



Materials

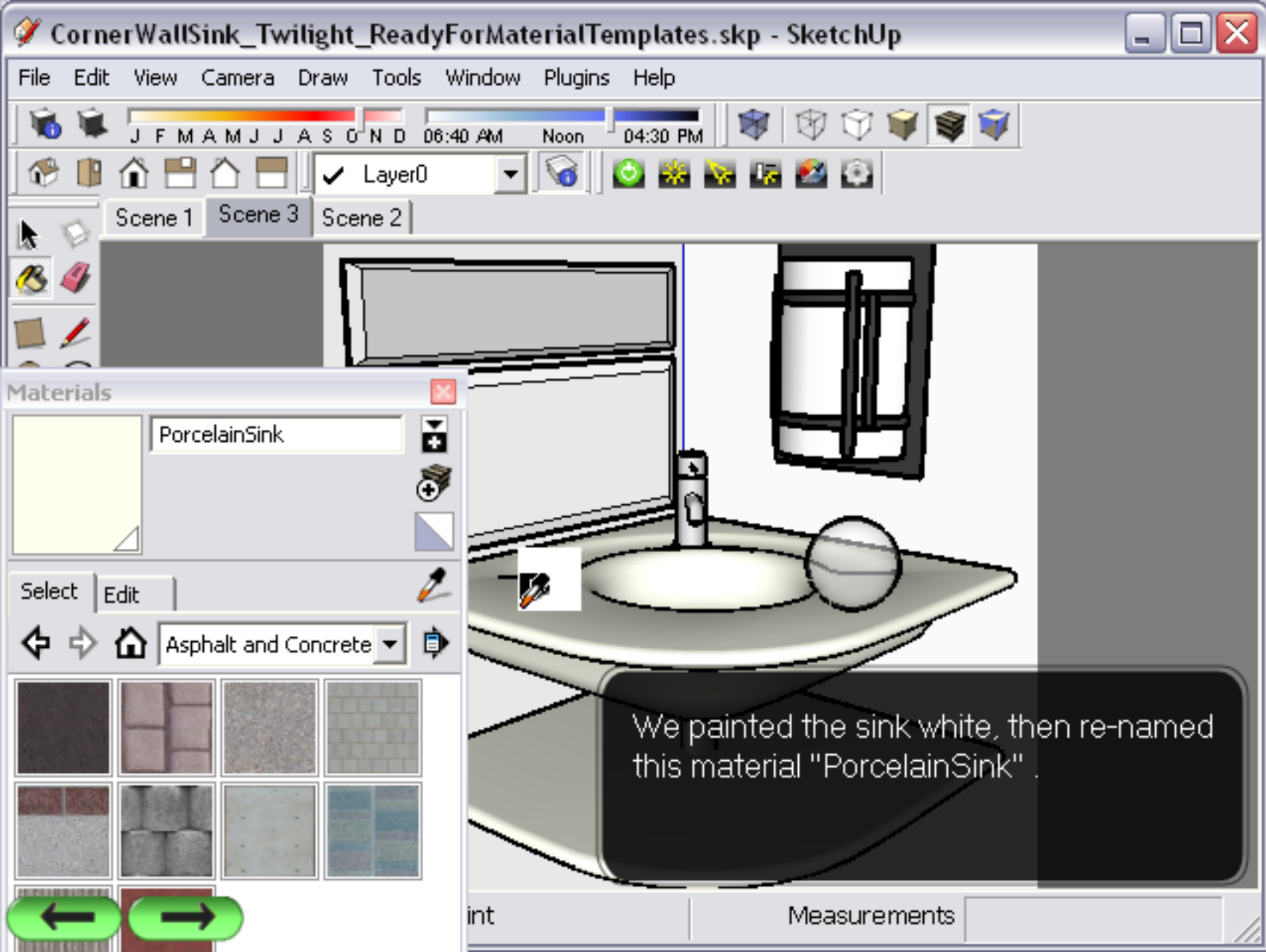
Mirror

Select Edit

Asphalt and Concrete

A material palette window in SketchUp. It has a title bar with a close button. Below the title bar is a search field containing the text "Mirror". To the right of the search field are several icons for material management. Below the search field are two tabs: "Select" and "Edit". Under the "Select" tab, there is a dropdown menu currently showing "Asphalt and Concrete". Below the dropdown menu is a grid of 16 material preview thumbnails. At the bottom of the palette are two large green buttons with left and right arrows.

We painted this surface white, then re-named this material "Mirror".





Materials

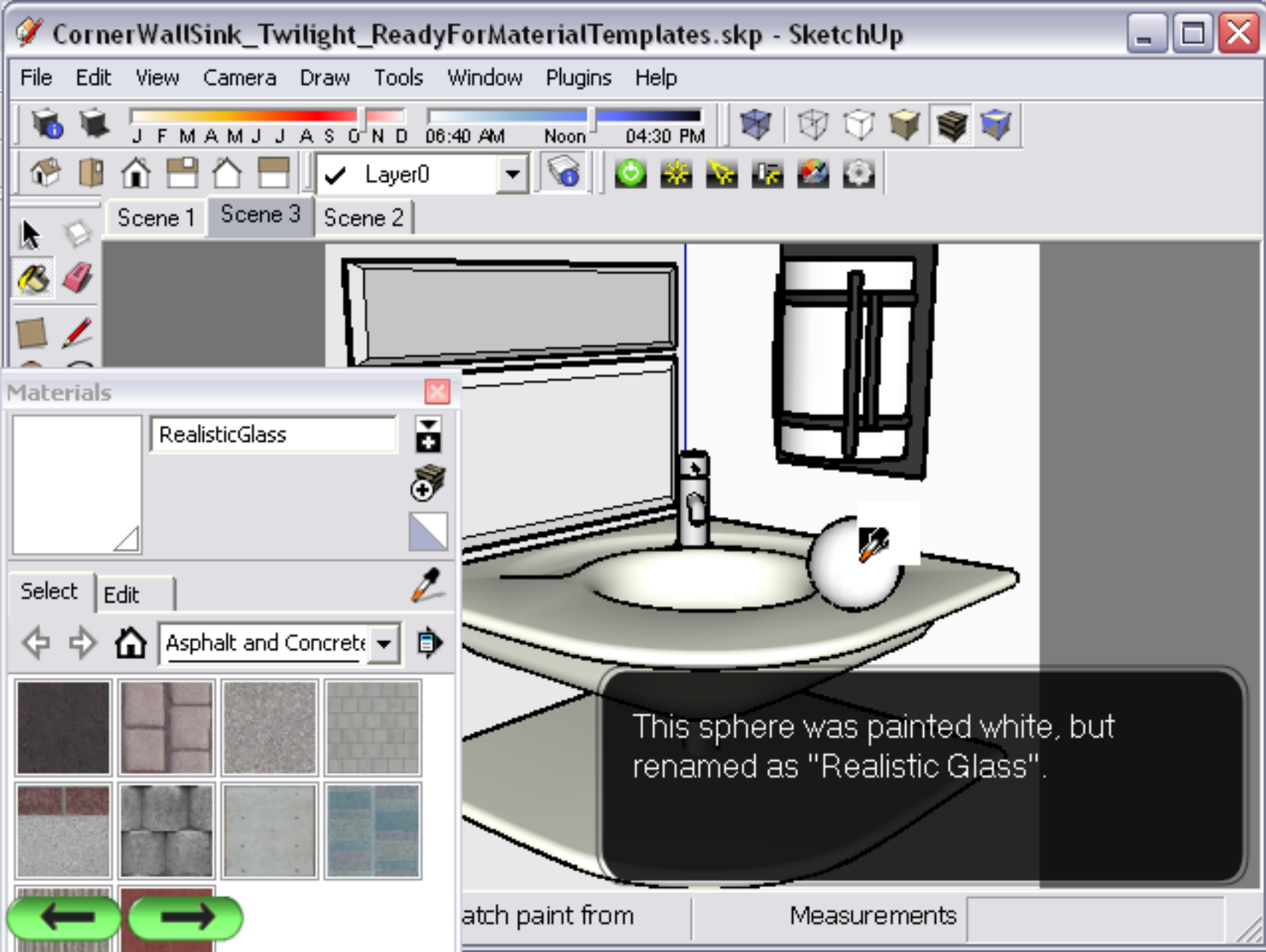
Metal_Corrugated_Shin

Select Edit

Asphalt and Concrete

A material palette window in SketchUp. It has a search bar containing 'Metal_Corrugated_Shin'. Below the search bar are icons for adding, deleting, and refreshing materials. There are two tabs: 'Select' and 'Edit'. Below the tabs is a dropdown menu showing 'Asphalt and Concrete'. The main area of the palette is a grid of material thumbnails. At the bottom of the palette are two green buttons with left and right arrows.

This faucet is painted with the 'Corrugated Metal Shiny' SketchUp material.





Materials

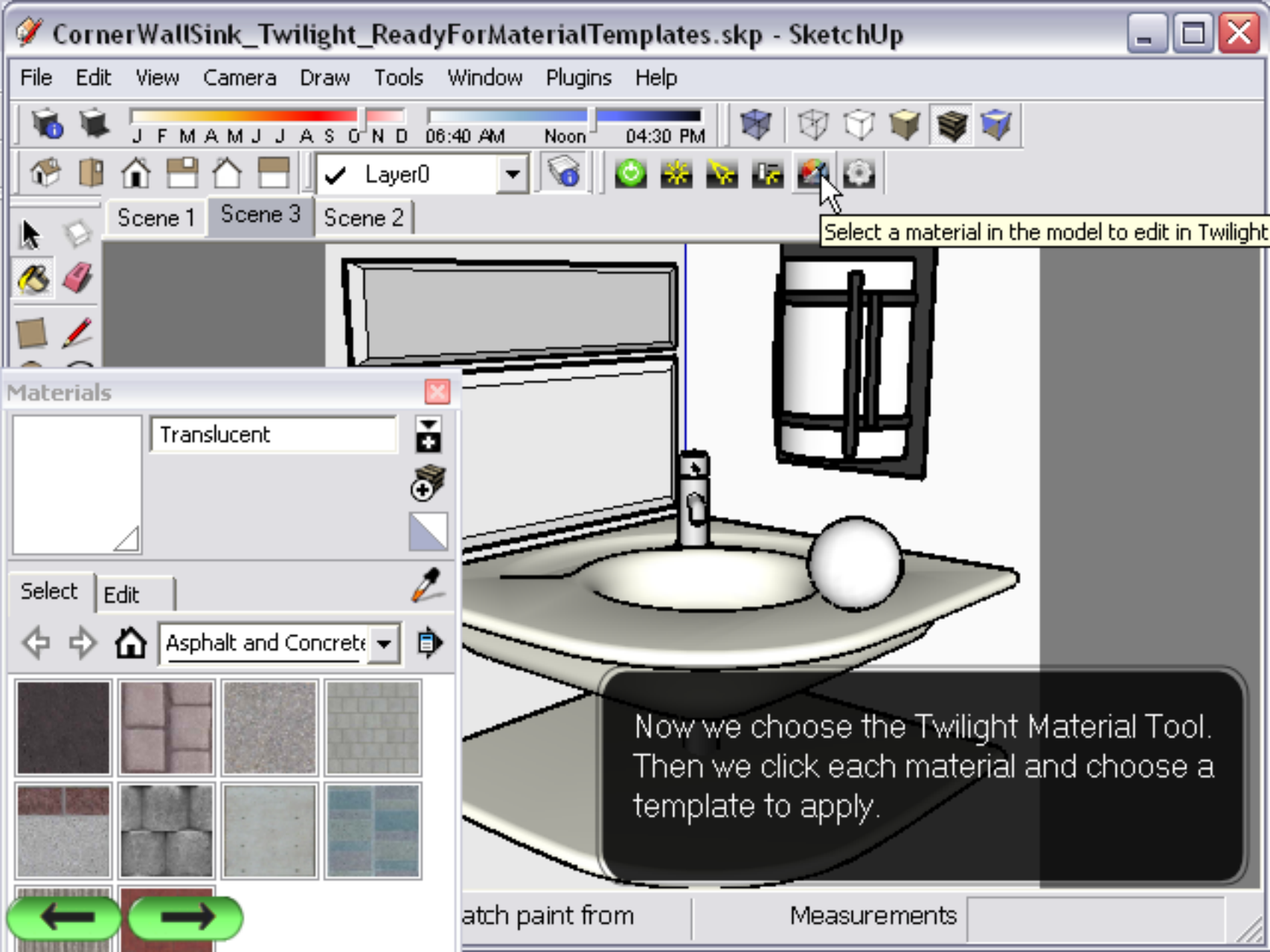
Translucent

Select Edit

Asphalt and Concrete

Navigation arrows: left, right, home, back, forward.

This diffuser is built as a 1/16" thick curved surface. It was painted white, and renamed as "Translucent". It has an omni light behind it at power of 1.



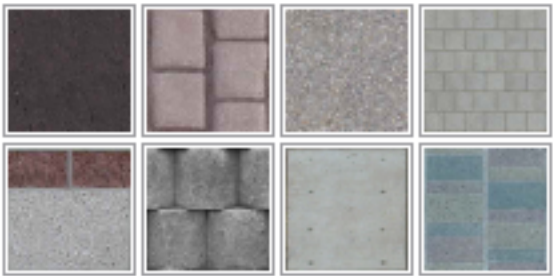
Select a material in the model to edit in Twilight

Materials

Translucent

Select Edit

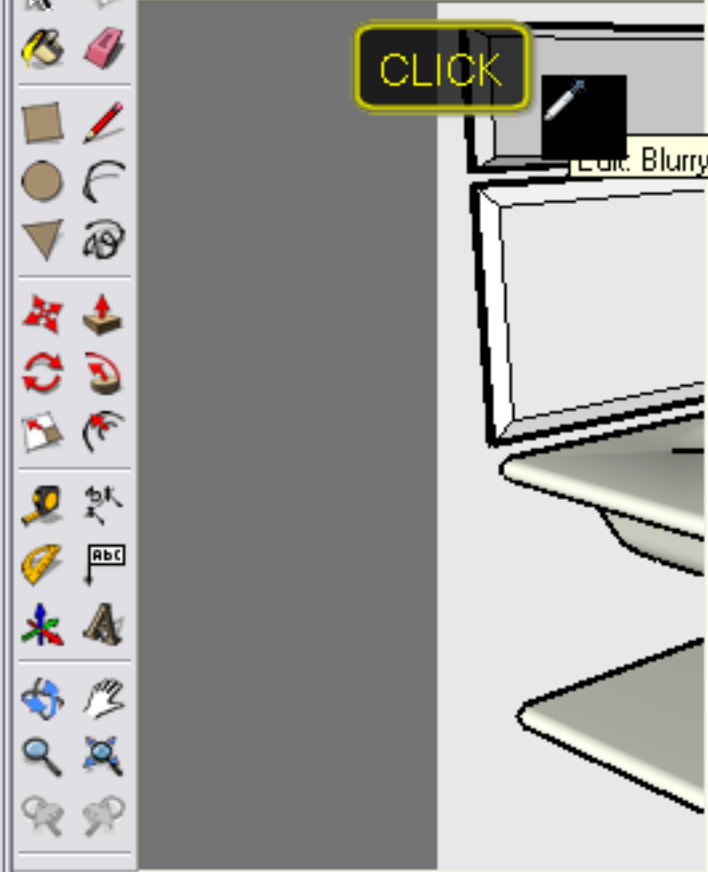
Asphalt and Concrete



Now we choose the Twilight Material Tool. Then we click each material and choose a template to apply.

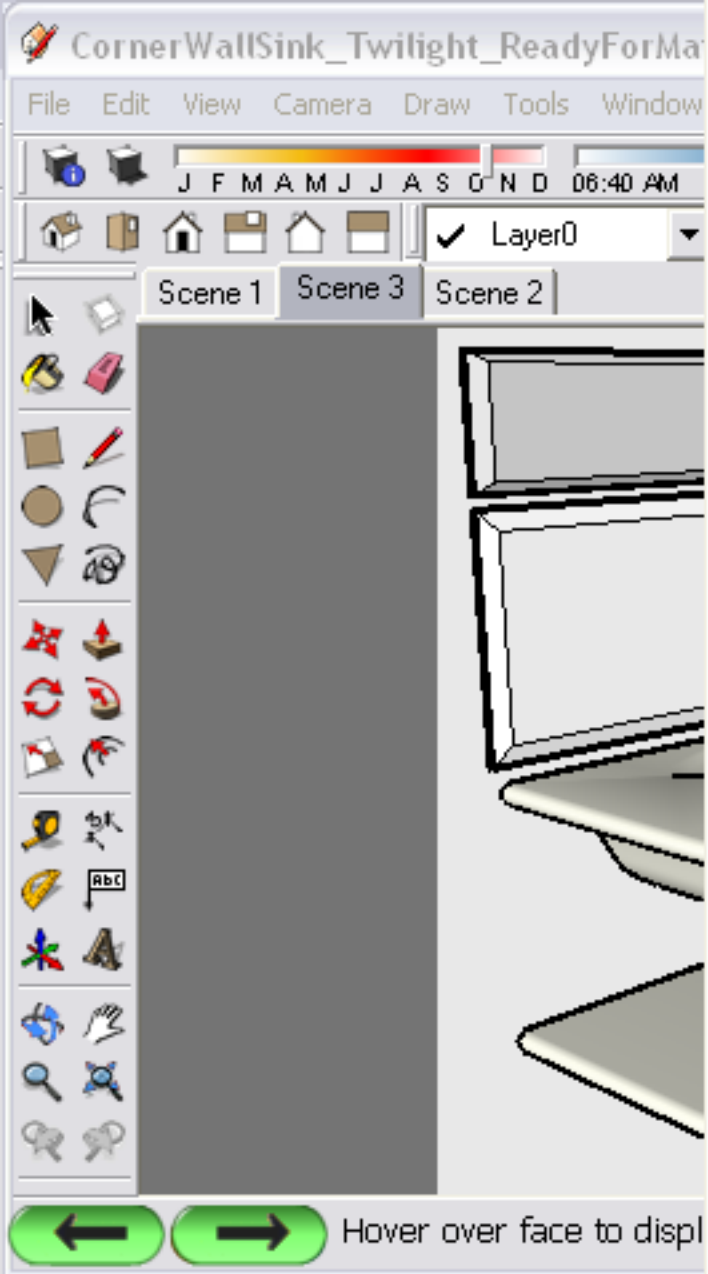
Match paint from

Measurements



CLICK

Edit: BlurryMetal



Material Editor

Templates | From Scene

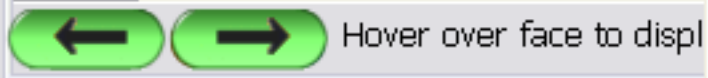
Edit Library

	Color	Generic	+ Aluminum
	Color	Paint	+ Silver
	Color	Stone	+ Platinum
	Color	Ceramic	+ Copper
	Reflection	Plastic	+
	Color	Realistic Glass	+
	Color	Architectural Glass	+
	Bump	Metal	+
	No Texture	Brushed Metal	-
	Alpha	Fast	+
	Alpha	Light Emitter	+
	Alpha	SubSurface Scattering	+

Index of Refraction: 1.000

Shininess:

The Brushed Metal material type takes a long time to render, and looks great with Higher render settings such as "Medium+" or "High+" The "Fast" metals will render more quickly and look better if using lower settings.





Color rgb(216, 216, 216)

Color Browse

Reflection rgb(204, 204, 255)

Color Browse

Bump Size: 1.000 Invert

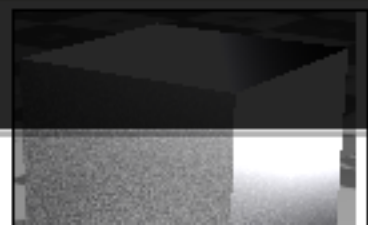
No Texture Browse

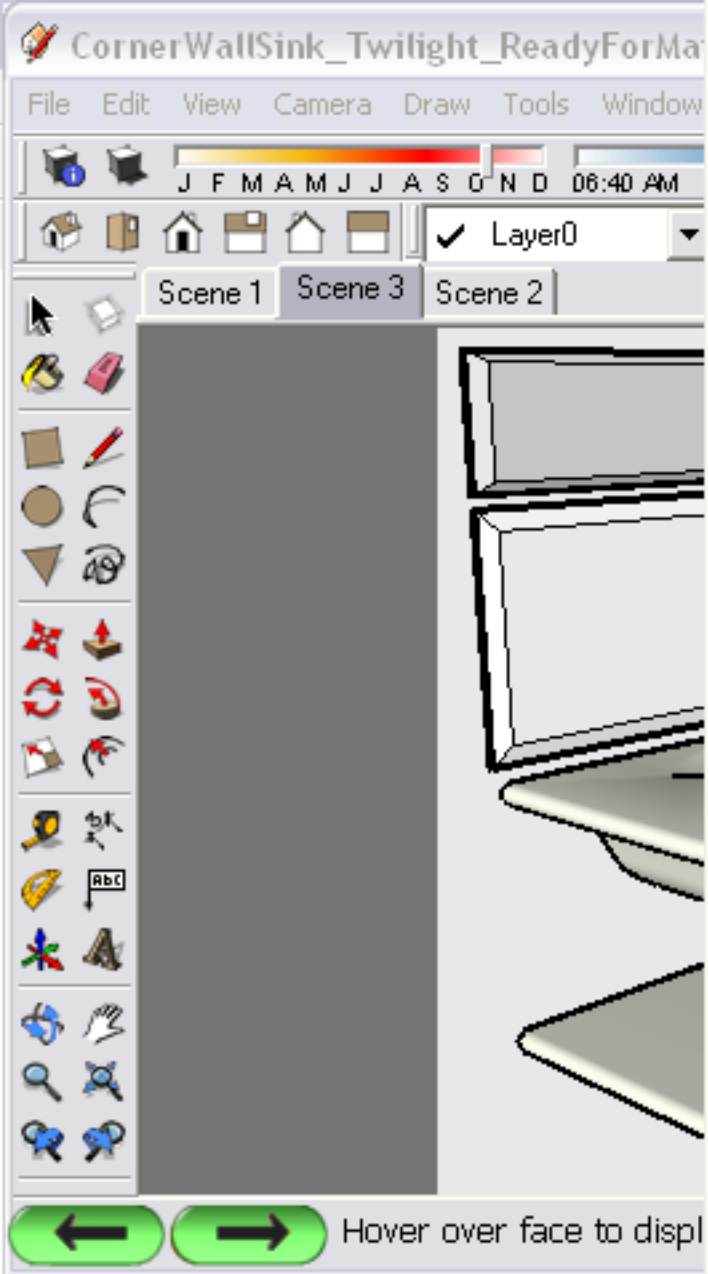
Alpha 100.000

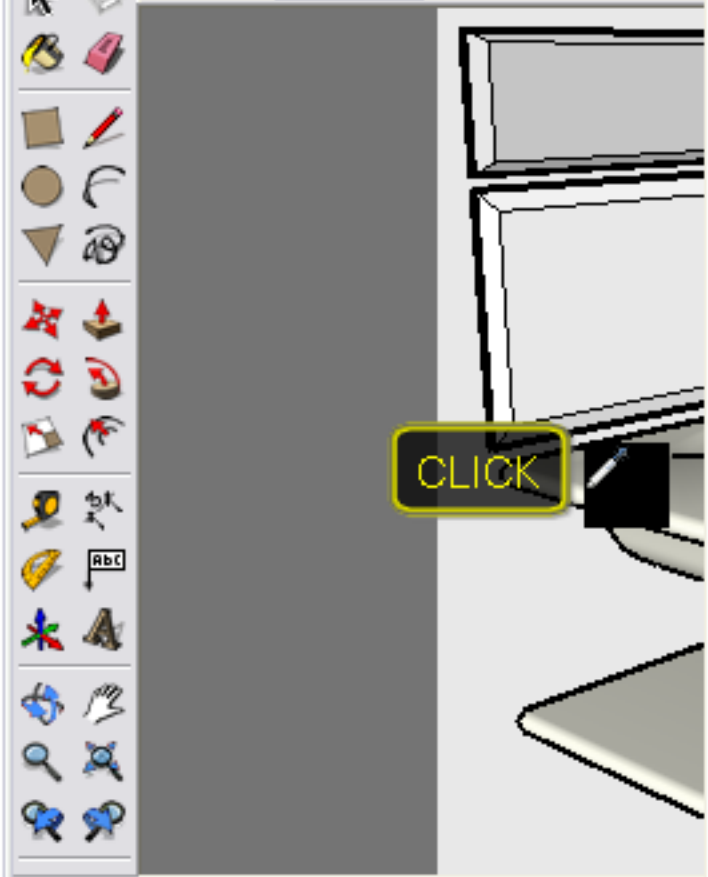
Index of Refraction: 1.390 Hard Edge Angle: 0

Shininess: 50.000 Edge Line: 0.100

Now for the Mirror...







Color white

Color

Bump Size: 0.000 Invert

No Texture

Alpha 10.000

Index of Refraction: 1000.000

Hard Edge Angle 0

Shininess: 1000.000

Edge Line: 0.100

SSS Density: 1.000

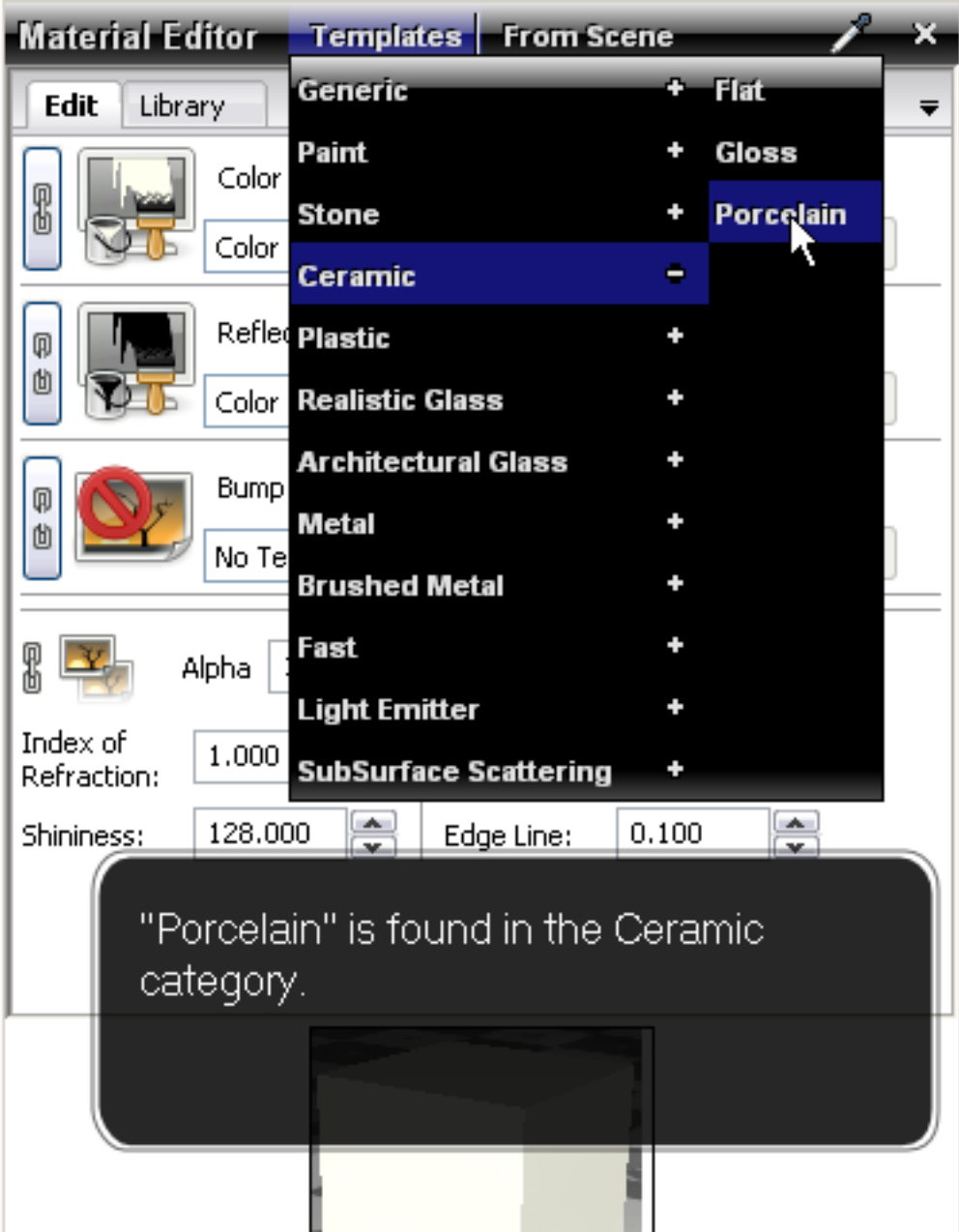
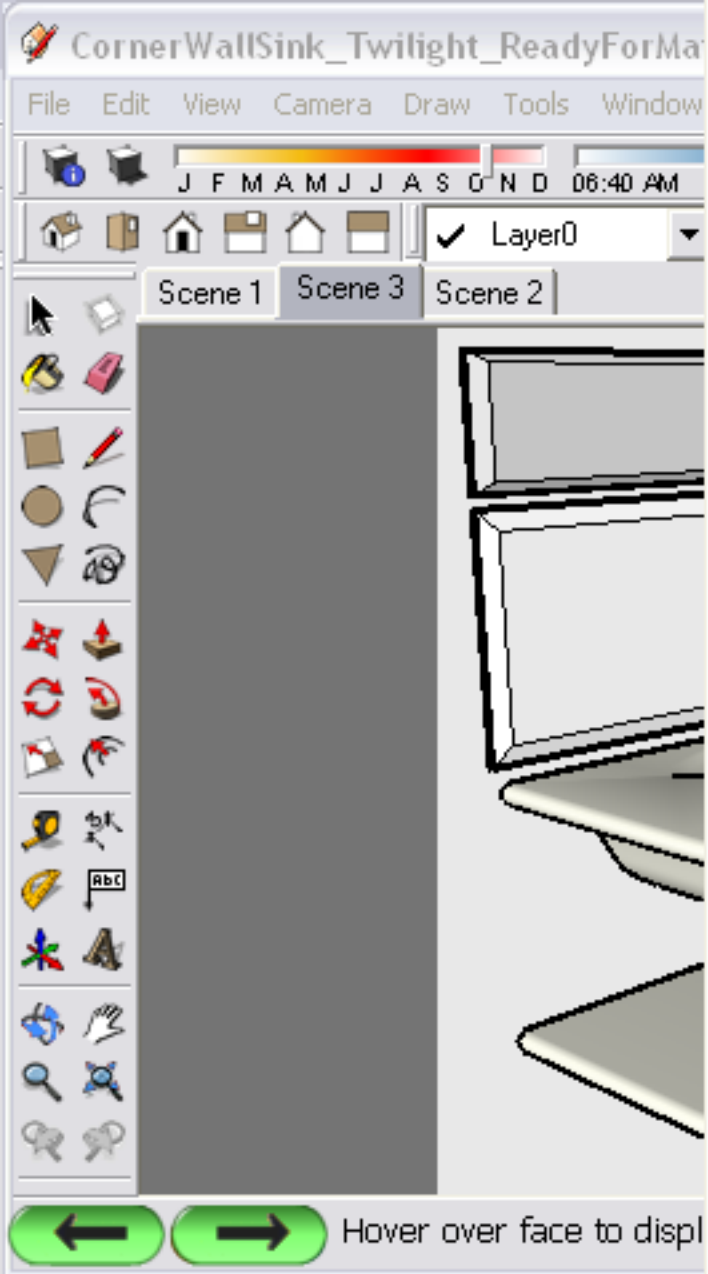
Weld Vertices

Use Edge Lines

Cast Shadow

Now we will apply the "Porcelain" template.





Edit Library

Color

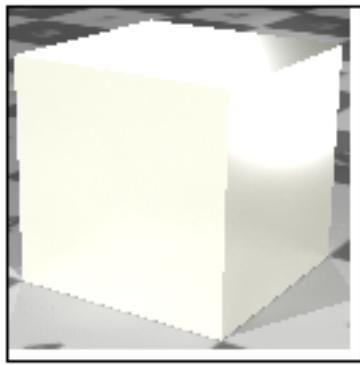
Color

Reflection

Color

Bump

No Texture



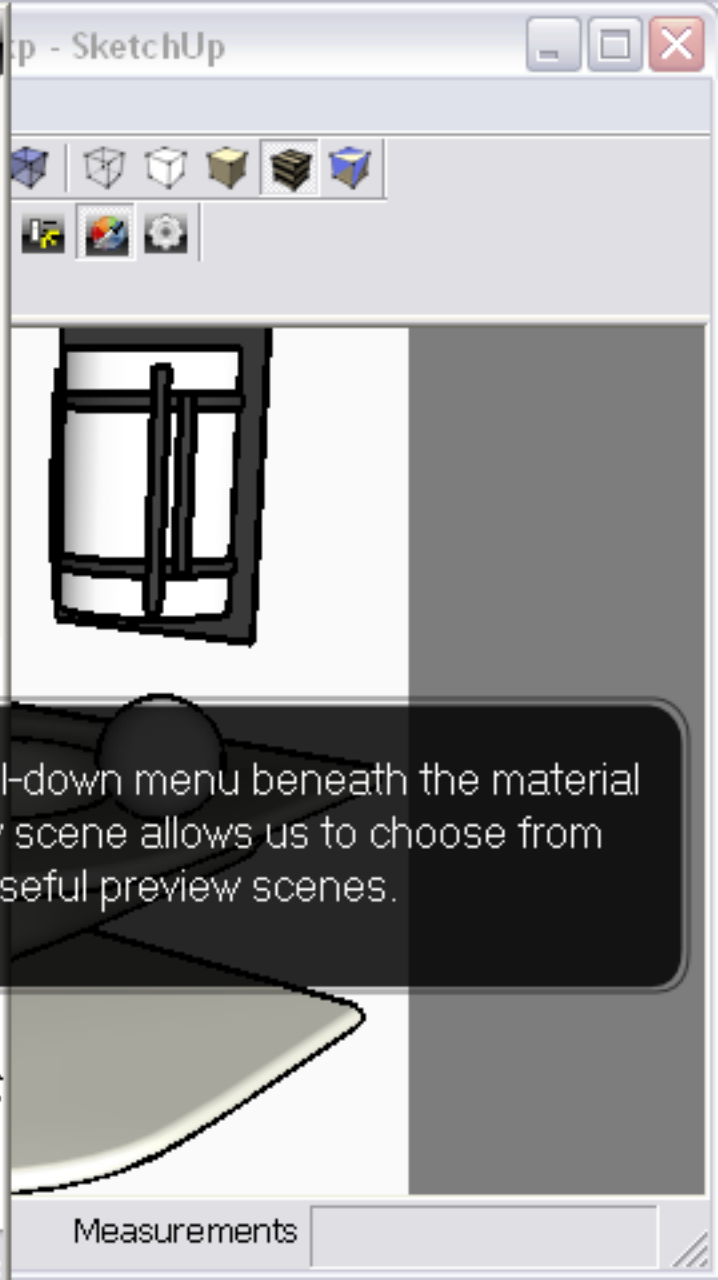
The pull-down menu beneath the material preview scene allows us to choose from many useful preview scenes.

C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\

Type: Ceramic [Porcelain]



PorcelainSink



Edit Library

Color

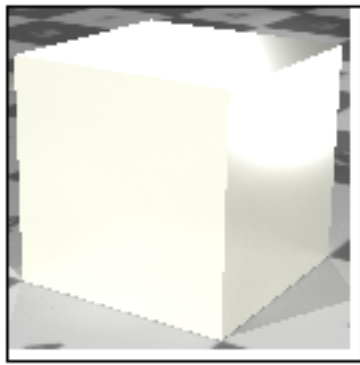
Color

Reflection

Color

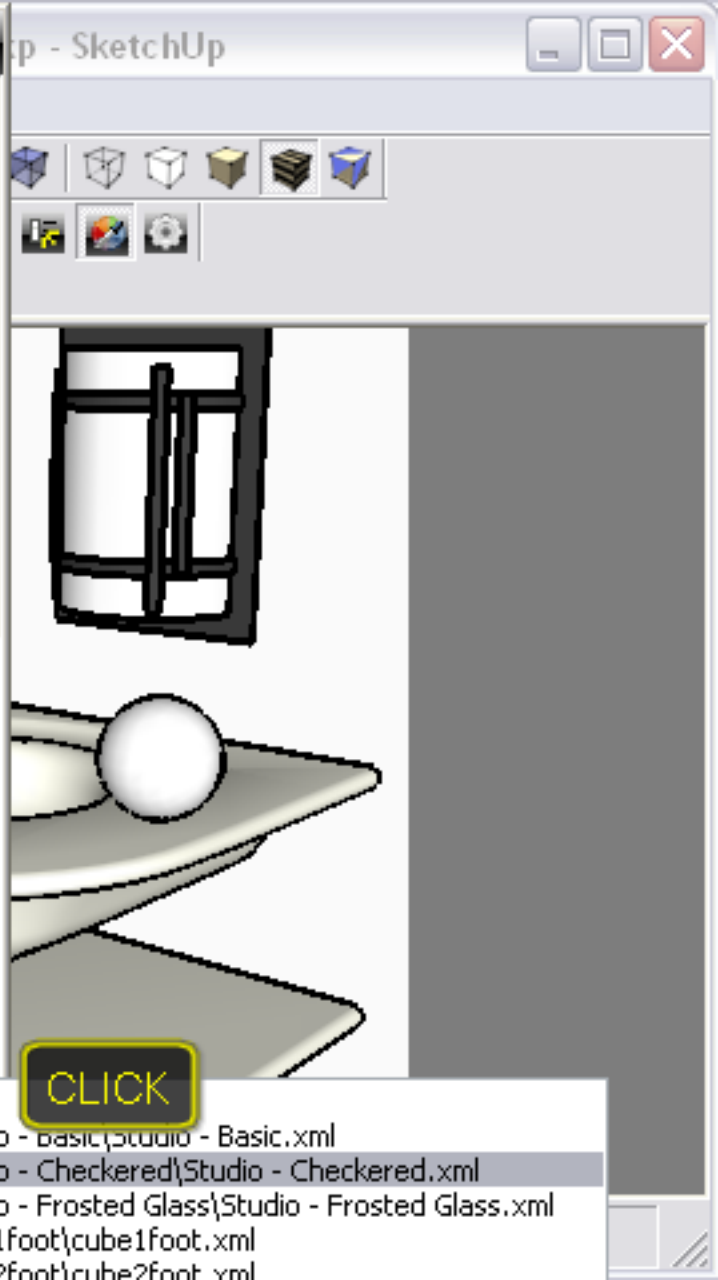
Bump

No Texture



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\

- Preview/standard/standard.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\Studio - basic\studio - Basic.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\Studio - Checkered\Studio - Checkered.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\Studio - Frosted Glass\Studio - Frosted Glass.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube1foot\cube1foot.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube2foot\cube2foot.xml



CLICK



Edit Library

Color white

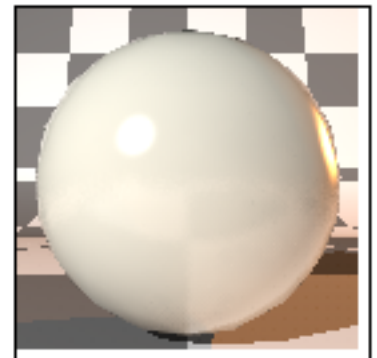
Color

Reflection black

Color

Bump Size: Invert

No Texture



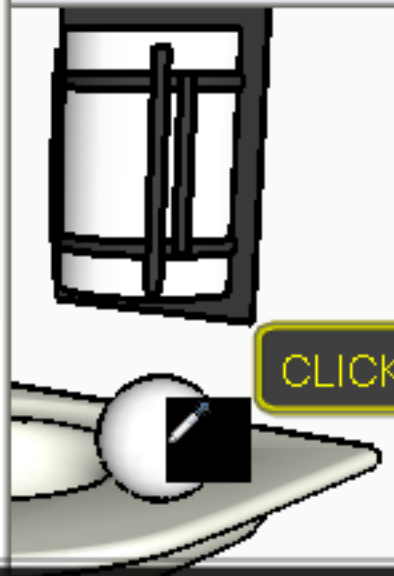
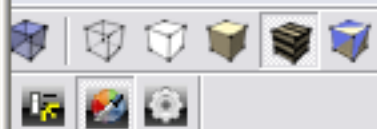
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\

Type: Generic [Reset]

← →

Choose from the Types menu or Library

RealisticGlass

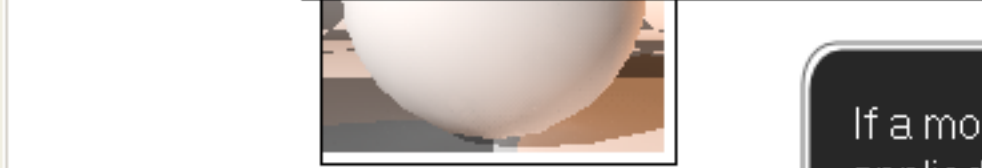


CLICK

Now for the classic "Glass Ball".

Measurements

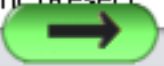
- Generic + Common
- Paint + Flint
- Stone + Water
- Ceramic + Diamond
- Plastic + Light Frosted
- Realistic Glass - Heavy Frosted**
- Architectural Glass + Plexiglass
- Metal +
- Brushed Metal +
- Fast +
- Light Emitter +
- SubSurface Scattering +



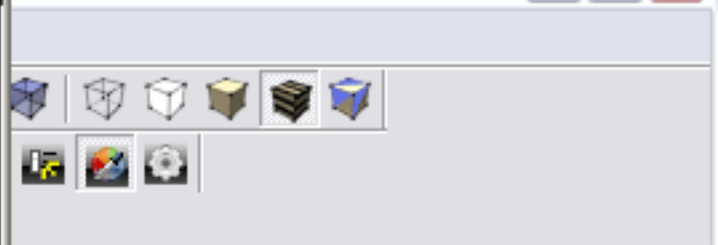
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Generic [Reset]



RealisticGlass



If a model is having "Realistic Glass" applied, it must have a thickness, and be a closed and proper solid in order for it to look correct.

Measurements

Edit | Library

Color | white |

Color | orrogatedShiny.jpg | Browse

Reflection | white |

Color | | Browse

Bump | Size: 0.000 | Invert

No Texture | | Browse



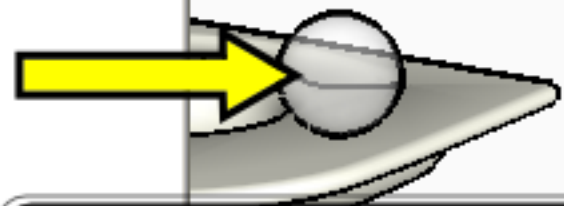
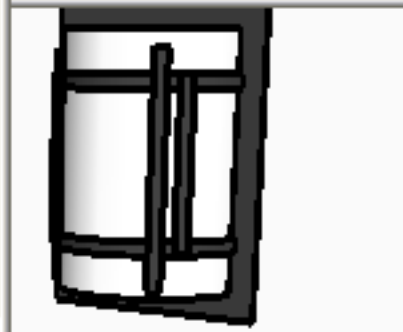
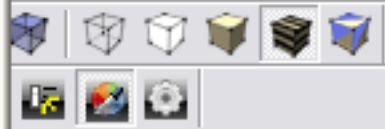
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\

Refresh

Type: Realistic Glass [Flint]



RealisticGlass



You can see the SketchUp material has been changed to match the transparency "look" of the glass.

Measurements

Edit Library

Color white

Color Browse

Reflection white

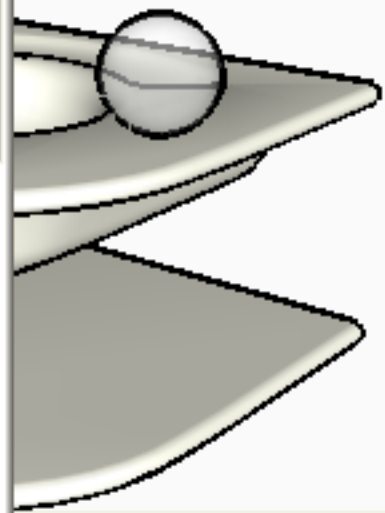
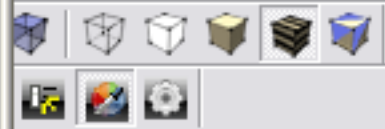
Color Browse

Bump Size: Invert

No Texture Browse

Alpha

Index of Refraction: Hard Edge Angle



Material Editor | Templates | From Scene

Edit Library

Color white

Color orrogatedShiny.jpg Browse

Reflection white

Color Browse

Bump Size: 1.000 Invert

No Texture Browse



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Generic [Custom]



menu or Library

Translucent

p - SketchUp

Measurements

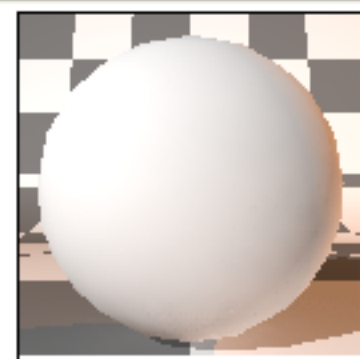
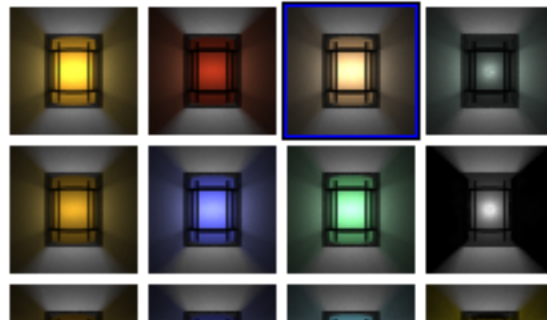
For the light fixture diffuser, we will utilize one of the many useful libraries installed with Twilight.

Material Editor | Templates | From Scene

Edit | **Library** | CLICK

Lampshade_Opal_Light

Lampshade_Twilight | Architectural_Twilight | Gems



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Generic [Custom]

← →

Translucent

p - SketchUp



Measurements

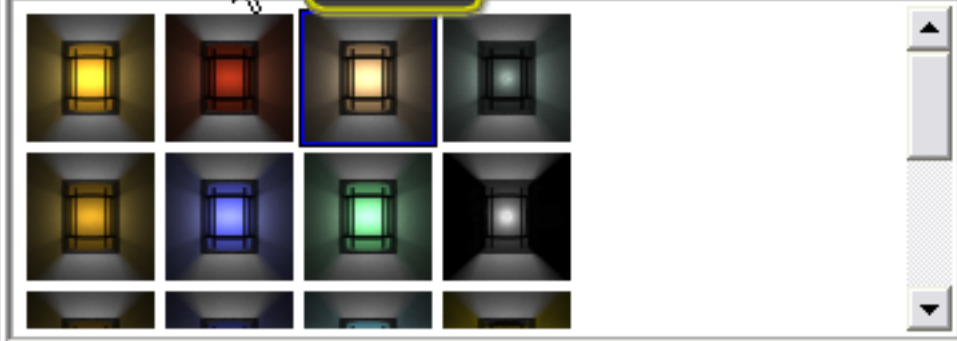
Click the "Library" tab in the Material Editor dialog.

Edit Library

Lampshade_Opal_Light

Lampshade Twilight Architectural Twilight Gems

CLICK



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview:

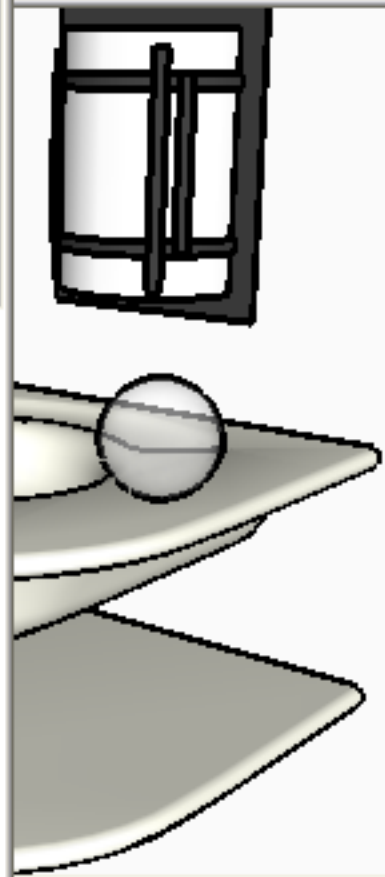
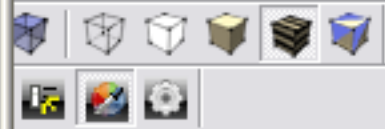
Refresh

Type: Generic [Custom]



Custom menu or Library

Translucent



Measurements

Edit | **Library**

Lampshade_Opal_Light

Lampshade_Twilight | Architectural_Twilight | Gems



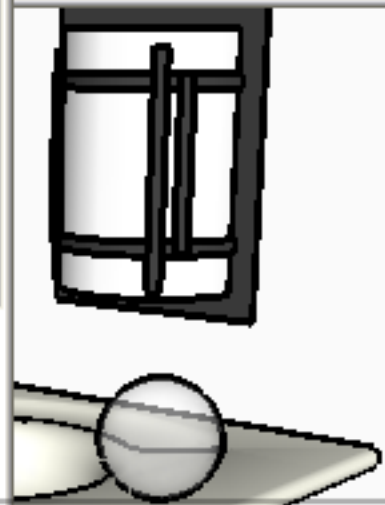
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\...

Refresh

Type: Generic [Custom]



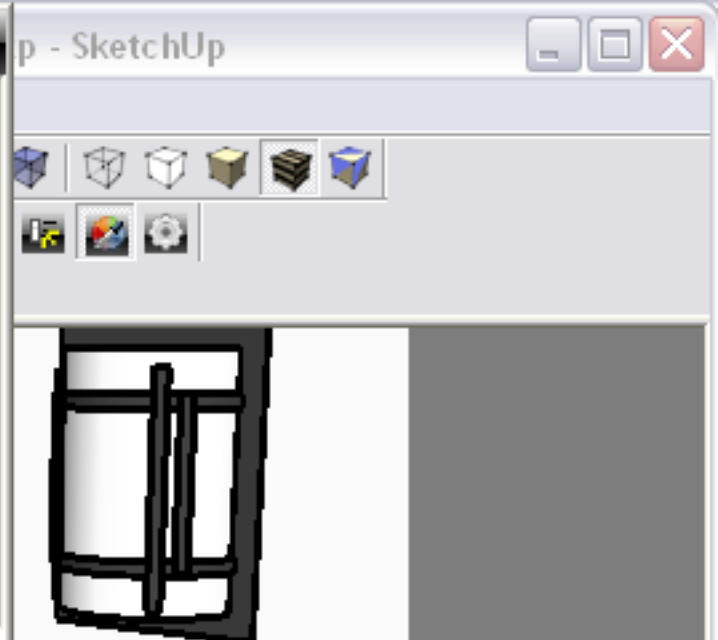
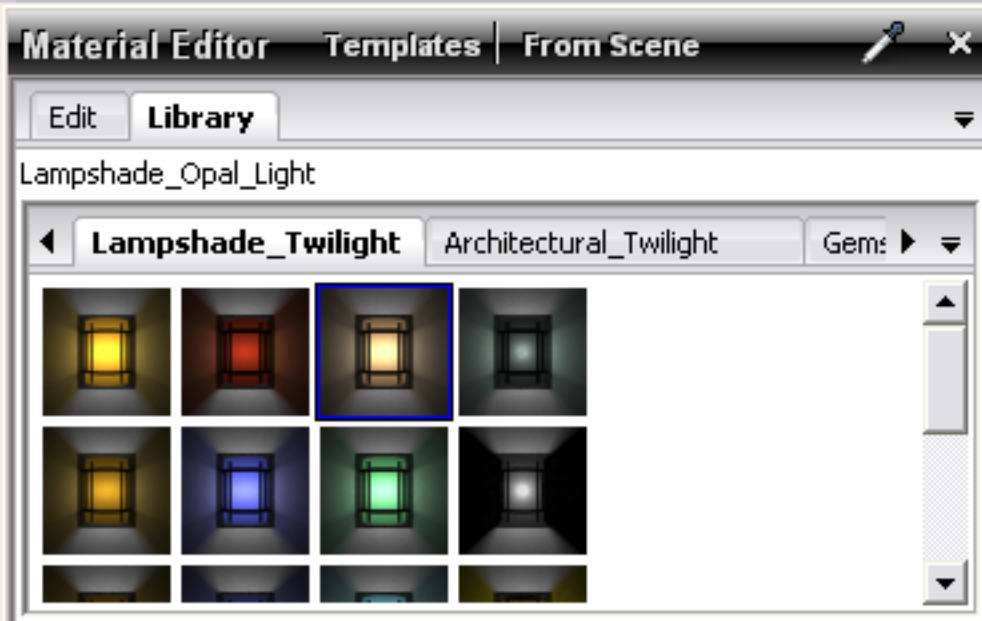
Translucent



We Double-click a library material to apply it to our model.

Keep in mind that library materials can not be customized / edited.

Measurements



Translucent materials need a preview scene designed to demonstrate how they will appear.

- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\...
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube240cm\cube240cm.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube30cmINTERIOR\cube30cmINTERIOR.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube60cmINTERIOR\cube60cmINTERIOR.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube120cmINTERIOR\cube120cmINTERIOR.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\cube240cmINTERIOR\cube240cmINTERIOR.xml
- C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\LightFixtureTranslucent\LightFixtureTranslucent.xml

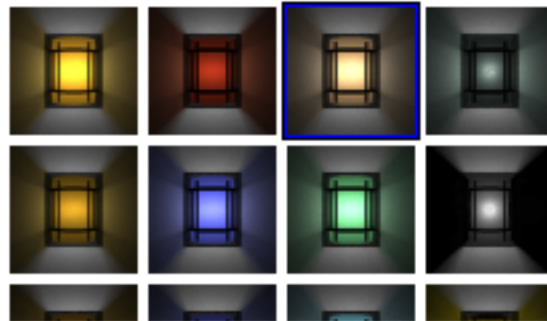


Material Editor Templates | From Scene ✎ ✕

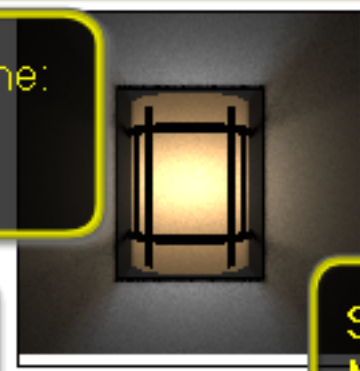
Edit **Library** ▾

Lampshade_Opal_Light

◀ **Lampshade_Twilight** Architectural_Twilight Gems ▶ ▾



Preview scene:
Light Fixture
Translucent



**Twilight
Material
Name**

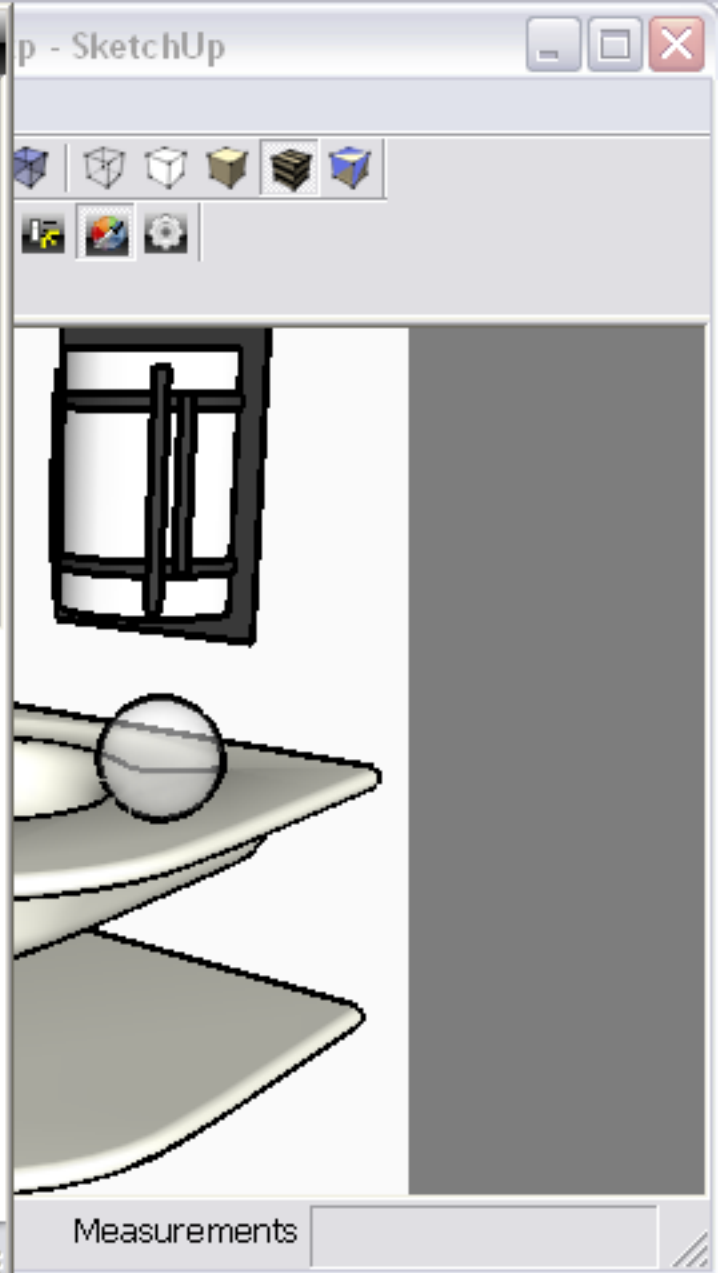
**SketchUp
Material
Name**

Refresh

Type: Gem [Custom] ◀ ▶

Lampshade_OldAmber_Bright Translucent

p - SketchUp



Measurements



Now for the Stainless Steel faucet.

Edit Library

Color white

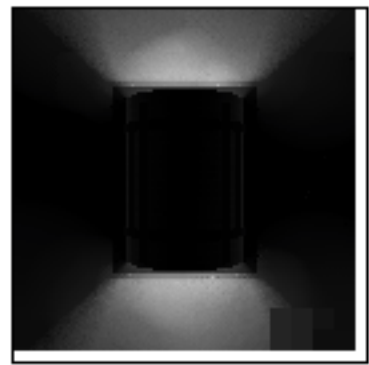
Texture C:\Documents and S...

Reflection black

Color

Bump Size: 1.000

No Texture

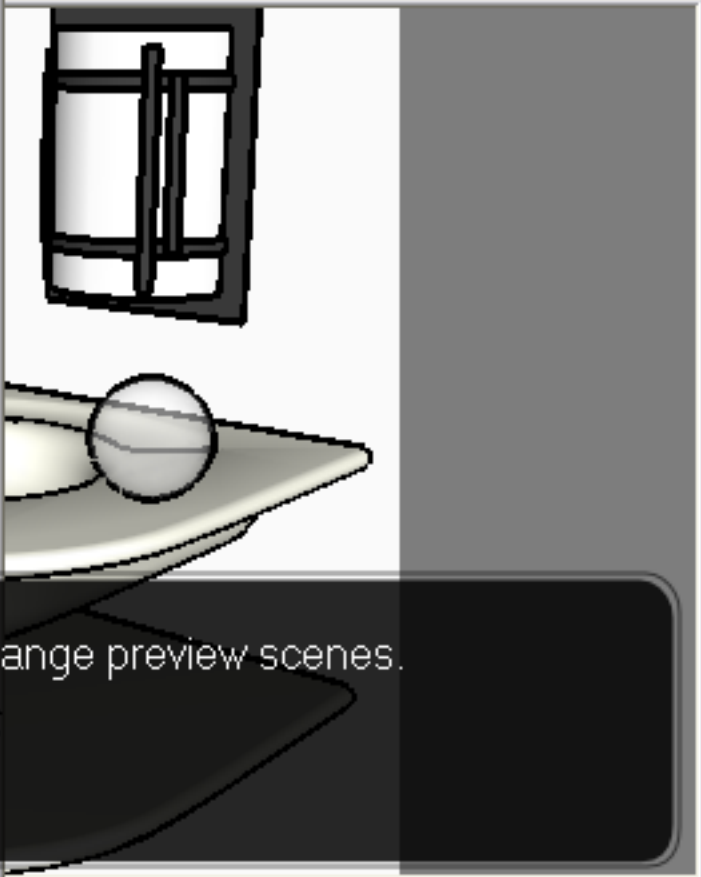


C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview\

Type: Generic [Reset]



[Metal_Corrogated_...



Let's change preview scenes.

Length

Material Editor **Templates** From Scene

Edit Library

Color white

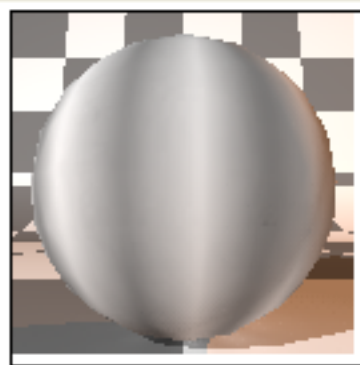
Texture orrogatedShiny.jpg Browse

Reflection black

Color Browse

Bump Size: 1.000 Invert

No Texture Browse



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Generic [Reset]



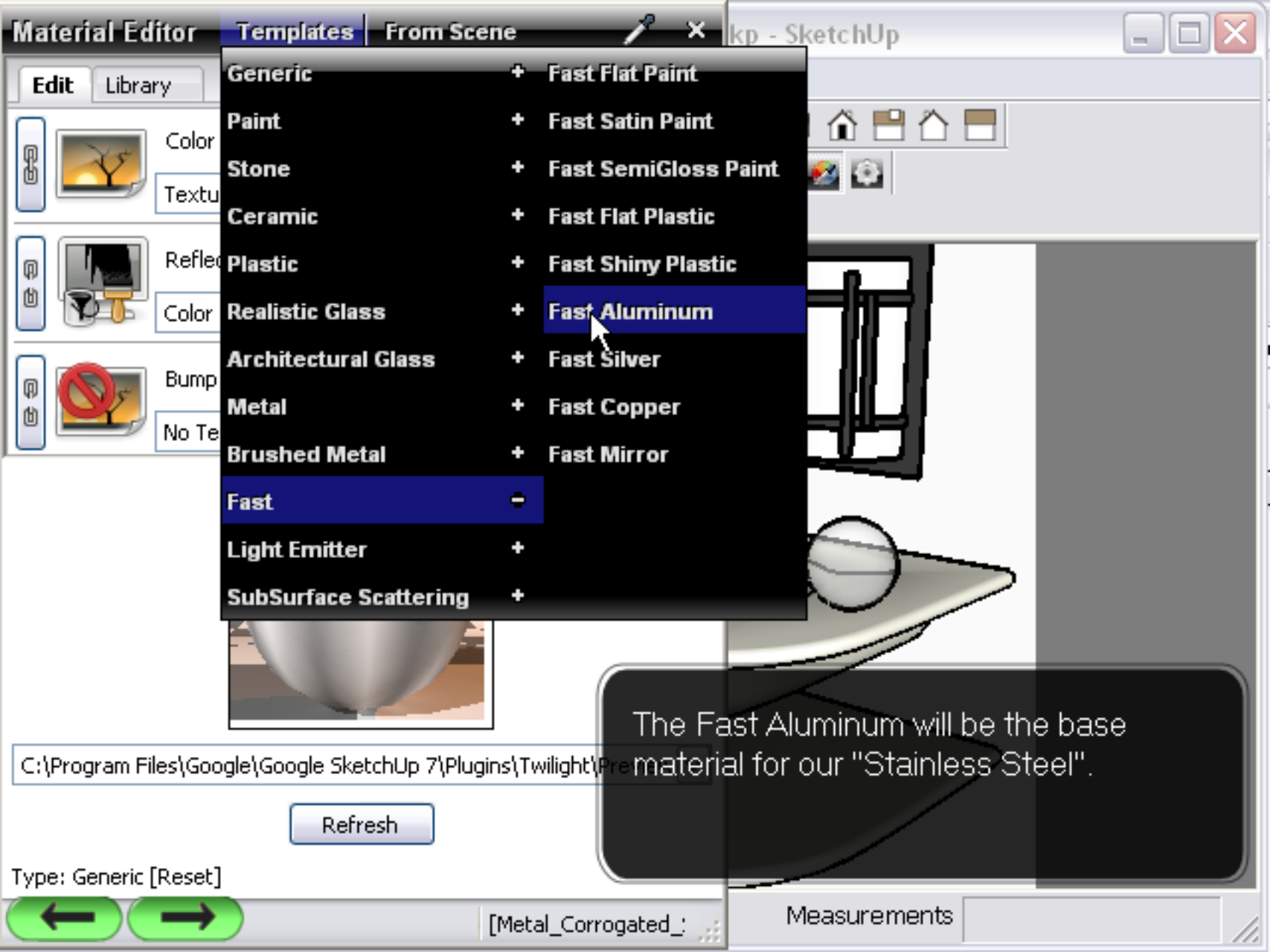
[Metal_Corrogated_

kp - SketchUp

Home icons and tool icons

1) First we apply the template.
2) We want to keep the "look" of the Shiny Corrugated Metal texture in the SketchUp model, but we want to break the link between the color of the material and the texture in SketchUp.
3) Then we will choose the base color.

Measurements



- Generic +
 - Paint +
 - Stone +
 - Ceramic +
 - Plastic +
 - Realistic Glass +
 - Architectural Glass +
 - Metal +
 - Brushed Metal +
 - Fast -**
 - Light Emitter +
 - SubSurface Scattering +
- Fast Flat Paint
 - Fast Satin Paint
 - Fast SemiGloss Paint
 - Fast Flat Plastic
 - Fast Shiny Plastic
 - Fast Aluminum**
 - Fast Silver
 - Fast Copper
 - Fast Mirror

The Fast Aluminum will be the base material for our "Stainless Steel".

C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Pre

Refresh

Type: Generic [Reset]



[Metal_Corrogated_

Measurements



Edit

Library



Color

white



Texture

orrogatedShiny.jpg

Browse



Reflection

rgb(204, 204, 255)



Color

Browse



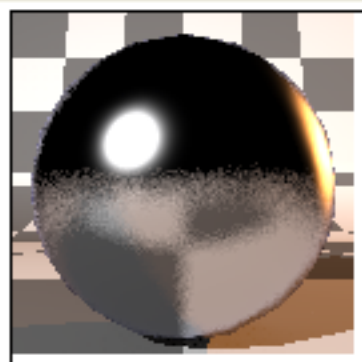
Bump

Size: 1.000

 Invert

No Texture

Browse



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Pre

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_

Measurements



Now we break the link of "Texture" to the Twilight diffuse color.

This must be clicked first, before changing the color, otherwise the image in the SketchUp view will be replaced by the color and change to match as well.

Edit Library

Color white

Texture **CLICK** originalShiny.jpg Browse

Color Texture rgb(204, 204, 255)

Color Browse

Bump Size: 1.000 Invert

No Texture Browse



C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Pre

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_

kp - SketchUp

Home icons and tool icons

Measurements

Here is where we change the color of the pre material from "Texture" to be a custom "Color".

Edit Library

Color white

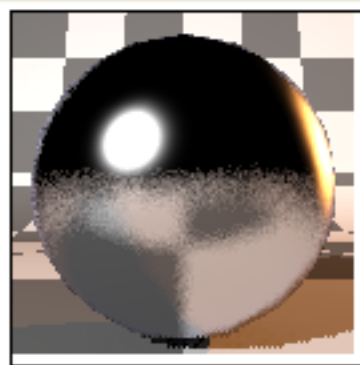
Texture orrogatedShiny.jpg Browse

Color Texture **CLICK** (root, 204, 204, 255)

Color Browse

Bump Size: 1.000 Invert

No Texture Browse



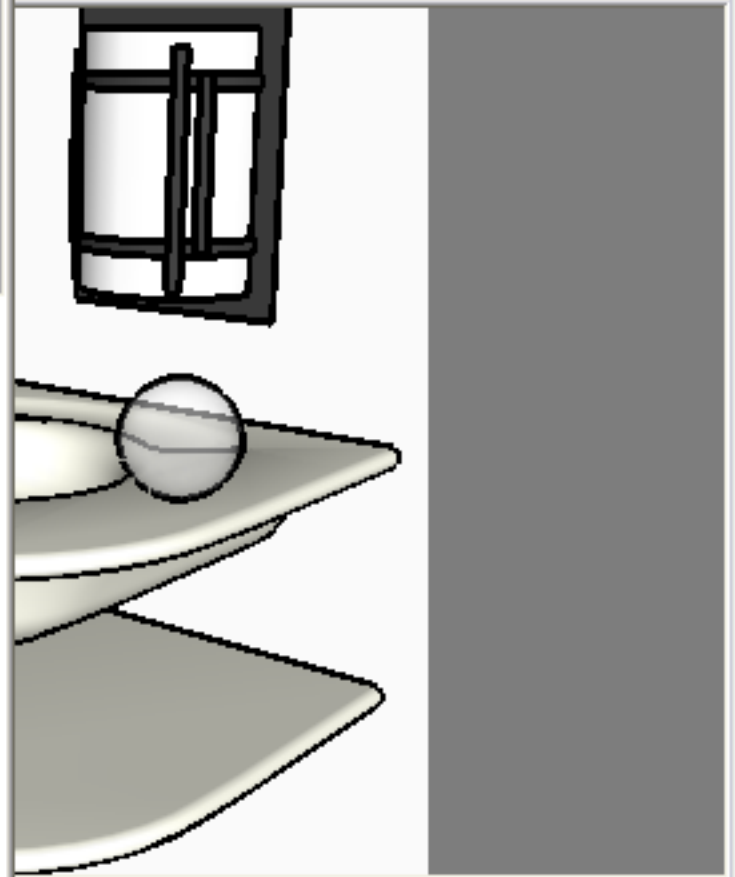
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_...



Measurements

Edit | Library

Color: **CLICK**

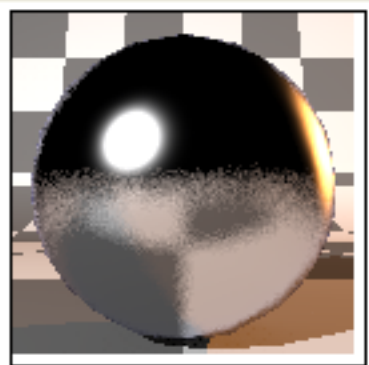
Color:

Reflection:

Color:

Bump: Invert

No Texture:



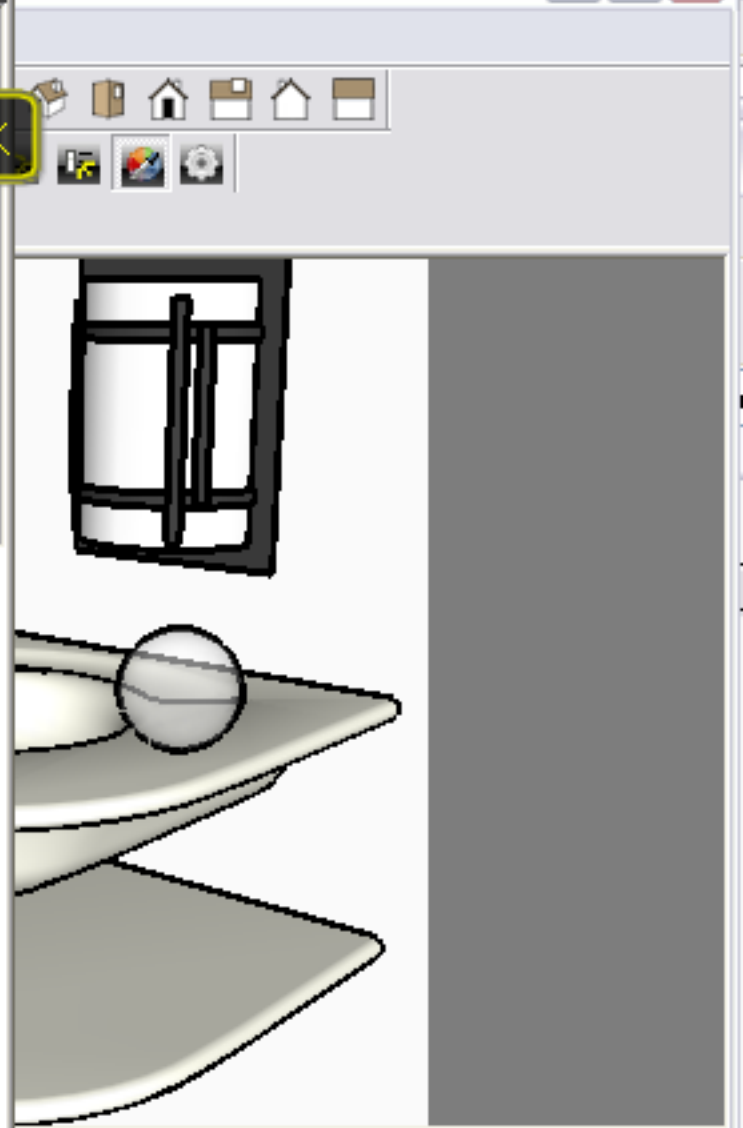
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_...



Measurements

Edit Library

Color rgb(212, 212, 212)

Color

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel

CLICK

Color/Solid

Hue:	<input type="text" value="237"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="170"/>
Lum:	<input type="text" value="200"/>	Blue:	<input type="text" value="176"/>

Add to Custom Colors

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_

Measurements

Edit Library

Color rgb(212, 212, 212)

Color

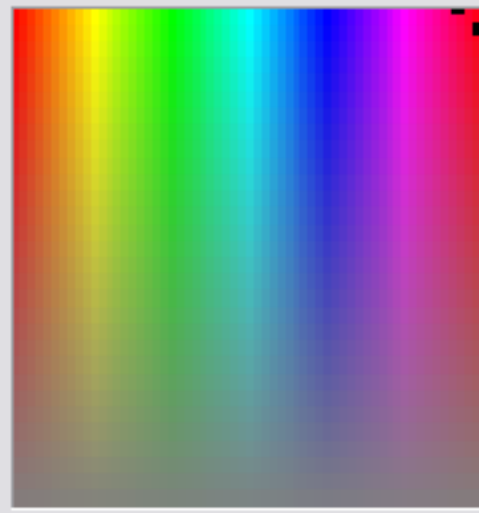
Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel

Add to Custom Colors



Color/Solid

Hue:	<input type="text" value="237"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="170"/>
Lum:	<input type="text" value="200"/>	Blue:	<input type="text" value="176"/>

CLICK-DRAG

Refresh

Type: Fast [Fast Aluminum]



[Metal_Corrogated_

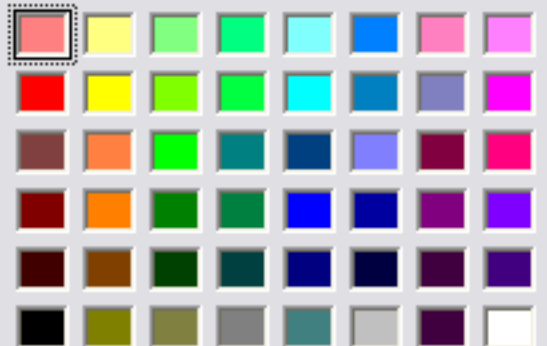
Measurements

Edit Library


Color rgb(212, 212, 212)

Color

Basic colors:

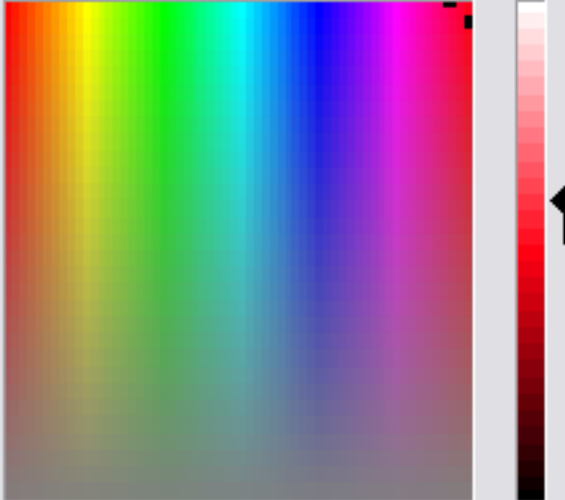


Custom colors:



Define Custom Colors >>

OK Cancel



Hue: 237 Red: 255
Sat: 240 Green: 53
Lum: 145 Blue: 68

Color/Solid

Add to palette



RELEASE
MOUSE
BUTTON

We can assign a custom "Color" to make a new kind of metal.

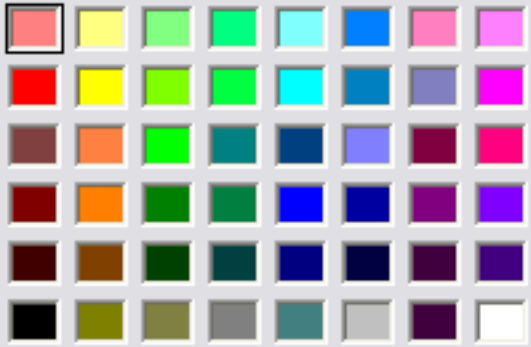
Edit Library 

  Color 


Color


Basic colors:




Custom colors:



 CLICK




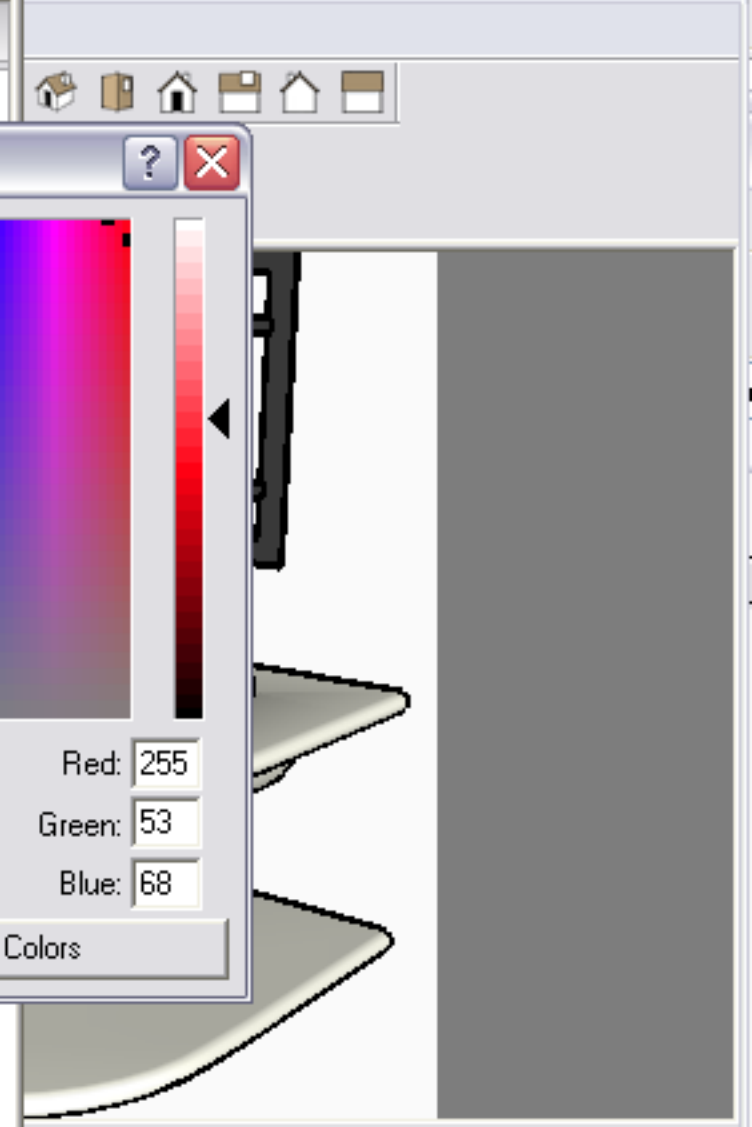
 Hue: Red:
Sat: Green:
Lum: Blue:

Color(Solid)

Type: Fast [Fast Aluminum]



[Metal_Corrogated_ 



Measurements

Edit | Library

Color | rgb(255, 53, 68)



CLICK

Color | orrogatedShiny.jpg

Select the color to use for the Color channel

Reflection | rgb(204, 204, 255)

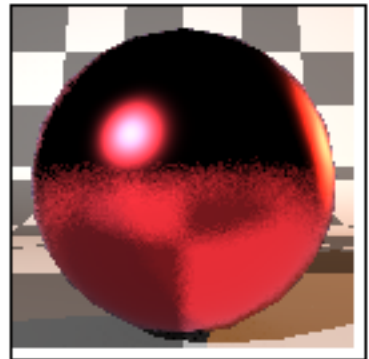


Color | Browse

Bump | Size: 1.000

Invert

No Texture | Browse



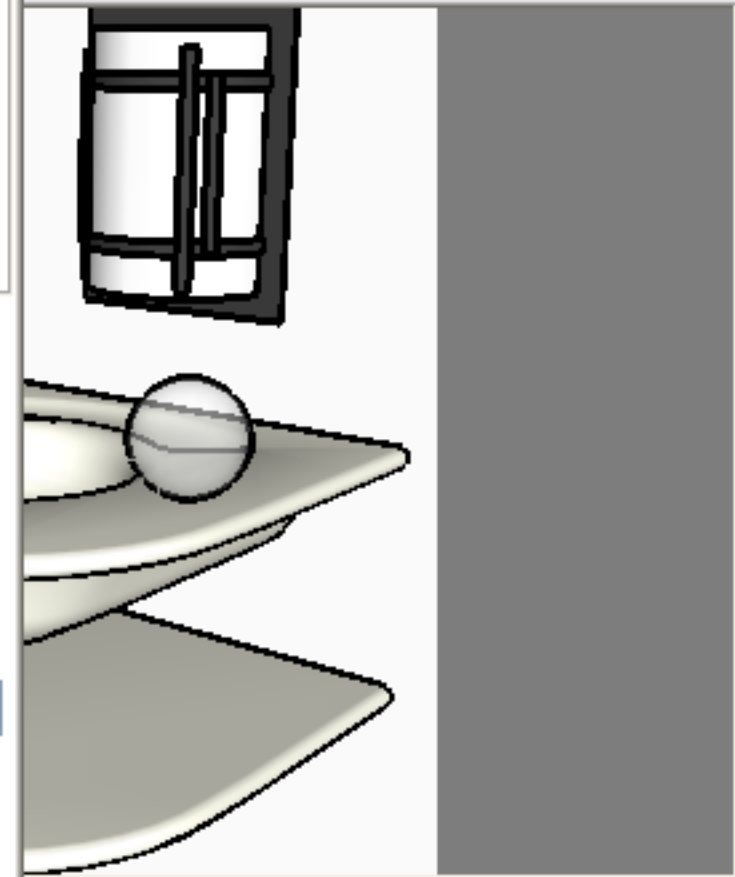
C:\Program Files\Google\Google SketchUp 7\Plugins\Twilight\Preview

Refresh

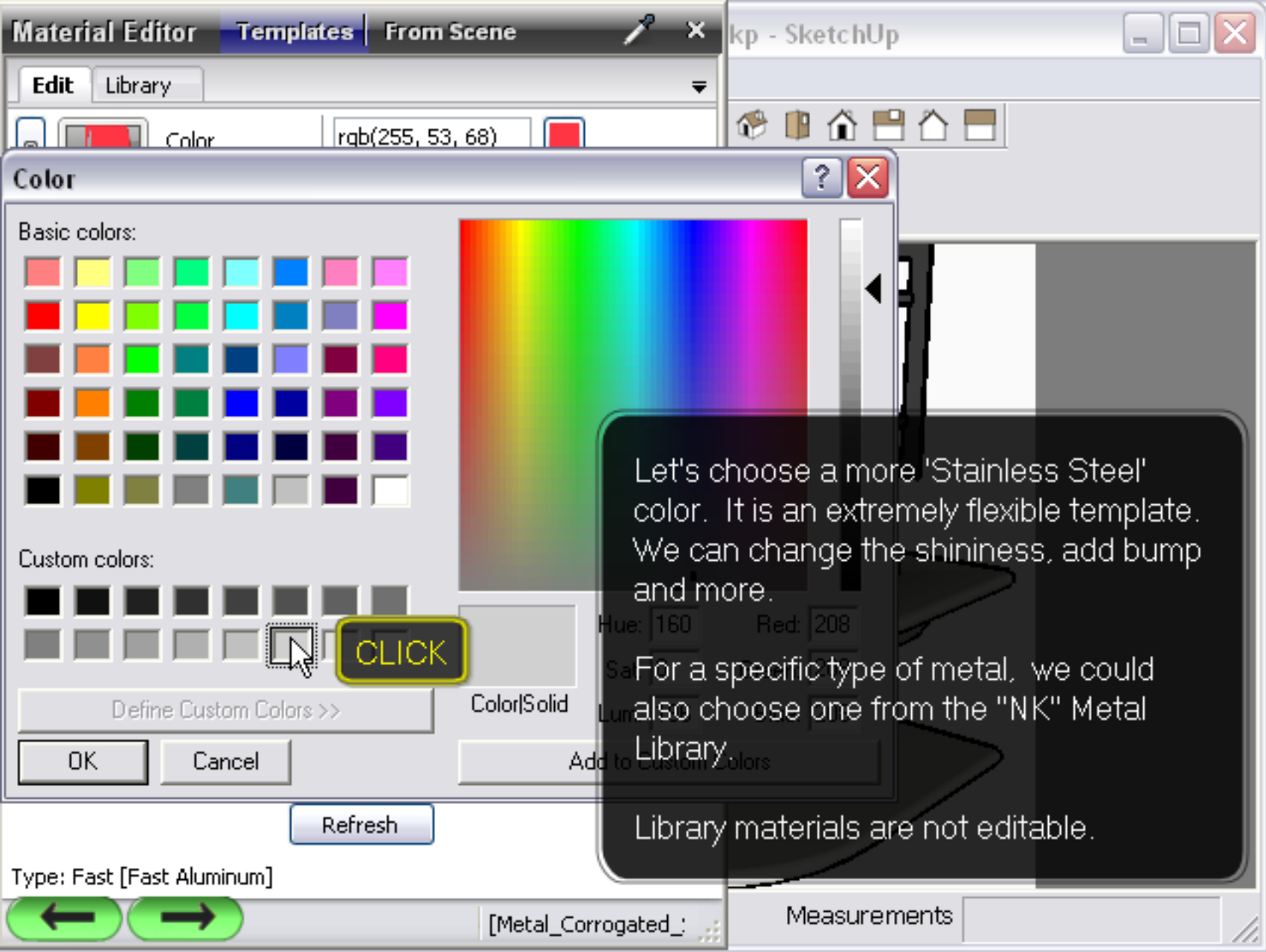
Type: Fast [Fast Aluminum]






[Metal_Corrogated_



Measurements

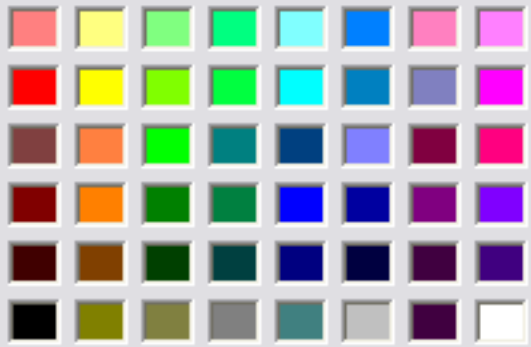


Edit Library 


 Color rgb(255, 53, 68) 

Color

Basic colors:



Custom colors:



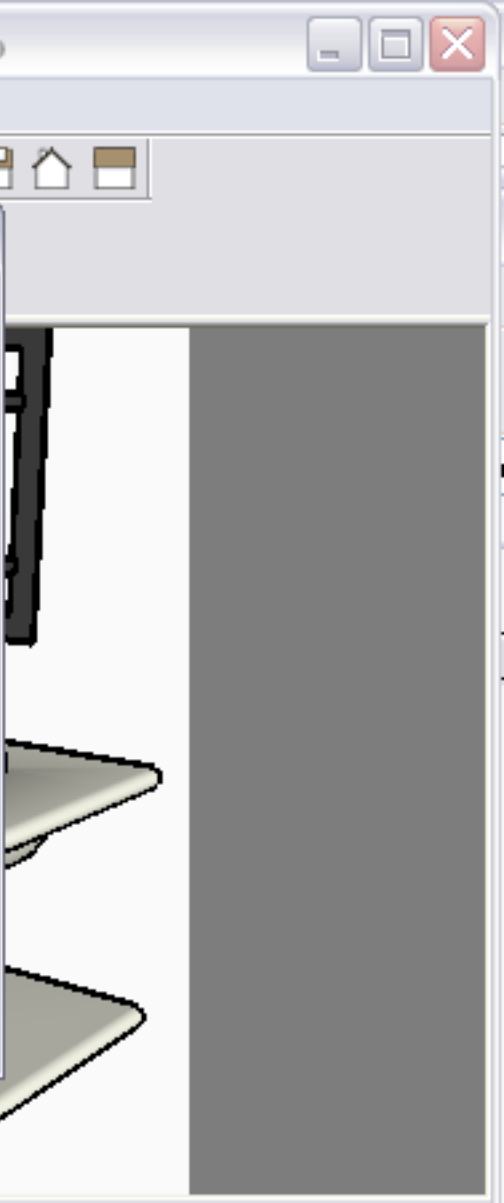
Define Custom Colors >>

Color/Solid



Hue: 160 Red: 208
Sat: 0 Green: 208
Lum: 196 Blue: 208


Add to Custom Colors

OK **Cancel** **CLICK**



Type: Fast [Fast Aluminum]

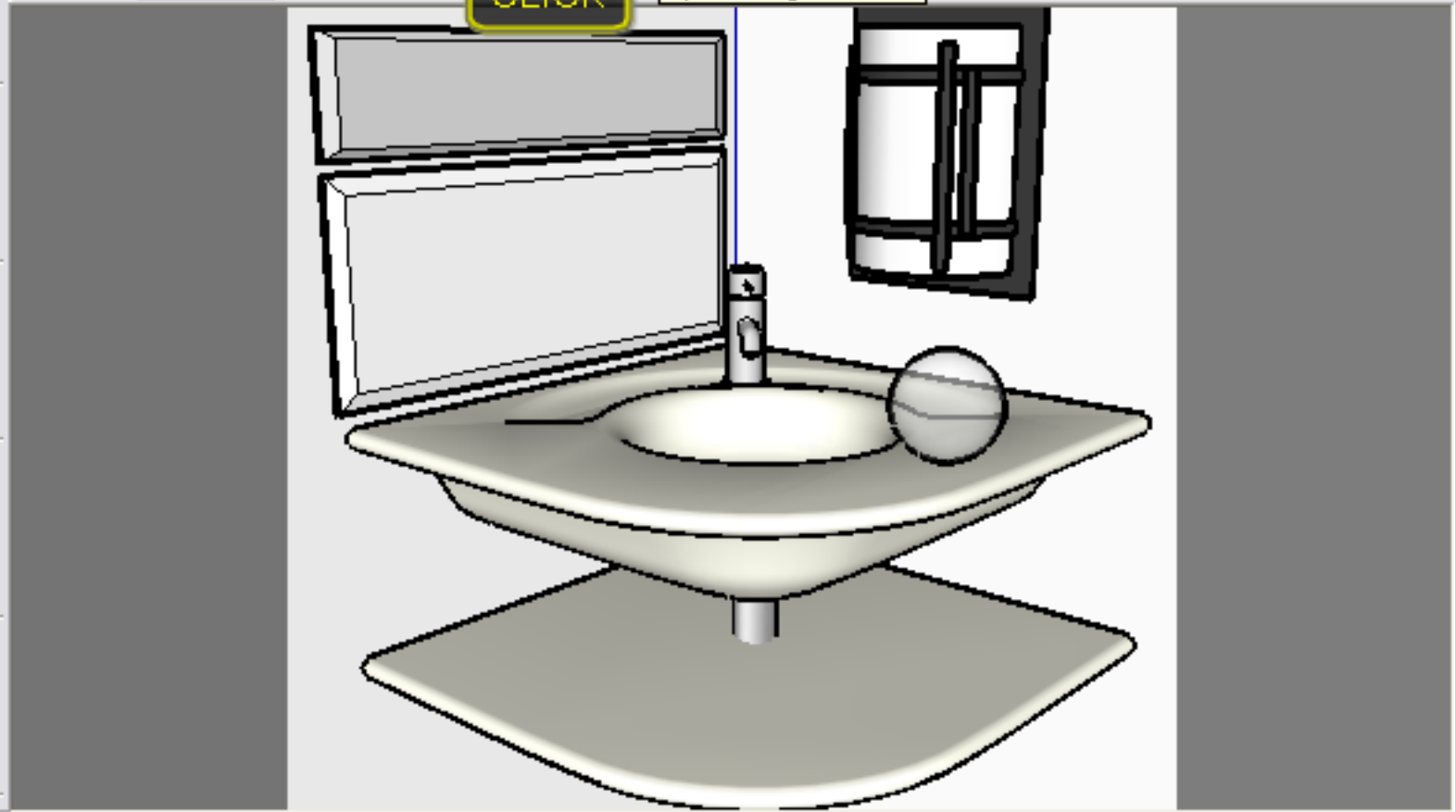
 

[Metal_Corrogated_ 

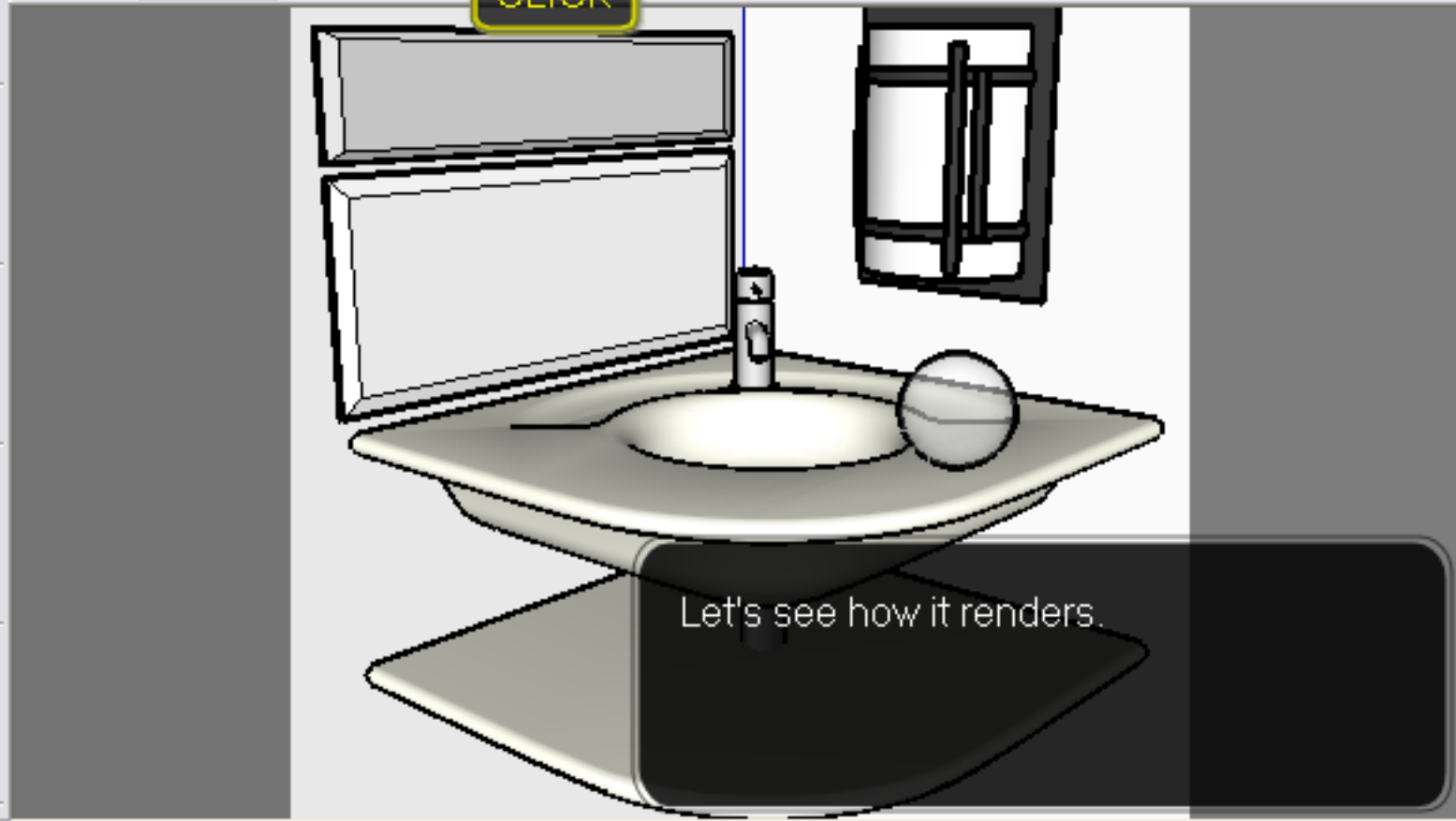
Measurements

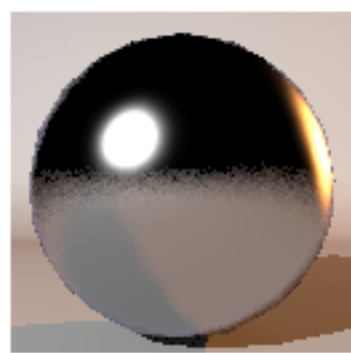
CLICK

Open Twilight Render



CLICK





Displays last rendered preview.

Medium+ will be ok for blurry metals.
High+ will be best.

Image: 128x128



Settings

Render Camera Advanced Ar ▾

Select the method and dimensions for your render.

Enter the width and height of your rendered image.

Width: 500

Height: 500

Fit to view proportions

Actual Size: 500x500

Preset: 05. Medium+

- 02. Low
- 03. Low+
- 04. Medium
- 05. Medium+ **CLICK**
- 06. High



Materials With Twilight
Intermediate Part I
Complete

Image: 500x500



Complete! [Elapsed: 00h 34m 02s]