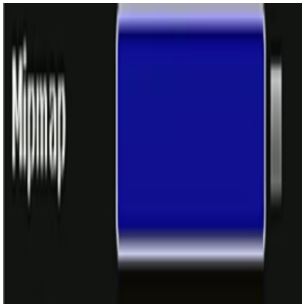


Material

A material is a block of code that allows the user to edit the properties of a texture. You can set a material to an image that can be transparent, set a color, opacity, lights and the tipp of shadows.

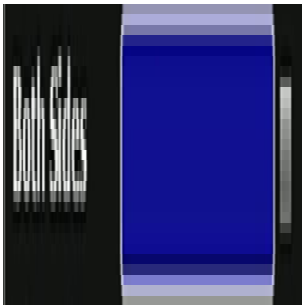
TYPE OF MATERIALS

MINIMAP



is the one that allows to make a better rendering only in the images, allows the image does not look linear or animated when moving the camera.

BOTH BY SIDES



is a very important material parameter that allows to activate the texture of the material on both sides, when dragging a plane to the work area and when putting a material on the plane, when marking the option (both by sides) on the piano the texture will be seen on both sides. the same happens with models that do not have the texture on both sides, the user can apply it



MORE INFORMATION

- [Camera Controller](#)
- [Move Camera](#)
- [Set Camera](#)

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