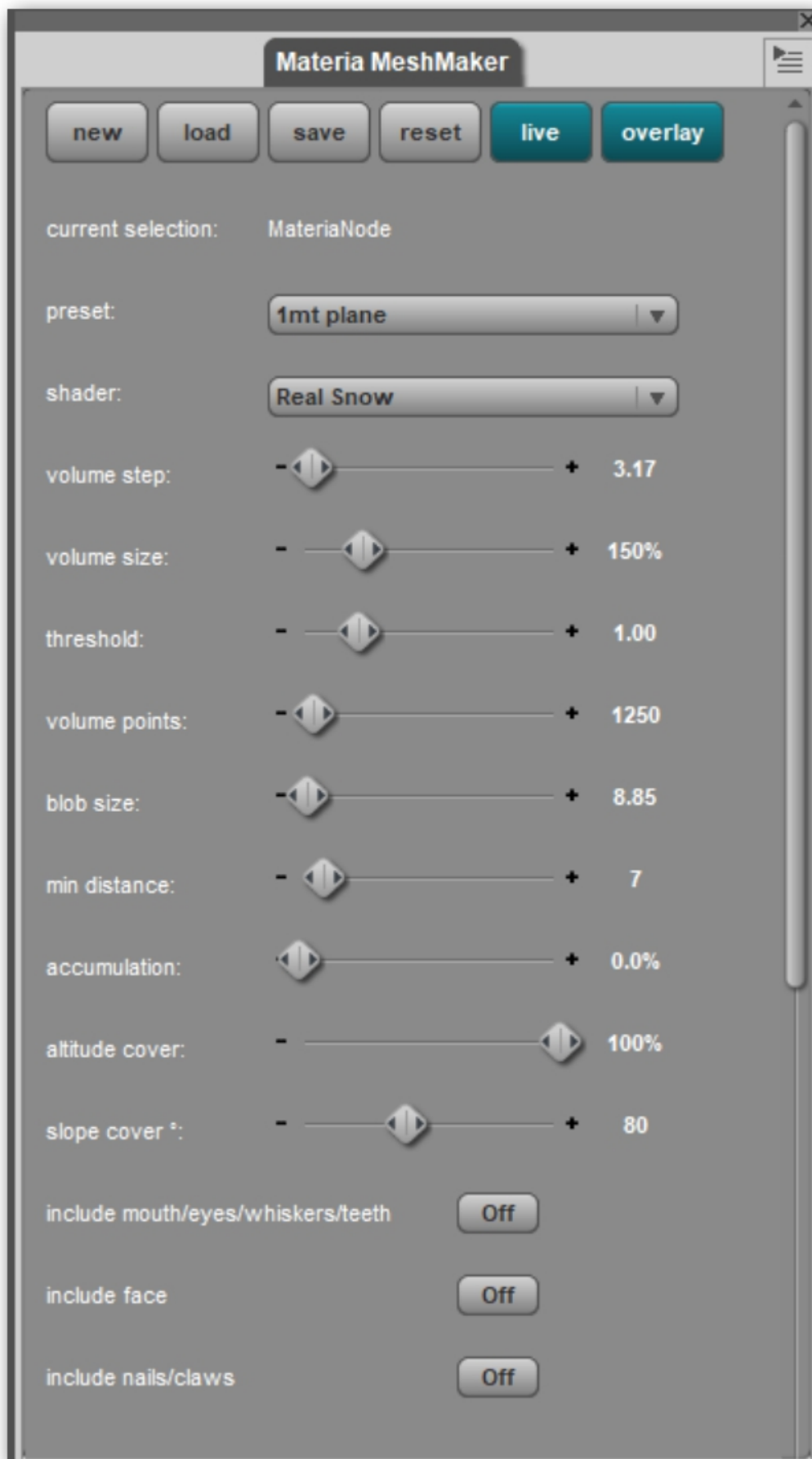


## Materia MeshMaker: brief introduction to controls



**Note:** the Materia Meshmaker pane can be accessed from the menu Window->Panels

**new** button: create a new Materia mesh node using current settings, eventually overwriting a previous one

**save/load** buttons: respectively save current settings to an external file, or load them back

**reset** button: reset interface settings to factory defaults

**live** button: toggles automatic computation of the Materia mesh; useful if you want to alter several settings at once without having calculations go at each single change

**overlay** button: toggles the volume box visibility; doesn't affect mesh calculations

**current selection:** the currently selected viewport node which will be covered by the generated mesh

**preset:** you can take advantage of the existing presets to quickly create a Materia mesh for the selected model. Just pick the one that suits best and you will have a good starting point.

**shader:** the shader which will be automatically applied on the generated mesh. Only Snow Shader available in the initial release

**volume step:** the precision step of the volume defining the generated mesh.

Lower the step, higher computation times, more detailed the mesh; higher the step, faster results but more coarse and less defined geometry.

**volume size:** if the volume box borders are too close to the underlying model, the generated mesh could be cropped on some parts. To avoid that, you can increase the volume size so that it will envelope the generated mesh correctly. Usually a setting of 125-150% is a good choice.

**threshold:** the weighted euclidean distance between points which will trigger blob generation. A low threshold will produce a more dense geometry with blobs blended together; a higher threshold will tend to isolate blobs and aim to produce a sort of tiny drops effect.

**volume points:** the number of points to be accounted for blobs generation. Higher the number higher the definition, but also increased computation times

**blob size:** the base radius for each individual blob. Higher the radius, larger and thicker the produced geometry.

**min distance:** the minimum distance allowed for points. Lower the distance, more points accounted, larger the distance more points culled away.

**accumulation:** the percentage of extra points (and blobs) to be stacked up existing ones. Useful to add more height to geometry.

**altitude cover:** a 100% value cover the underlying model entirely. As you lower the value, the cover will progressively regress towards the model highest point.

**slope cover:** this value is interesting as it will allow to discard geometry above a certain slope angle. So for example if you have a mountain-like shape and set a 10° value, only very flat areas will be covered; as you increase it, say to 45°-60° also more steep areas will start to be covered with geometry.

**include mouth/eyes/whiskers/teeth/face/nails/claws:** this settings allow to include or exclude specific areas from being covered (or not) by geometry.