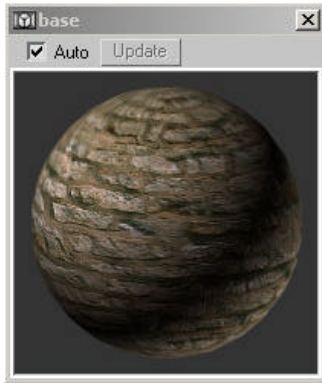


Making Snow in 3d Studio Max

By Gerardo I. Ramirez
Contact: Fraijinart@fraijinart.com

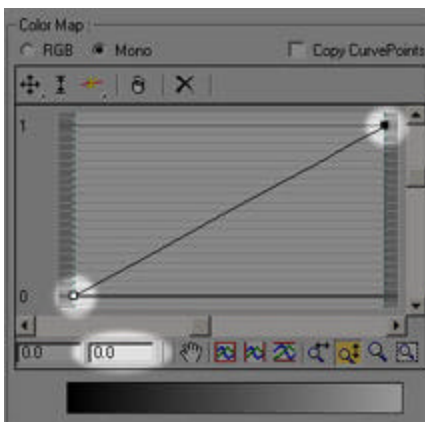
In this tutorial I will show how to make snow in 3d Studio Max using materials.



Lets begin by opening up the materials window. Pick a new material, click on the “Standard” button and choose Composite material, and discard all. Go into the Base Material. This is going to be whatever’s under the snow (i.e. rock material). Go down to Maps – Diffuse Color, hit none and pick bitmap. Go to the 3d max folder and choose a rock texture, such as “LIMESTO3.jpg”. Use an X and Y tiling value of 2. Go back and do the same thing for the bump map. That’s it for the base material.



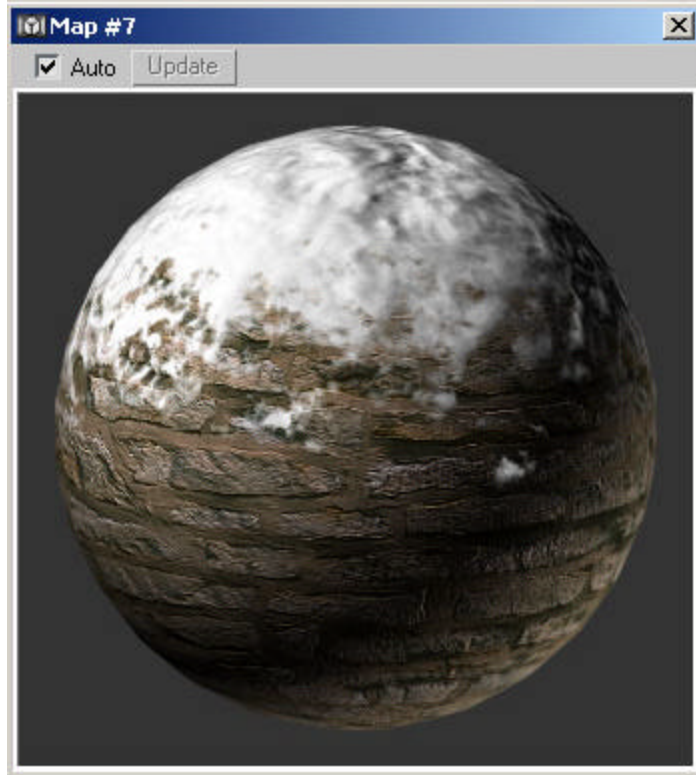
Go into “Mat.1”, and choose standard. This is were we’ll start making our snow. First change the diffuse color to white. Go down to Maps – Opacity, hit none and choose Falloff. Change Falloff type to “Towards/Away”, and Falloff direction to “World Z-axis”. Also swap the black and white color boxes on top. Now go down to “Output”. Click on “Clamp” and “Enable Color Map”.



On the color map click on the left point and change the value to -4. Click on the right point and change the value to 3.



Lets go back and do the bump map. Hit none and choose Smoke.



That's about it.