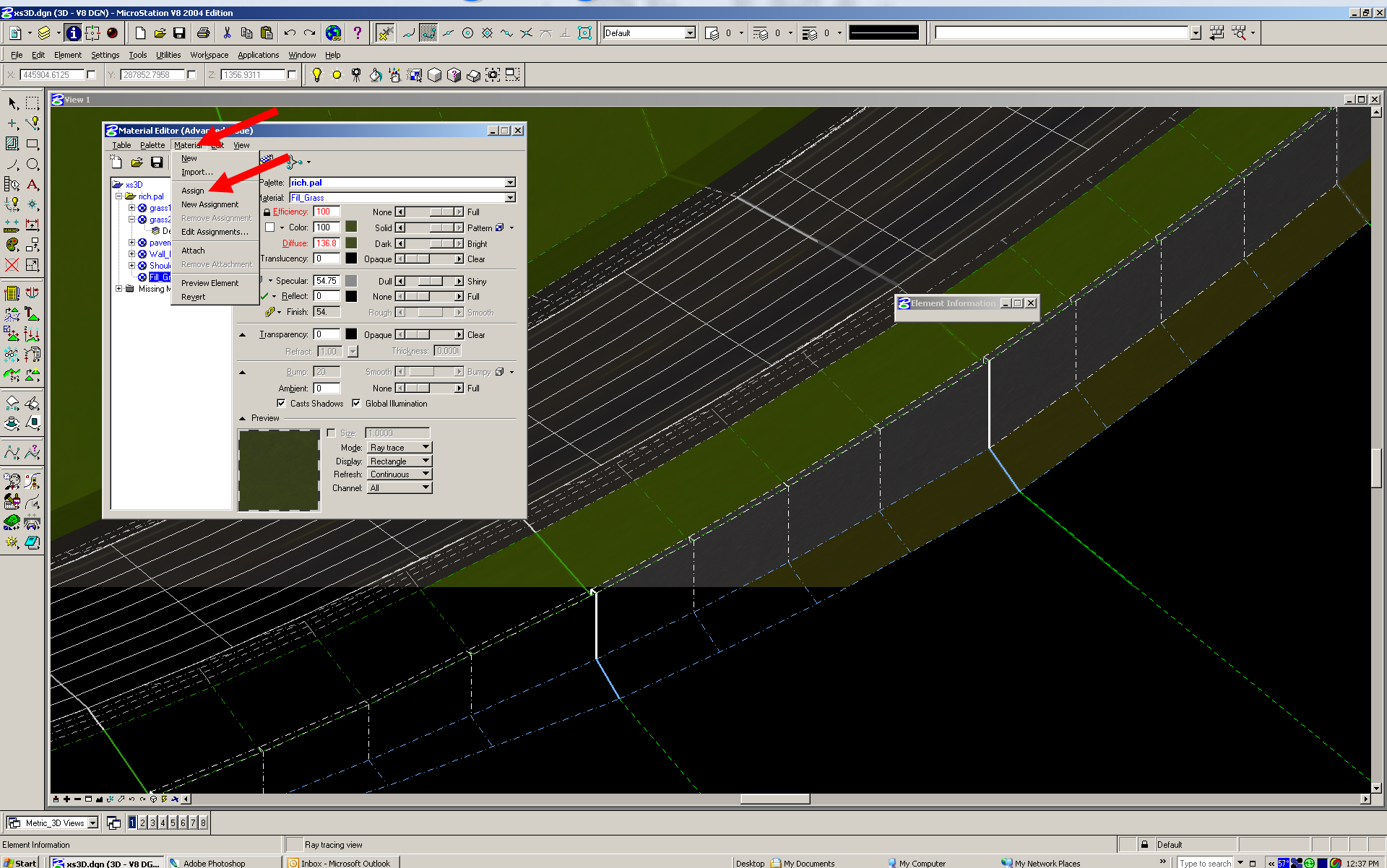


# Choosing a new Material

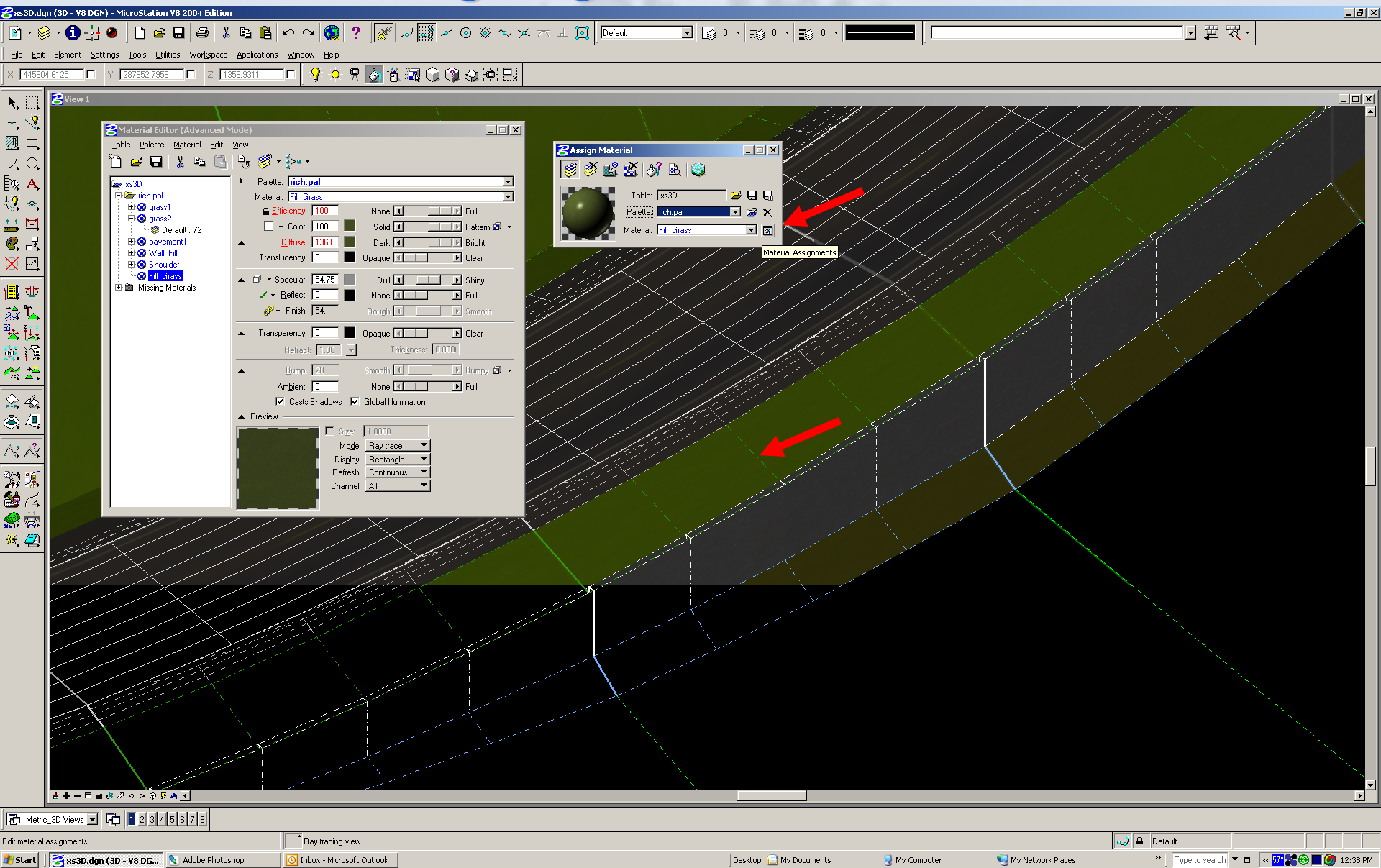


**Now you can see your material in the Material Editor, make sure Efficiency is locked and at 100%.**

# Assigning a new Material

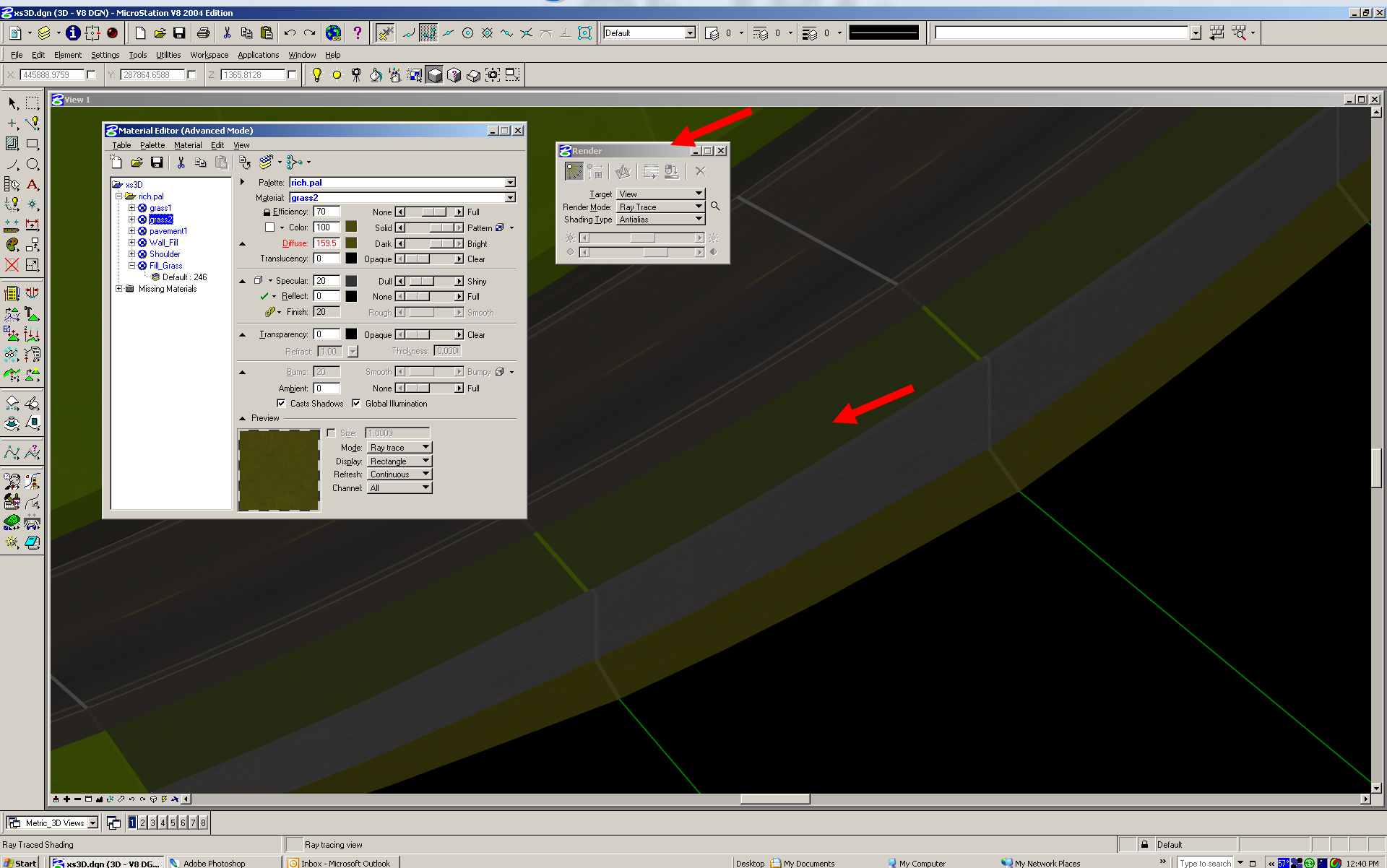


# Assigning a new Material



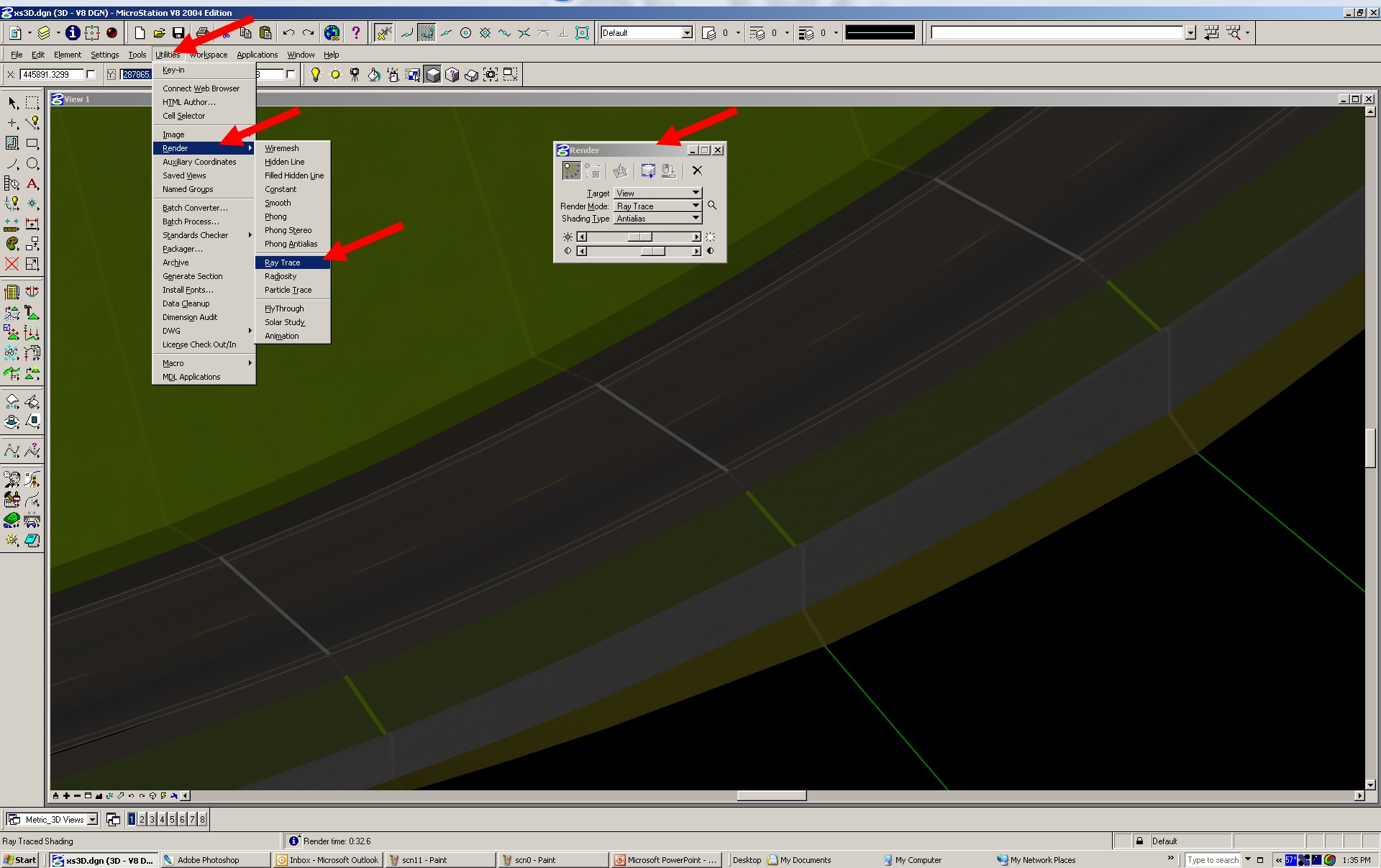
Select wireframes that will have that material color.

# Rendering a new Material



**Material applied to Wireframe and Render with Ray Trace**

# Rendering a new Material



Rendering with Ray Trace