

# Textures

## **CX 7/7.5 - Anisotropic metal - How do I set up an anisotropic metal texture?**

### **Setting Up a Basic Anisotropic Metal**

Remember that in general, metals reflect 100% of their light through the Reflectivity channel because they're uniformly reflective. Here are some quick tips for setting up a basic anisotropic metal texture:

- Set the Diffuse Color channel to black. This essentially turns off the Diffuse and Ambient channels, and eliminates any work in the Diffuse and Ambient channels.
- Set the Specular Color to about 80% gray (a light gray).
- Set Reflectivity to 100% with no interpolator.
- Turn on Blurred Reflections and Anisotropic Reflections in the Reflectivity channel.
- Set the Anisotropy channel to about 97% - not quite 100%.
- Load an anisotropy map in the Anisotropy channel. You can use the Generate Maps pop-up in the Image Map dialog to select a pre-made map. You can also generate your own anisotropic map, or use UV direction to guide anisotropy.

If you use an anisotropic map make sure it's applied (mapped) correctly. If you don't use an image map, anisotropy uses the U direction of the UV map to determine strand/grain direction, making reflections bend up along the V direction.

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