

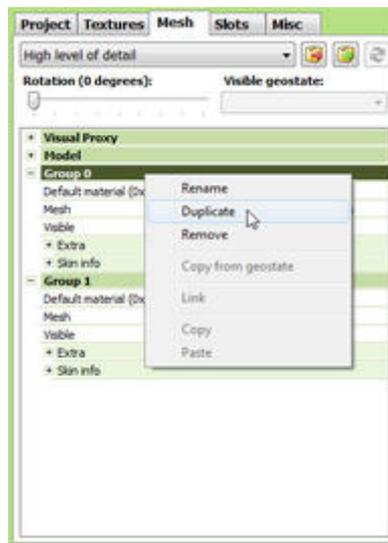
# Adding Glass to Objects

## Introduction

Sometimes you wish to add glass or another fancy material to your object which isn't present yet. The following steps will show you how this is done.

## Duplicating Group

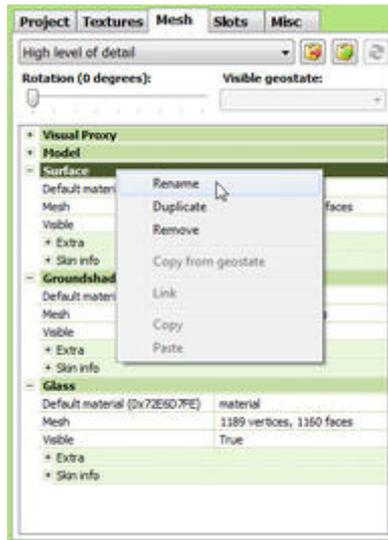
Rightclick on the group you wish to clone and choose **Duplicate**.



**You have to duplicate the group before you export the EA mesh and replace it with your own.**

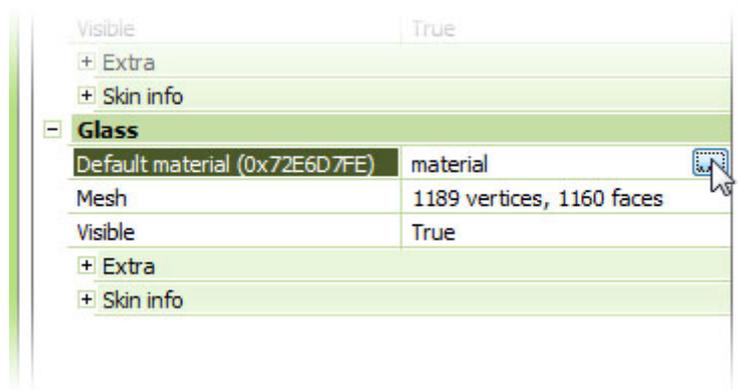
## Renaming Groups

Optional step. Rightclicking on a group allows you to rename the groups with your own names. This is especially helpful if you have a lot of groups to work with.

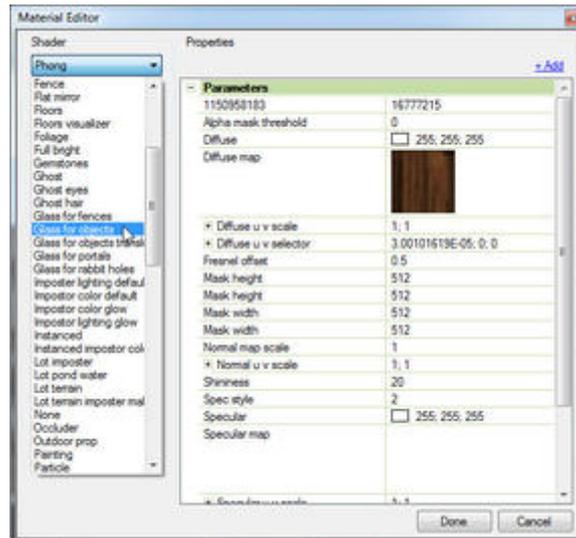


## Change Shader

Open the Material Editor by clicking the button next to **material**.



From the Shader drop down list select the material you want. In this example **Glass for objects** is chosen.



Next Workshop will ask you if you want to populate the material with the default properties. Important that you click **No**.



## Comparing to existing Materials

The best way to achieve what you want your material to look like is to look at existing EA materials by cloning an item which already has that specific appearance. The following shows a *Glass for objects* from EA (sculptureFloorChinaCabinetFederal2x1).

Parameters	
Diffuse	<input type="color" value="#447373"/> 44; 74; 73; 73
⊕ Diffuse u v scale	1; 1
Edge darkening	0
Fresnel offset	1
Shininess	20
Specular	<input type="color" value="#255255"/> 255; 255; 255
⊕ Specular u v scale	1; 1
Transparency	1
⊕ U v scales	2.20972943E-05; 0; 0

The transparency and color of the glass is controlled over **Diffuse**.

In the next chapter you'll learn how to achieve this by removing (or adding) properties.

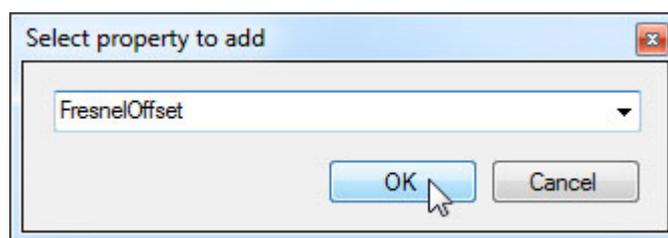
## Edit Material Properties

The editing in this chapter can also be done on existing materials and doesn't require to duplicate a group of course.

You can delete properties by rightclicking and choosing **Remove**.

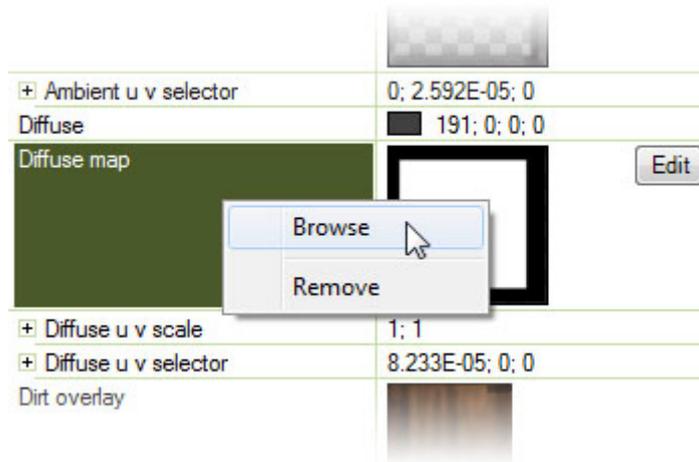


If you know the shader accepts other properties which aren't present you can add them over the + **Add** link in the top right corner of the Material Editor and the following dialog will show up where you can select what you want.



**Be aware that not every property works in every shader! For example you cannot add a normal map to an object which has not already one.**

Sometimes you require to relink an existing complete, choose **Browse** when rightclicking on **Diffuse map** or **Specular map** and select the correct complete in Project Contents.



If you're satisfied with the properties and their values click on **Done** in the Material Editor.