Materials: Color

Applying a material to your model can be simple or complex, it depends on the model and what you want to do. This is simple way to color texture a model.

The "Material Editor" is open by clicking this button

Select a material sphere and drag it to your model.

Always add a "UVW Map" modifier.

Get in the habit of naming your textures

Change the color by clicking here.

Adjust the surface shine with these two parameters.