




Drugi predmetni zadatak

Ime i prezime:		
Br. Indeksa:		
Asistent:		
		
Slika HP eksterijer	Slika LP eksterijer	Slika Enterijer

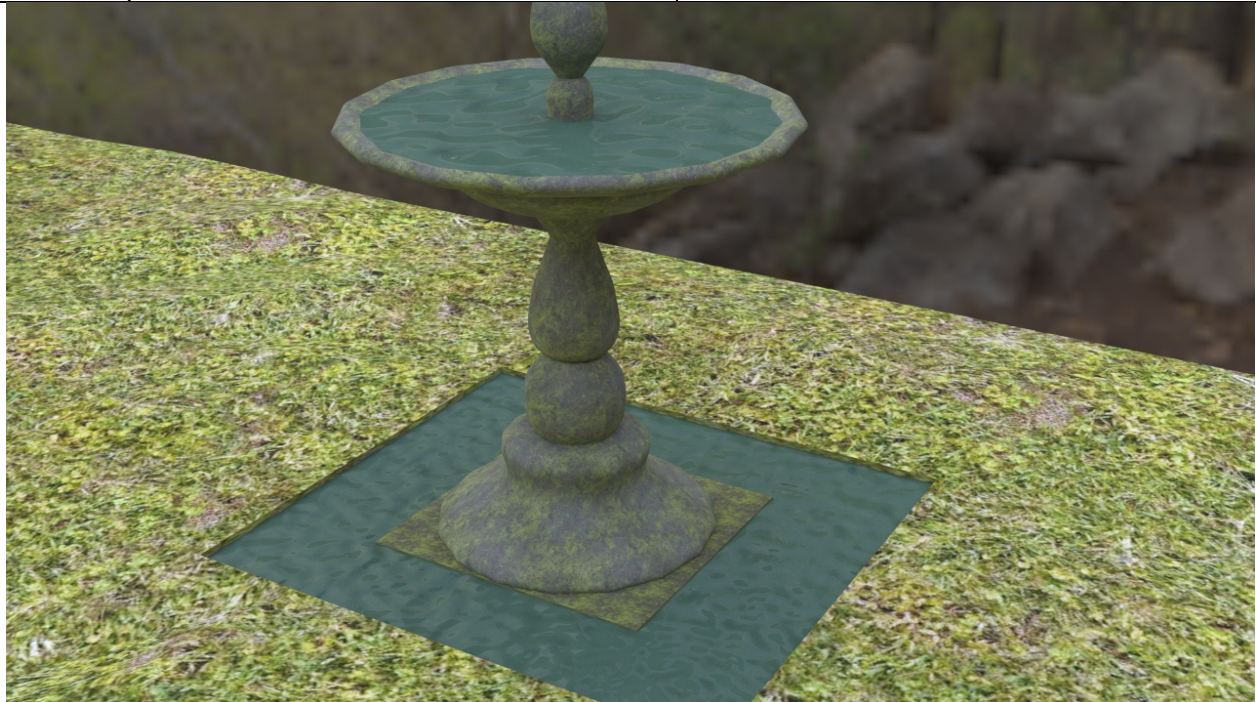
<b>Napomena:</b>
<i>(može se napisati)</i>

1. HP Eksterijer primeri:

<p><b>Alat:</b> Upotreba kanala</p>	<p><b>Ime objekta na kojem je primenjen:</b></p>
<p><b>Multi/sub object materijal</b></p>	<p><b>Ime objekta na kojem je primenjen:</b></p>

Noise mapa

Voda u fontani



**Voda u dvoristu... Arch & Design**

Voda u dvoristu prve HP kuće ( Arch & Design )  
Voda u dvoristu prve HP kuće

Templates  
(select a template)  
mental ray  
arch + design

Main material parameters

Diffuse  
Diffuse Level: 1.0  
Color: [Green]

Roughness: 0.0

Reflection  
Reflectivity: 0.6  
Color: [Grey]

Glossiness: 1.0  
Glossy Samples: 8  
Fast (interpolate)  
Highlights+FG only  
Metal material

Refraction  
Transparency: 0.0  
Color: [White]

Glossiness: 1.0  
Glossy Samples: 8  
IOR: 1.4

Translucency  
Weight: 0.5  
Color: [Yellow]

Anisotropy  
Anisotropy: 1.0  
Rotation: 0.0  
Automatic  
Map Channel: 0

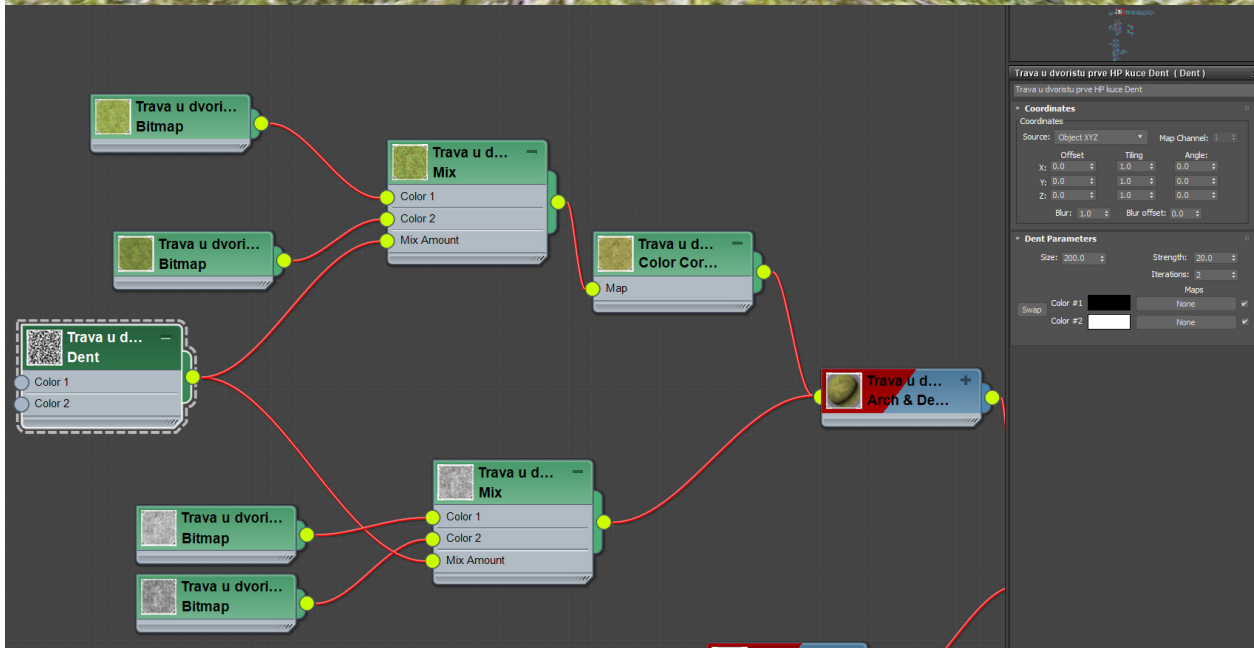
BRDF  
By IOR (fresnel reflections)  
Custom Reflectivity Function  
Reflectivity vs. Angle:  
0 deg, refl: 0.2  
90 deg, refl: 1.0  
Curve shape: 5.0

Self Illumination (Glow)  
Special Effects  
Advanced Rendering Options  
Fast Glossy Interpolation  
Special Purpose Maps



Druga proceduralna mapa

Trava



Trava u dvorištu prve HP kuće Dent ( Dent )  
Trava u dvorištu prve HP kuće Dent

Coordinates  
Coordinates  
Source: Object XYZ Map Channel: 0

Offset	Tiling	Angle
x: 0.0	1.0	0.0
y: 0.0	1.0	0.0
z: 0.0	1.0	0.0

Blur: 1.0 Blur offset: 0.0

Dent Parameters  
Size: 200.0 Strength: 20.0  
Iterations: 2

Swap	Color #1	Color #2	Maps
<input checked="" type="checkbox"/>	Black	White	None
<input type="checkbox"/>	None	None	None



Mapa iscrtana sa *viewport canvas*

Mahovina na kamenu



The image displays a node-based material editor interface. On the left, a 'Blend' node is connected to three input nodes: 'Material 1', 'Material 2', and 'Mask'. A 'Bitmap' node is connected to the 'Mask' node. On the right, the 'Properties' panel for the 'Blend' node is visible, showing settings for 'Coordinates', 'Noise', 'Bitmap Parameters', and 'Time'.

**Metodom canvas iscrtani oblik za mahovinu (crno be...)**

Metodom canvas iscrtani oblik za mahovinu

**Coordinates**

- Texture  Environ Mapping: Explicit Map Channel
- Show Map on Back  Map Channel: 1
- Use Real-World Scale
- Offset: U: 0.0, V: 0.0, W: 0.0
- Tiling: U: 1.0, V: 1.0, W: 1.0
- Mirror Tile  Angle: U: 0.0, V: 0.0, W: 0.0
- UV  VW  WU
- Blur: 1.0, Blur offset: 0.0, Rotate

**Noise**

**Bitmap Parameters**

Bitmap: ...Sers\Markovic\Desktop\crno belo kamen mahovina.tif

Reload

Cropping/Placement

- Apply  View Image
- Crop  Place
- U: 0.0, W: 1.0
- V: 0.0, H: 1.0
- Jitter Placement: 1.0

Mono Channel Output:

- RGB Intensity
- Alpha

RGB Channel Output:

- RGB
- Alpha as Gray

Alpha Source

- Image Alpha
- RGB Intensity
- None (Opaque)

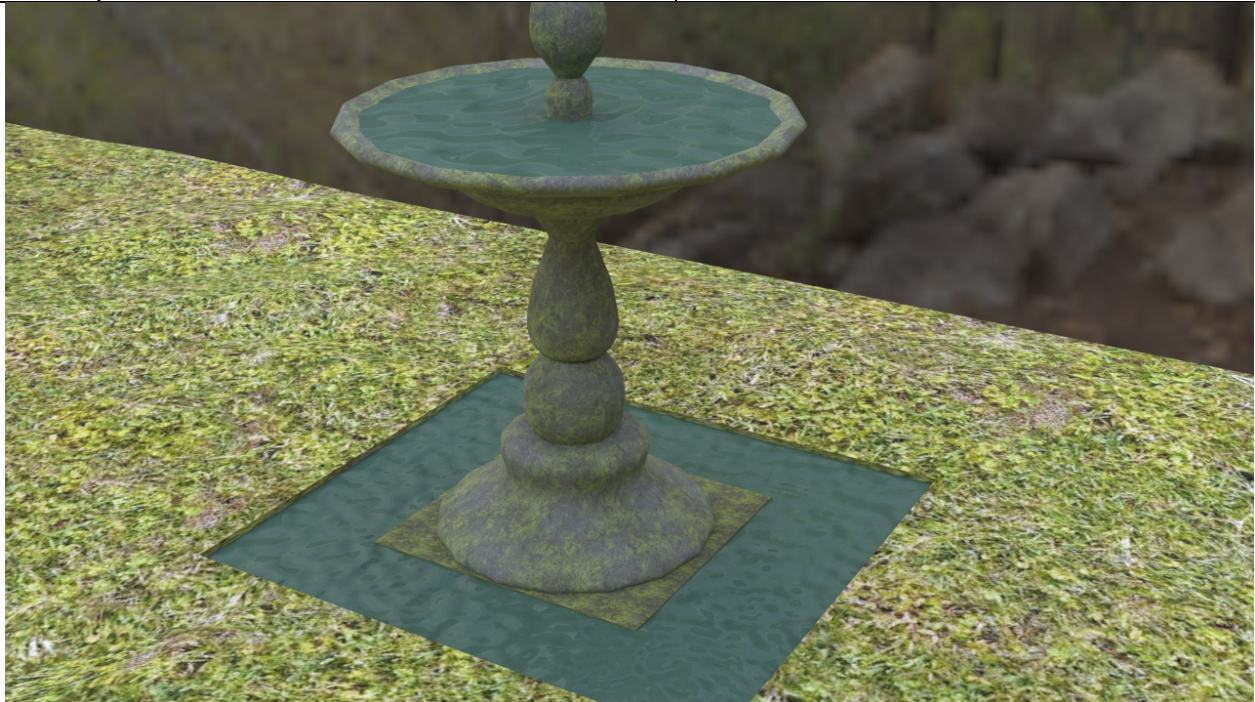
Premultiplied Alpha

**Time**

**Output**

Mix mapa

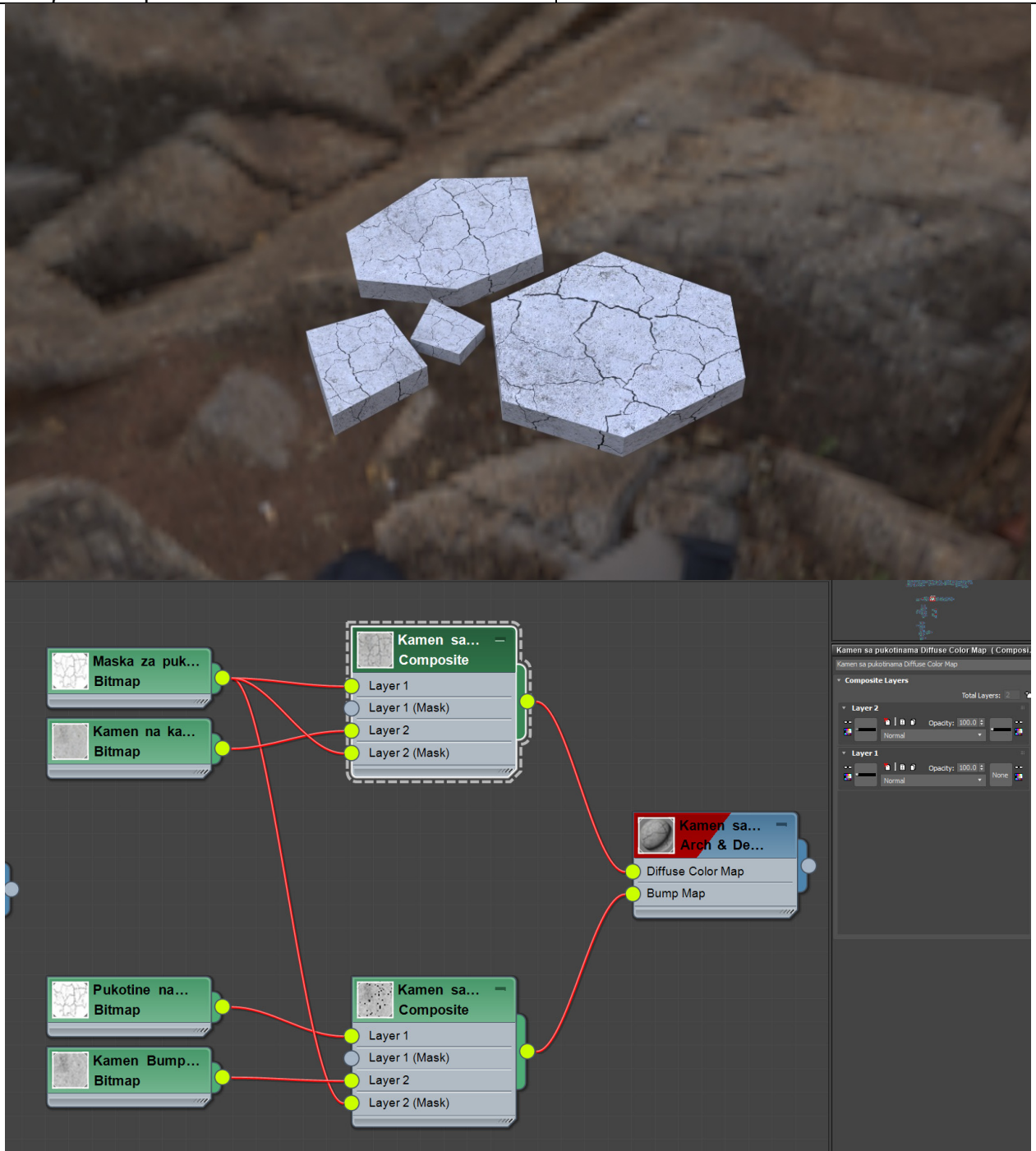
Fontana




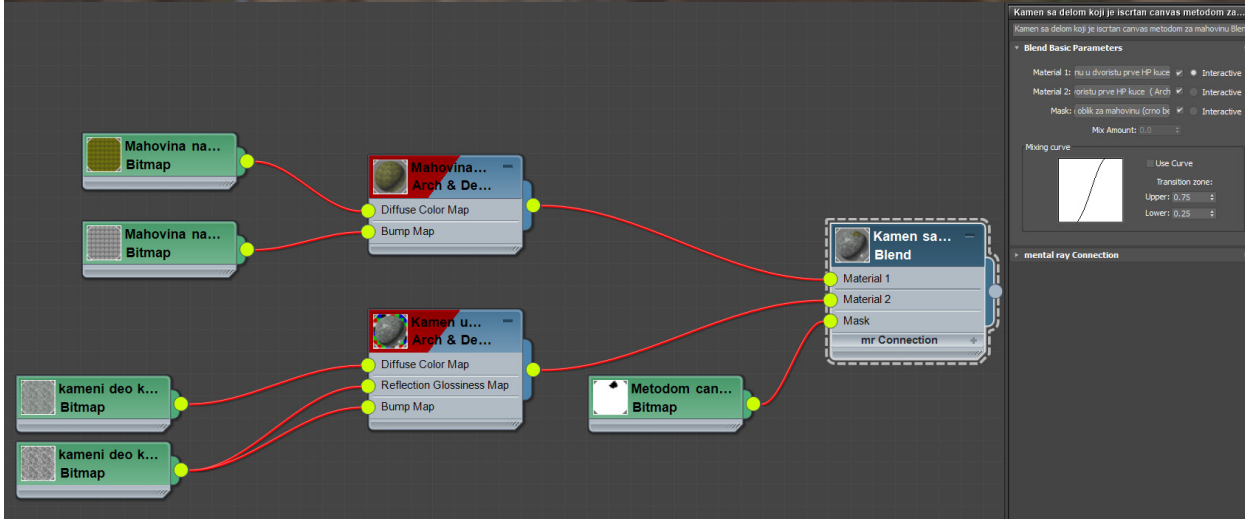
The Blender Shader Editor interface for a material named 'Fontana u... Arch &amp; De...'. The main workspace shows a network of nodes: two 'Mix za Fontana Mix' nodes, each receiving two 'Fontana u dv... Bitmap' inputs; two 'Mix za Fontana Mix' nodes, each receiving two 'Fontana u dv... Bitmap' inputs; and a final 'Fontana u... Arch &amp; De...' node receiving 'Diffuse Color Map' and 'Bump Map' inputs. The right sidebar shows the 'Material Properties' panel for the selected material, with the 'Texture' tab active, displaying the 'Fontana u... Arch &amp; De...' texture. The 'Coordinates' section shows 'Texture' selected, and the 'Noise' section shows 'Bitmap Parameters' with the 'Bitmap' set to '...users\Markovic\Desktop\crno belo kamen mahovina.tif'. The 'Filtering' section shows 'Pyramidal' selected, and the 'Mono Channel Output' section shows 'Alpha' selected.

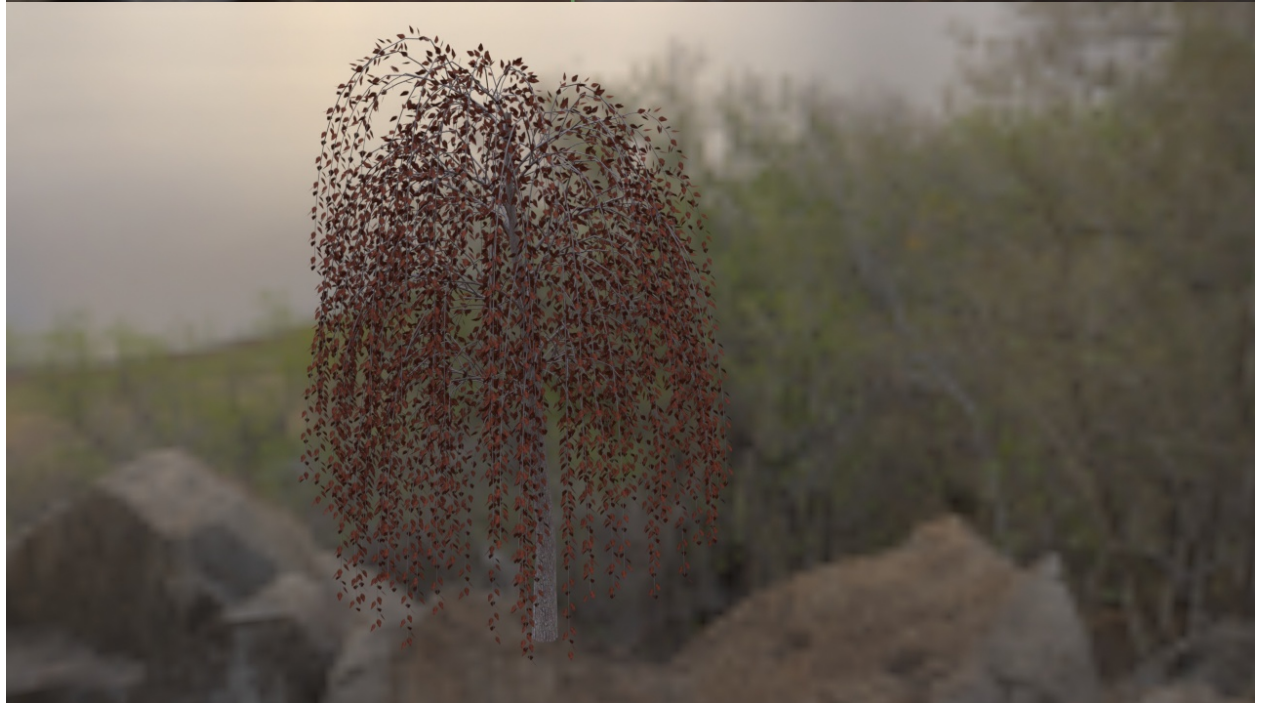
Composit mapa

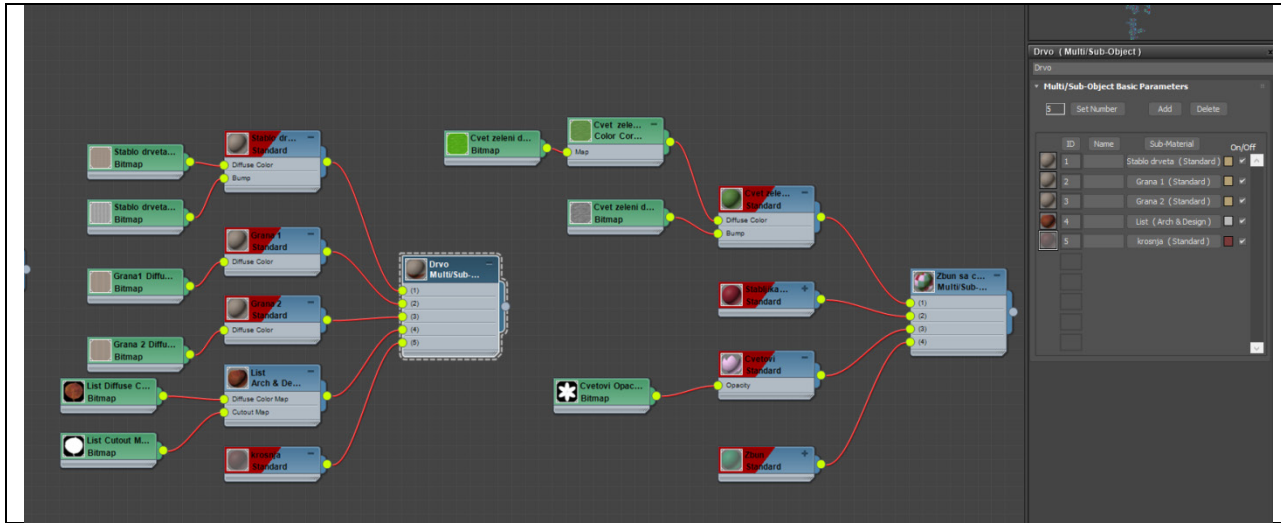
Stazica





Blend mapa	Kamen i mahovina
	
	
Primena mapa kod drveća i zelenila	Drvo i cvet



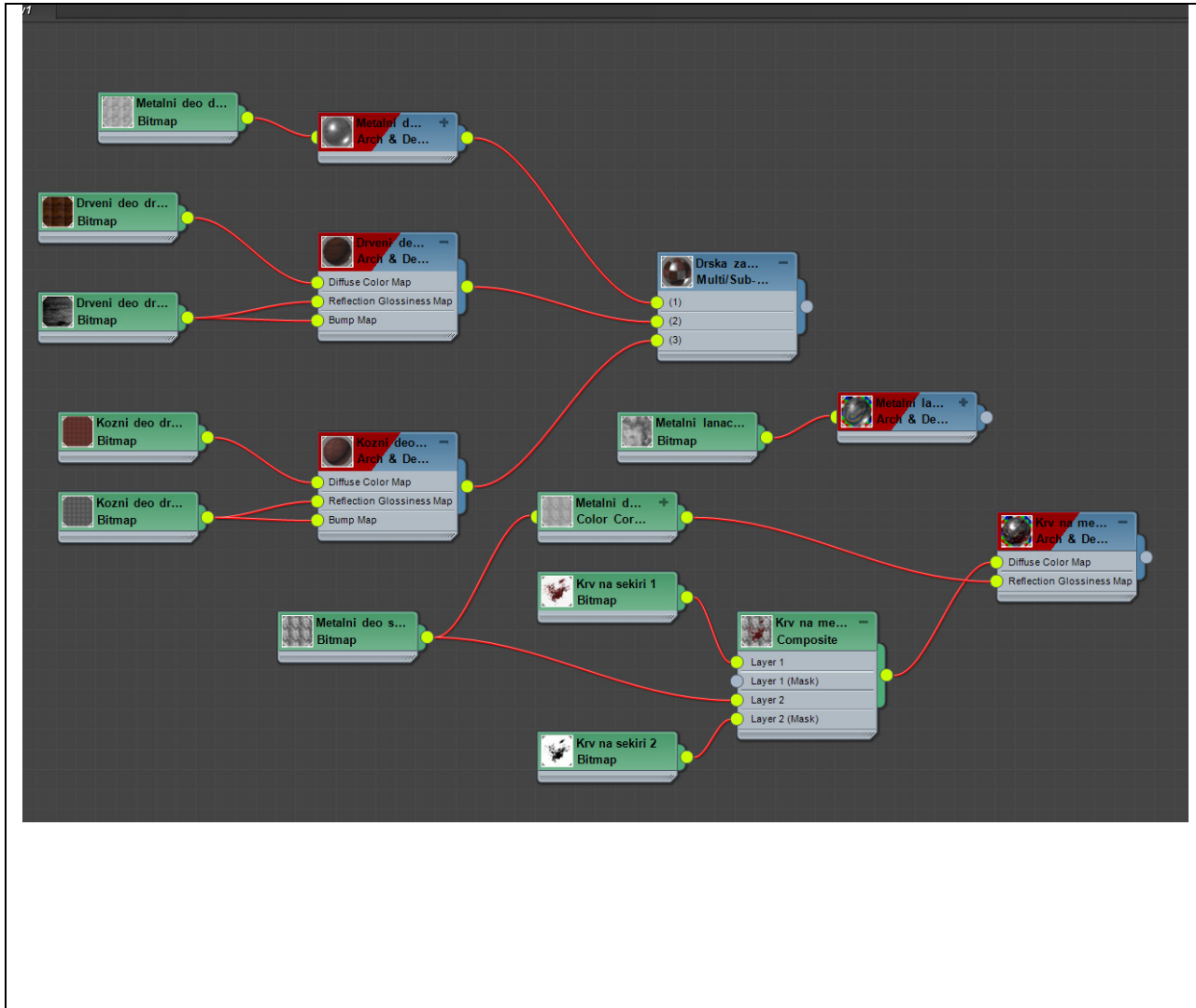


## 2. Enterijerprimeri:

<b>Alat:</b>	<b>Ime objekta na kome je primenjen:</b>
Materijal metal	Sekira







Materijal staklo

Bočica sa otrovom







Materijal drvo

Orman i kofa



The image displays two Blender material node editor setups. The top setup is for a material named 'Orman Multi/Sub-...' and the bottom setup is for 'Kofa (Multi/Sub-Object)'. Both materials use a Multi/Sub-Object node to reference different sub-materials based on object IDs.

**Material 1: Orman Multi/Sub-Object**

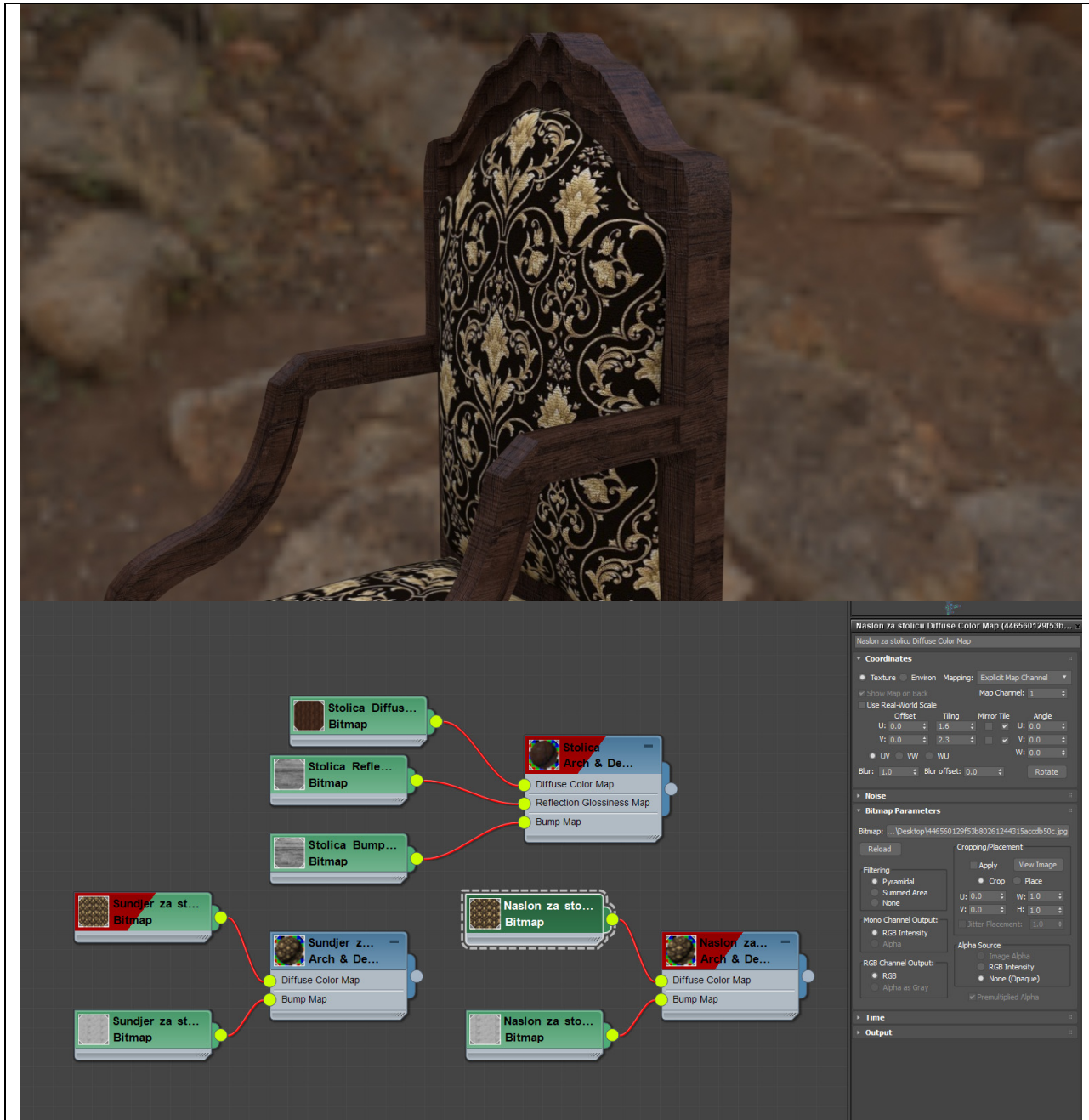
- Sub-Object 1:** 'Orman (Arch & De...)'
  - Nodes: Orman Diffus... Bitmap, Orman Refle... Bitmap, Orman Bump... Bitmap, Drveni de... Arch & De... (Diffuse Color Map, Reflection Glossiness Map, Bump Map), Ogljedalo... Autodesk... (Reflection Glossiness Map), Gornja rucka... Bitmap, Donja rucka... Bitmap.
- Sub-Object 2:** 'ina Ormanu (Autodesk G...)'
  - Nodes: Gornja ru... Arch & De... (Diffuse Color Map), Donja ruc... Arch & De... (Diffuse Color Map).

**Material 2: Kofa (Multi/Sub-Object)**

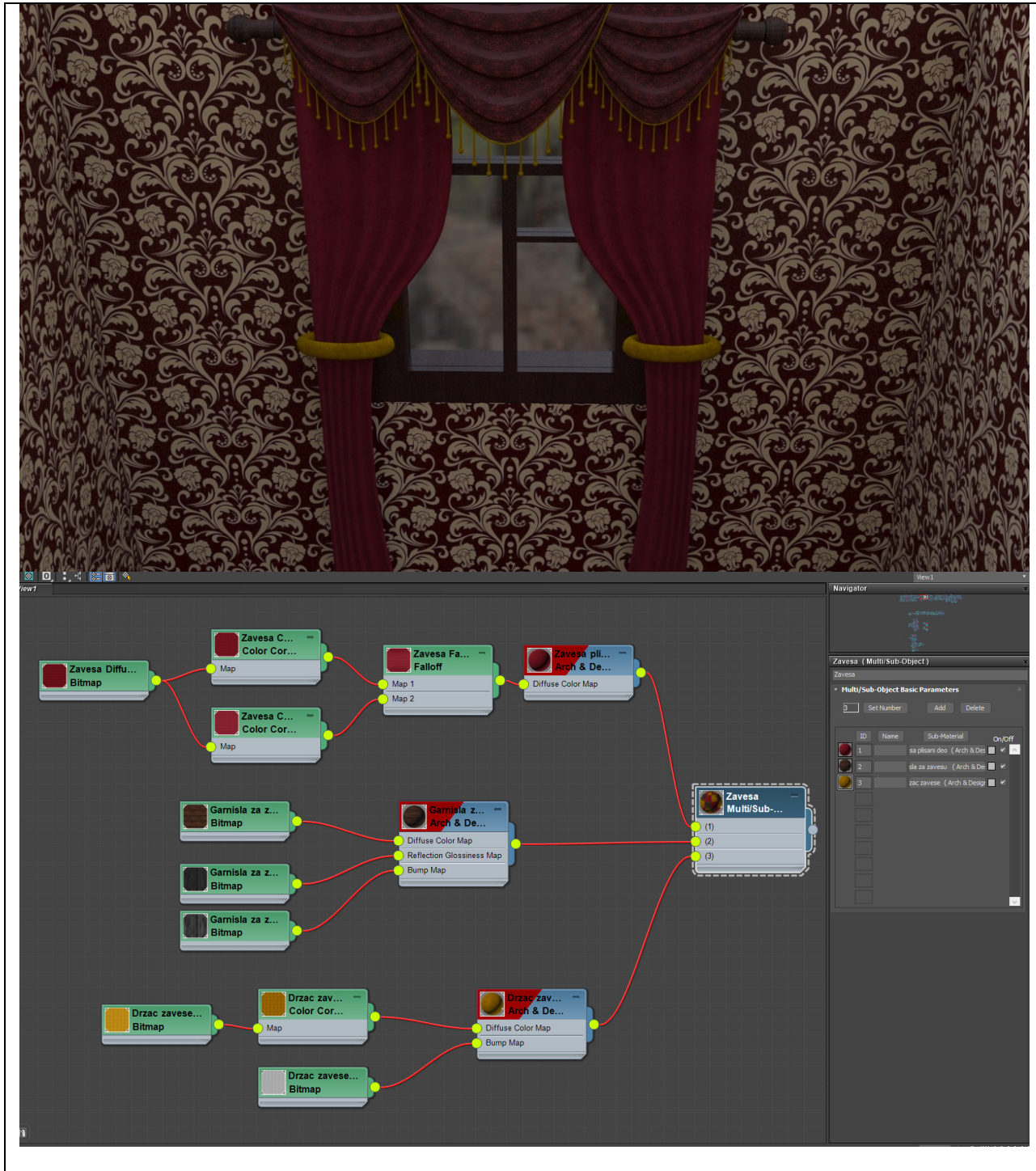
- Sub-Object 1:** 'eni deo kofe (Arch & Desi...)'
  - Nodes: Stalak za figu... Bitmap, Figura Arch & De..., Drveni deo k... Bitmap (3 instances), Vatra u kamin... Bitmap (2 instances).
- Sub-Object 2:** 'ini deo kofe (Arch & Desi...)'
  - Nodes: Metalni deo k... Arch & De... (Diffuse Color Map, Reflection Glossiness Map, Bump Map), Metalni deo k... Bitmap (3 instances), Metalni deo k... Color Cor... (Color), Drska za kof... Bitmap.

At the bottom of the image, there are two text boxes:

- Materijal tekstil
- Naslon za stolicu i zavesa







Materijal voda

Otrov u bočici



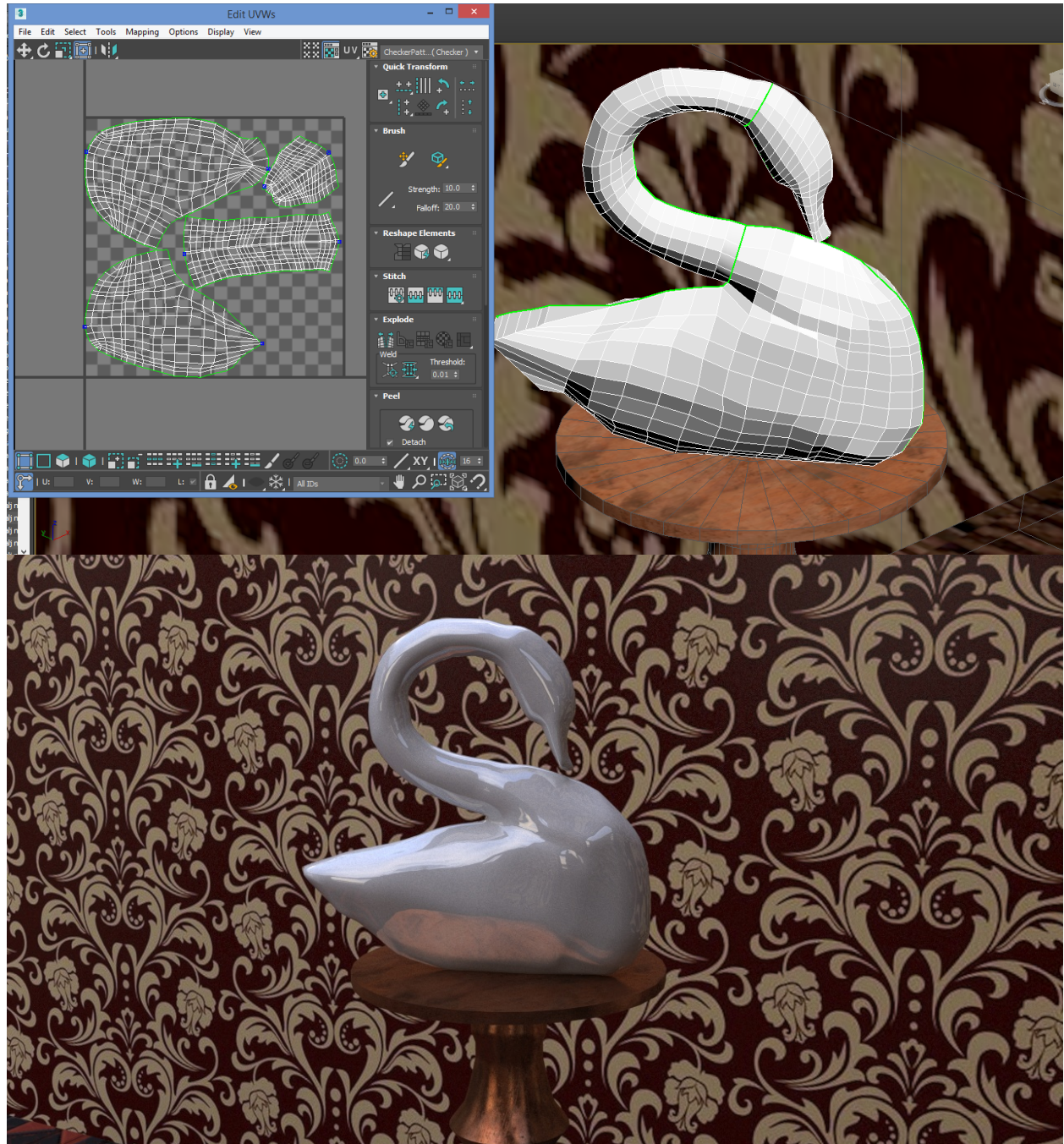
The image shows a material node graph on the left and a properties panel on the right. The node graph includes a 'Staklo na...' node, a 'Otrov u b...' node (highlighted with a yellow box), and a 'Lanac za...' node. The 'Otrov u b...' node is connected to 'Diffuse Color Map' and 'Bump Map' nodes. The properties panel on the right is titled 'Otrov u bocici ( Arch & Design )' and shows various material parameters:

- Templates:** mental ray arch + design
- Main material parameters:**
  - Diffuse: Diffuse Level: 1.0, Color: red
  - Reflection: Reflectivity: 1.0, Color: red, Glossiness: 1.0, Glossy Samples: 8, Fast (Interpolate), Highlights+FG only, Metal material
  - Refraction: Transparency: 1.0, Color: red, Glossiness: 1.0, Fast (Interpolate), Glossy Samples: 8, IOR: 1.35
  - Translucency: Weight: 0.5, Color: yellow
  - Anisotropy: Anisotropy: 1.0, Rotations: 0.0, Automatic, Map Channel: 0
- BRDF:** By IOR (fresnel reflections), Custom Reflectivity Function, Reflectivity vs. Angle: 1.0, 0 deg. refl.: 0.7, 90 deg. refl.: 1.0, Curve shape: 5.0, 0.0, 90 deg.
- Self Illumination (glow):**
- Special Effects:**
- Advanced Rendering Options:** Fast Glossy Interpolation



Unwrap organske forme

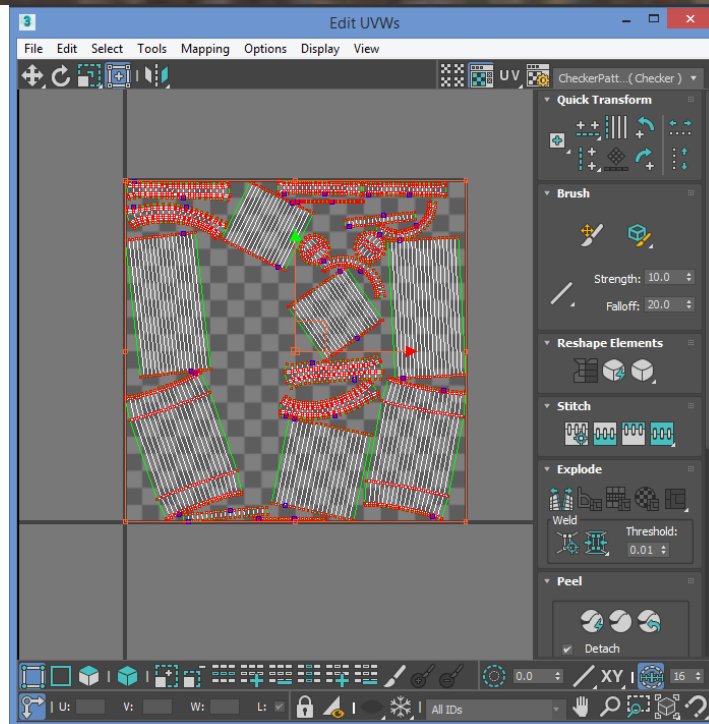
Figura

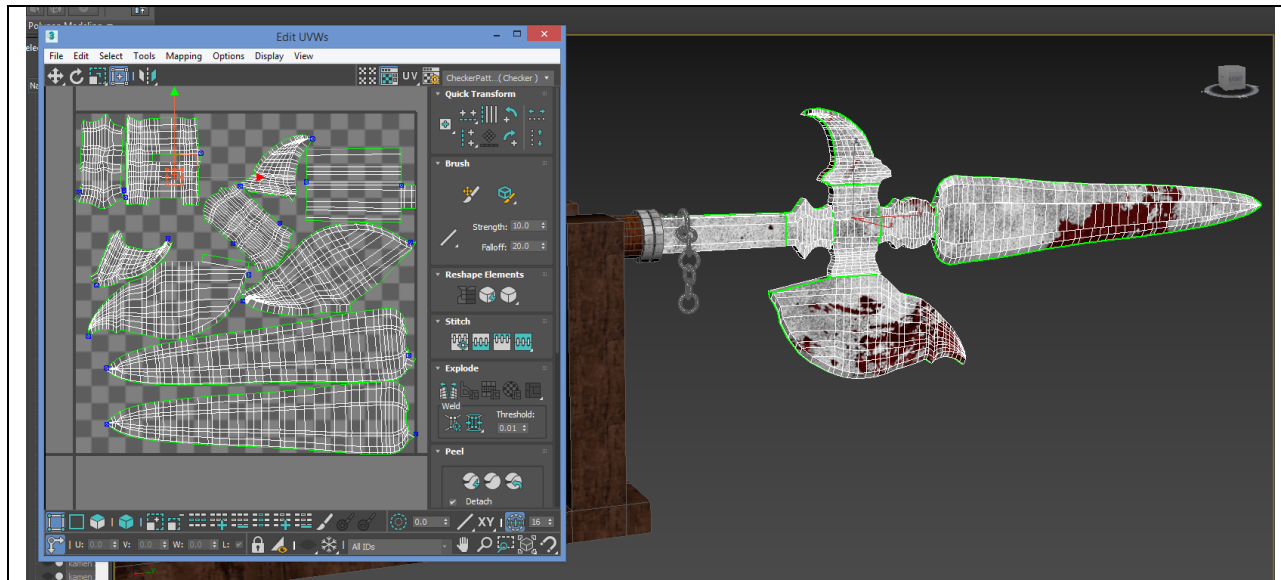




The image shows a 3D software interface with a material editor. On the left, there are three material nodes: 'Stalak za... Arch & De...', 'Figura Arch & De...' (highlighted with a red dashed box), and 'Drveni de... Arch & De...'. The 'Drveni de...' node is connected to three maps: 'Diffuse Color Map', 'Reflection Glossiness Map', and 'Bump Map'. On the right, the 'Figura ( Arch & Design )' properties panel is visible, showing various material parameters such as Diffuse, Reflection, Refraction, and BRDF.

Unwrap pravilne geometrijske forme	Sekira
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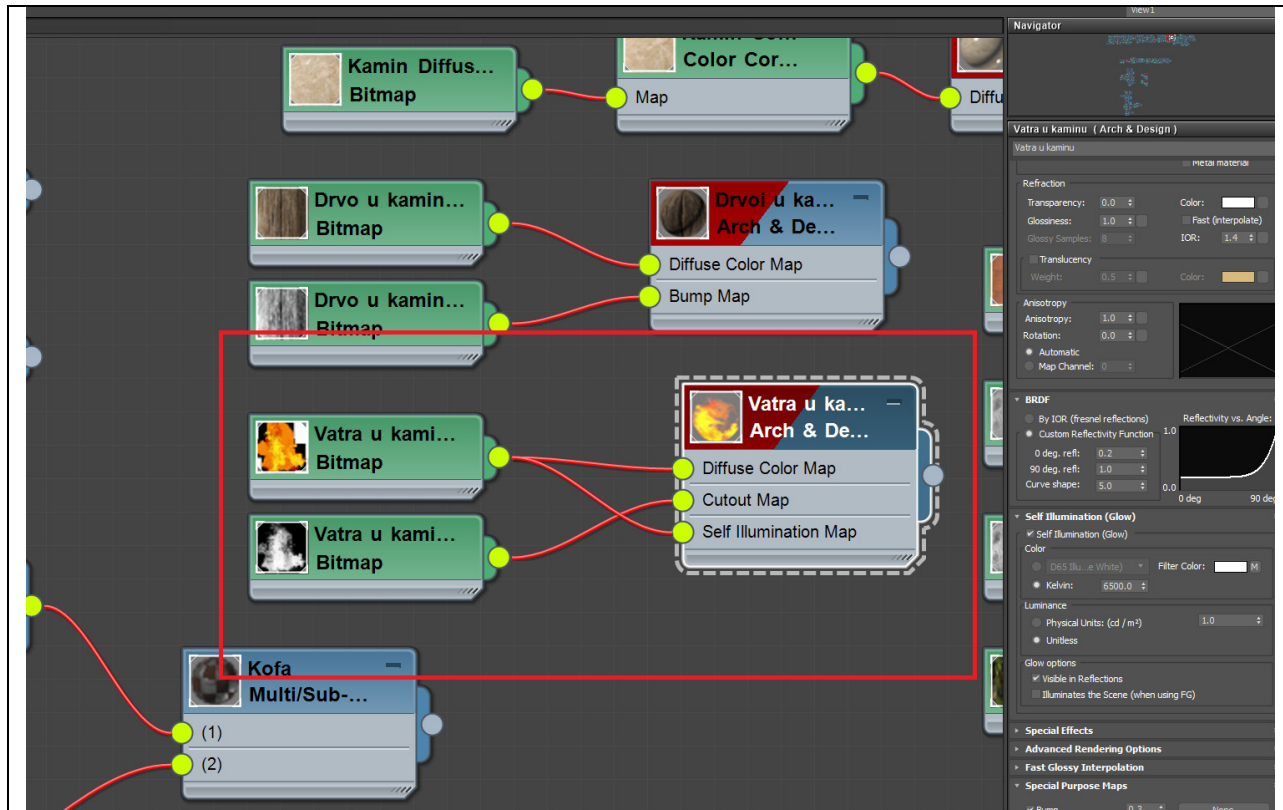


Opacity efekat

Vatra







Emissive efekat

Vatra

