

# Materials - Filagree

A filagree is an ornate decorative pattern. In 3D Max you can apply filagree to meshes giving the illusion that they are etched into the surface. Swords often display filgree designs.

**Below are the buttons you'll use to navigate through the process of creating a filagree onto a polygon**

**1.** Create a box and add an "Edit Poly" modifier.

**2.** Select the Polygon level.

**3.** Detach the polygon

**4.** Detach the polygon

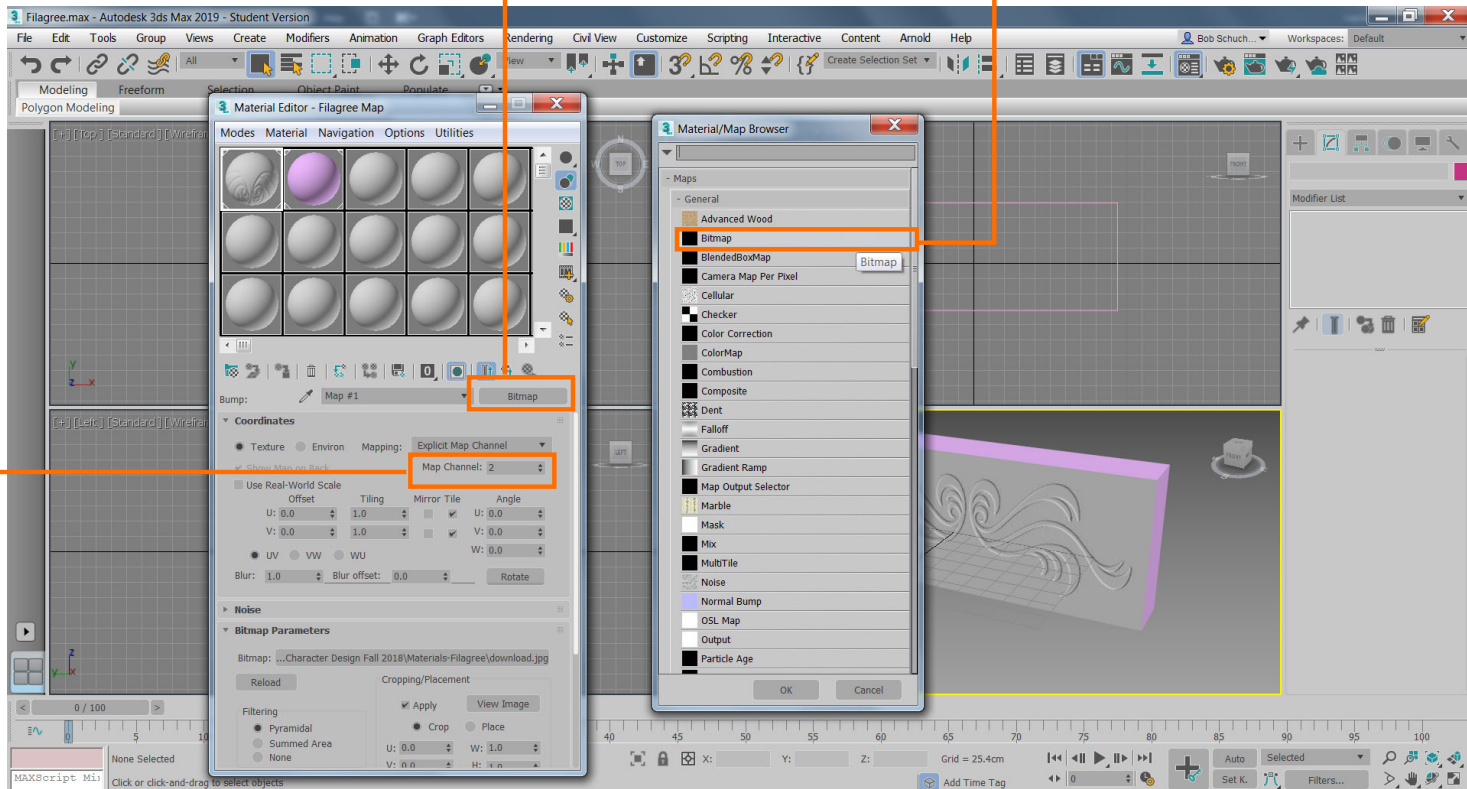
**5.** Open the Material Editor and select an unused shader and name it "FilagreeMap".

**6.** Select and open "Bump".

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7. Click "Standard"

8. Click "Bitmap" and locate your Filagree image.

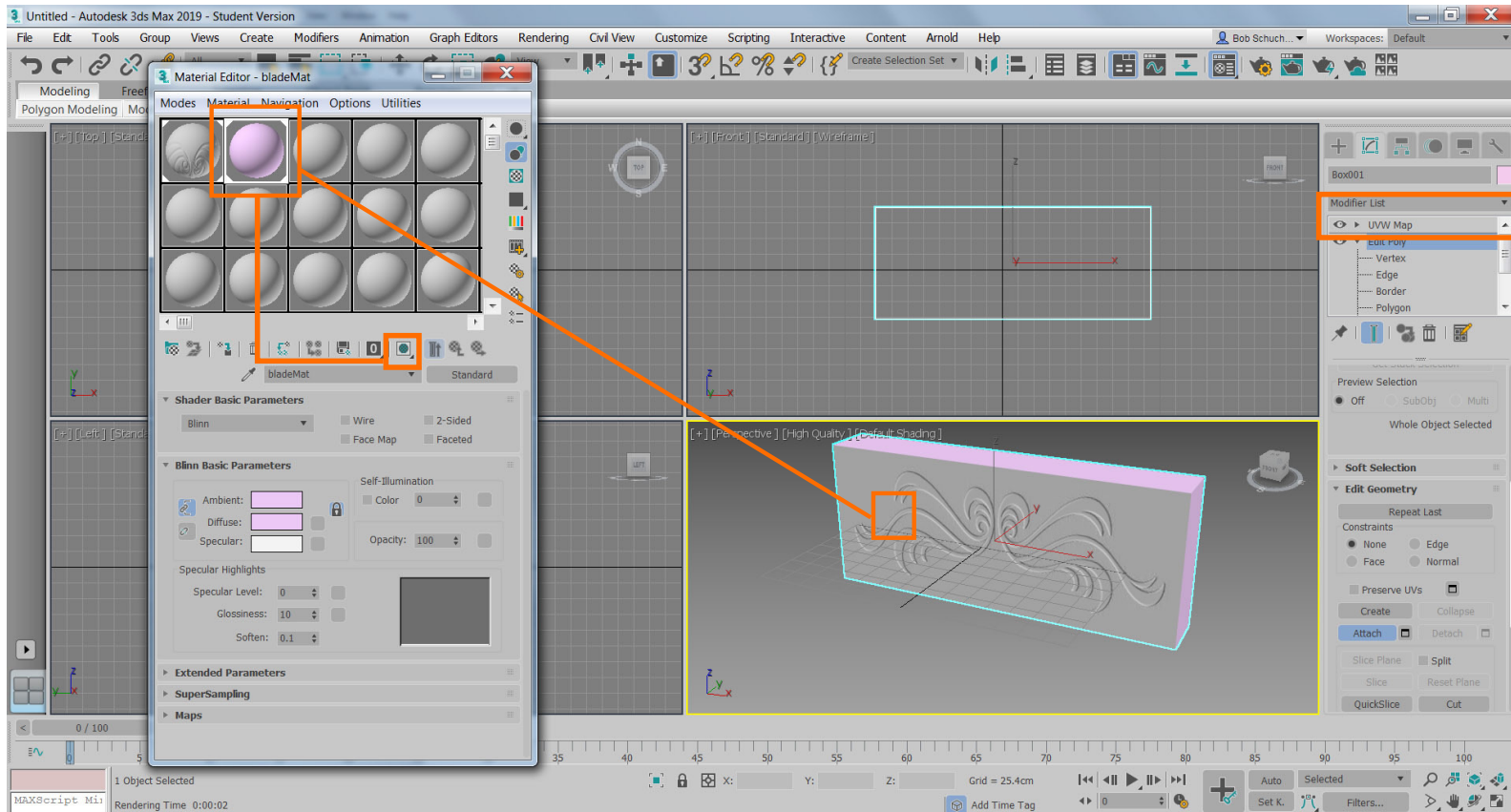


9. Set the Map Channel to "2". (when you apply multiple materials to a object, each material is given a unique Mat Channel number)

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**10.** Drag the Filagree shader to the detached polygon.

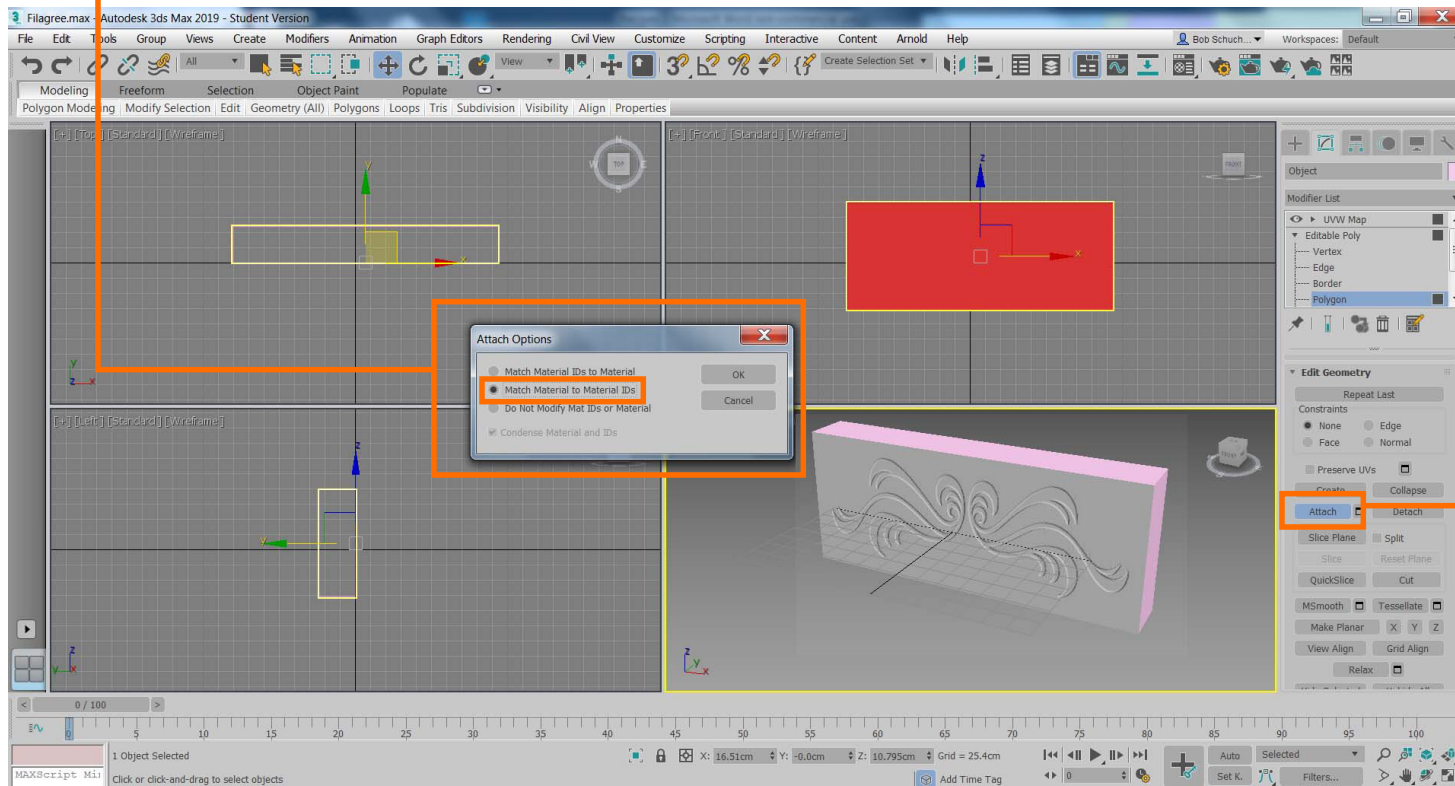
**11.** Place a UVWMap on the polygon.  
 (UVW Map is found on the Modifier List)



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12. Select the original Box and select "Attach"

13. Select the polygon with the filagree. A panel will appear. Select "Match Materials to Materials ID"



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**In complex situations where you are projecting a filagree onto multiple polygons you may need to manipulate the UVW Map's "Gizmo" with the scale and move tools, the tiling and other settings.**

