



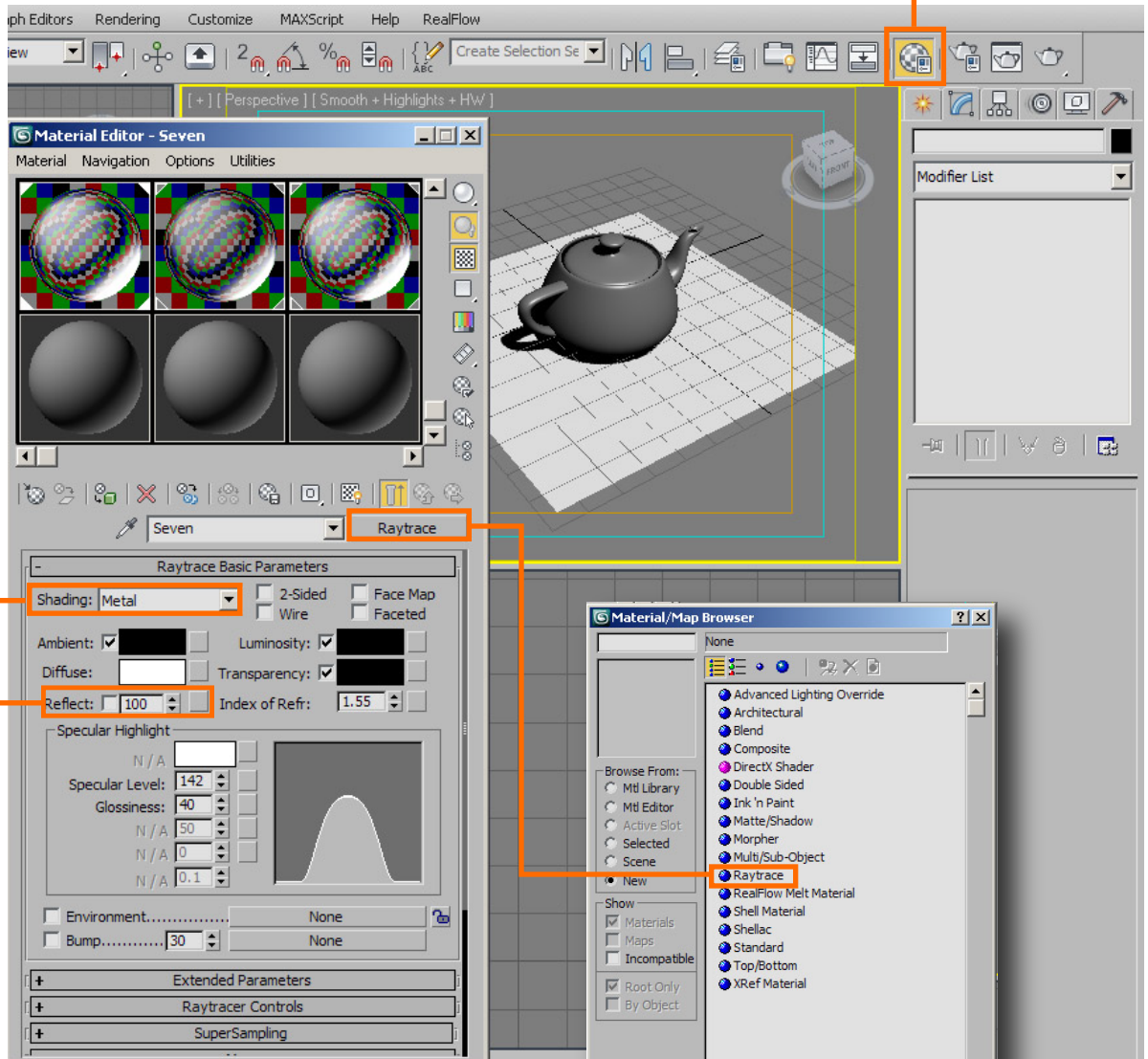
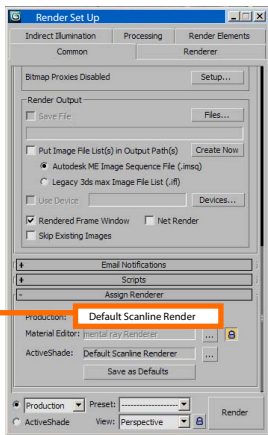
**3D Modeling & Animation**

# ABC News Intro - Raytraced Mats

**Raytracing is a way give objects realistic, reflective surfaces. This is an effect that goes great with animated text and shapes. This simple excercise shows how to set up a raytraced material.**

**NOTE: Raytraced textures only work when 3D Max is set to the "DEFAULT SCANLINE RENDERING" system. TO set this go to "Render Set-Up" on the main menu and scroll to the bottom.**

1. Open the Material Editor and select "Raytrace" from the "Material/map Browser.



2. Set "Reflect" to 100

3. Set the shader type to "Metal"