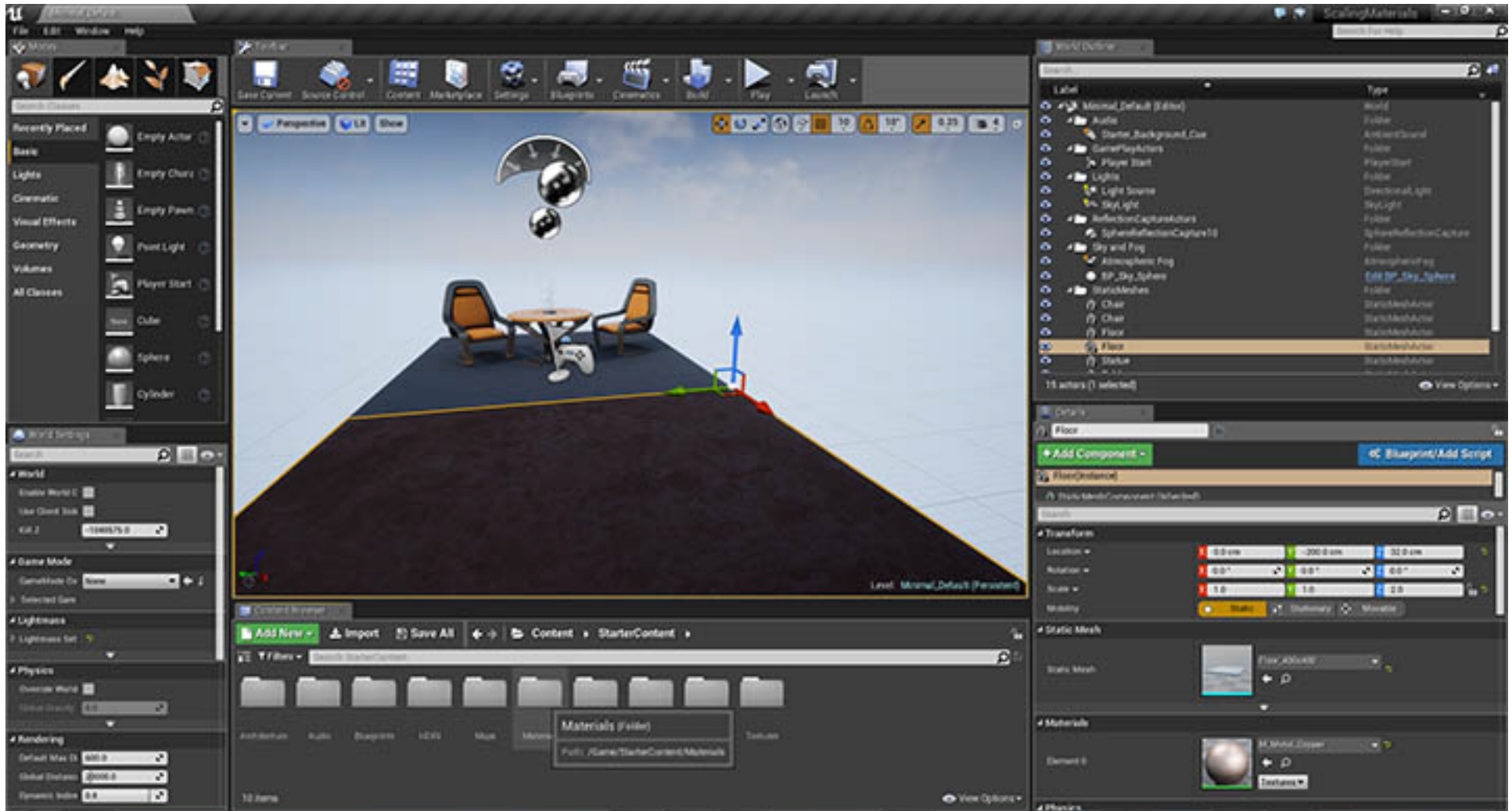**Career Technical Education**

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Matching a material to scale of your scene is an important skill. Nothing yells amature more than poorly scaled materials
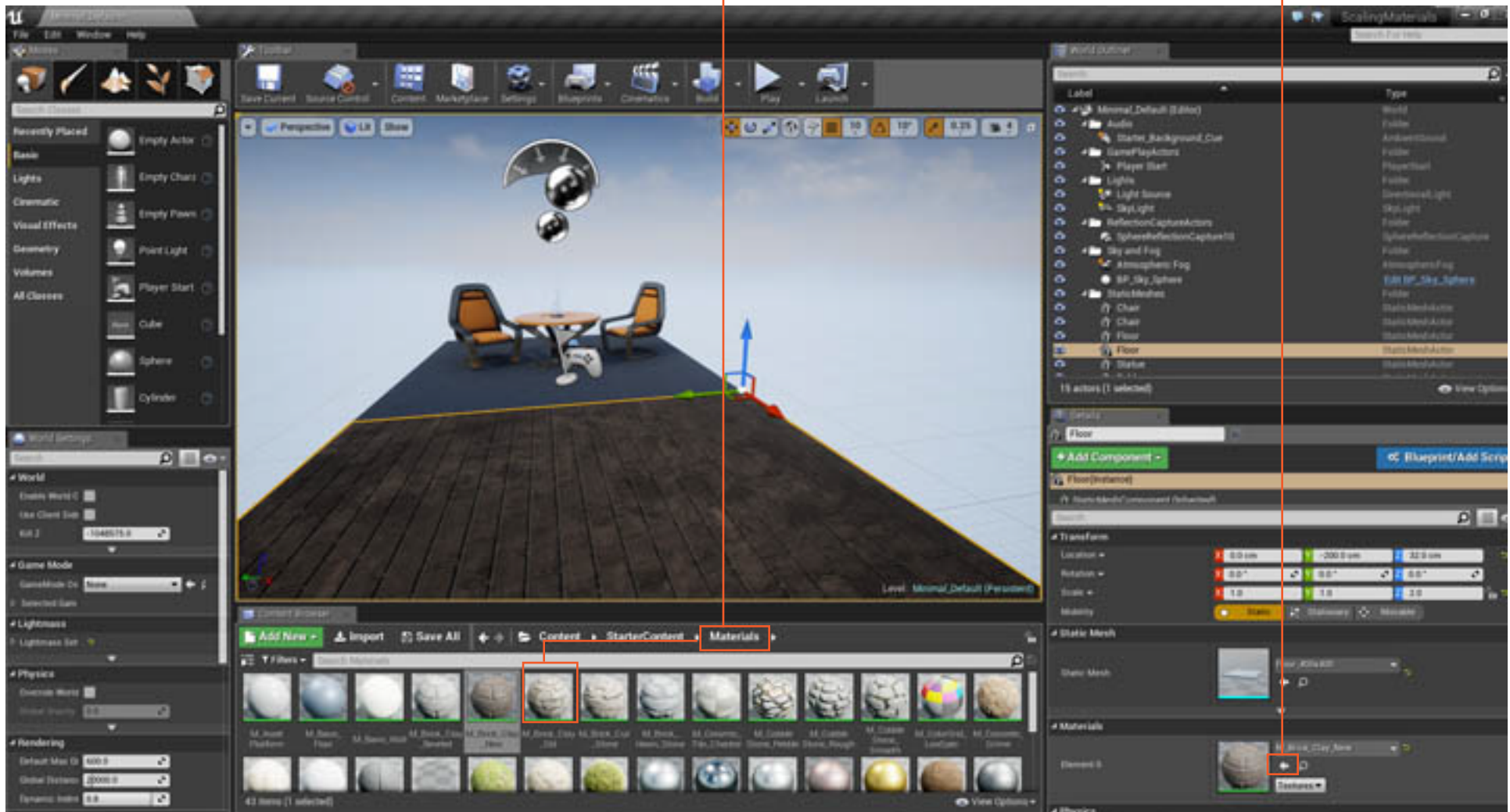
1. Open an empty project and be sure to include the "Starter Content". Starter Content contains many material examples

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2. Open the Materials Folder in the Starter Content and select one of the brick patterns.

3. Select the Floor in the scene.

**4**. Click the arrow next to sphere in the material slot

This will replace the current material with the one you picked in the Content Browser.

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5. Double click on the new sphere material icon. It will open the material editor.

6. The scaling of the material is controlled by the "TextCoord" nodes. The material may several. Select a node.

7. On the left side (usually) you'll see the U & V's. Increasing the proportionally incresing the number on each node will shrinking the material.
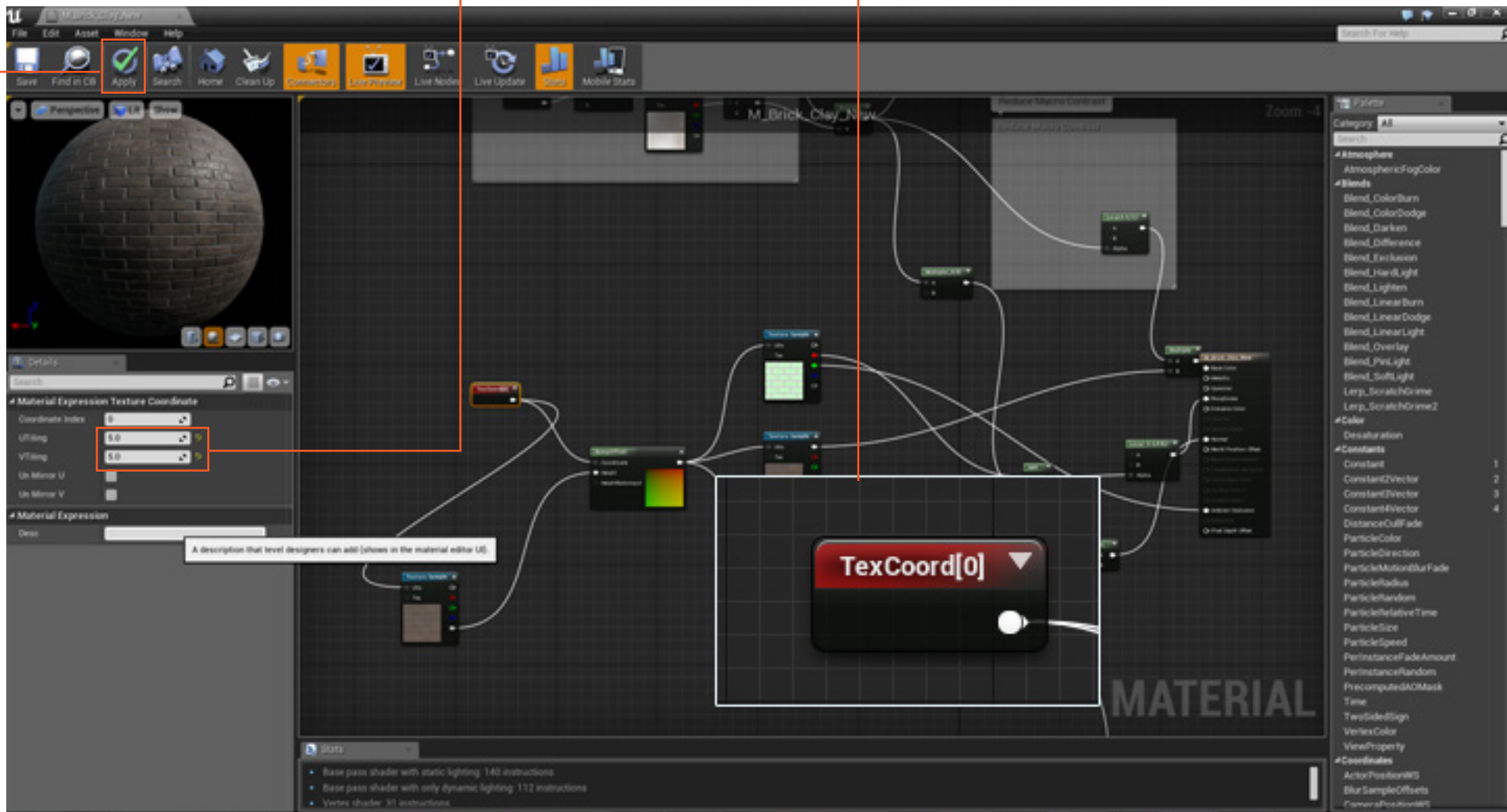
8. Click the apply button and return to your scene. It may take a moment to refresh.

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