

Forum:[Hack Forums](#)

Thread: [\[The Empire\] Making your own professional materials in Cinema 4D](#)

Ienaos - October 5, 2013, 3:45 pm

Making your own materials in Cinema 4D

Go down to the dock at the bottom and go Create > New material

Spoiler [\(Click to View\)](#)

Now double click on the material to open the editor

Spoiler [\(Click to View\)](#)

Load the image that you want on yours, I'll pick a grunge

Now right click on your material (top left corner) and choose

Spoiler [\(Click to View\)](#)

Now go back to color, and choose "layer"

Spoiler [\(Click to View\)](#)

Now click on the bar that has layer on it

Then go to effect > hue sat lightness
(you can choose other ones too)

Play around with this until it fits your standards

Now go down to "Bump" and select another image

Spoiler [\(Click to View\)](#)

Lower the strength to 10

Now go to displacement and select an image
and you should get something like this

Spoiler [\(Click to View\)](#)

Lower the opacity to 30-40

Now go to environment and select another image

Lower the brightness to about 10 and set the mix strength to 20

You can also do the same thing with Diffusion and Lumincance if you want

Final Outcome:

Spoiler ([Click to View](#))

Now you can start making materials like a pro! ?

Raitz - *October 5, 2013, 5:39 pm*

Nice tutorial. Getting your materials to look right is always important.