

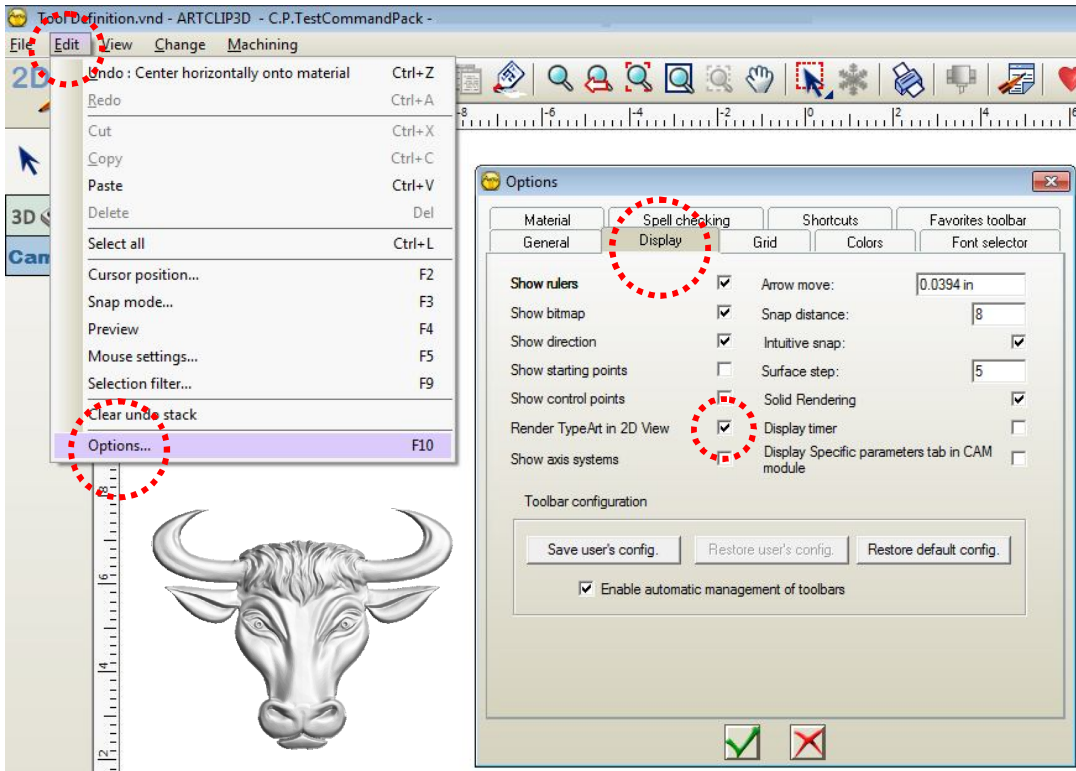


Unleash your Router's 3D Capabilities

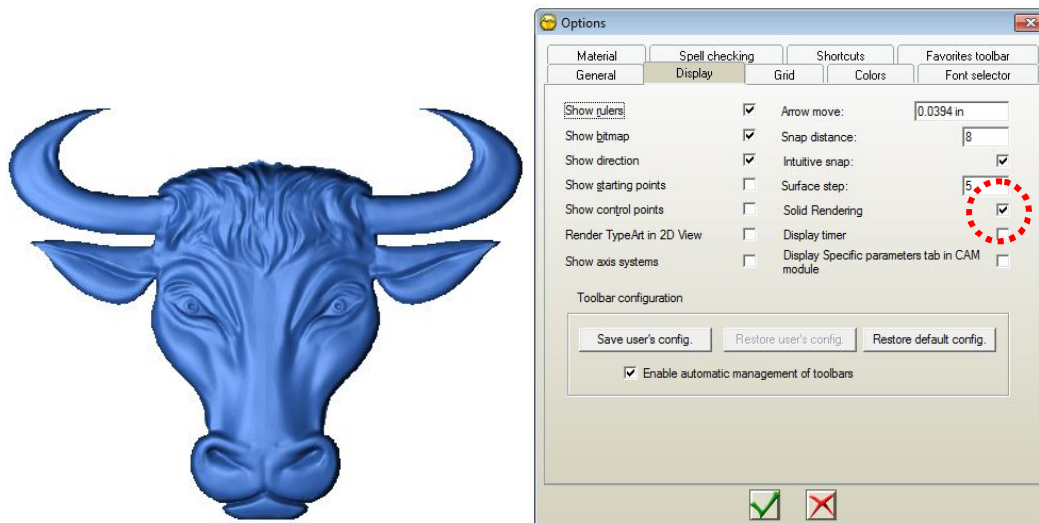
## How to change the shading materials in ArtClip3D?

You might be wondering how those various colors and shading effects on the 3D models are made. This tutorial deals with the definition of the colors you can display in ArtClip3D.

- One of the main tools to use to perform a color change is located in the **F10 options** under the **Display** tab. There you can find the **Render TypeArt in 2D view** which gives this grayscale shady aspect on the 3D objects imported.

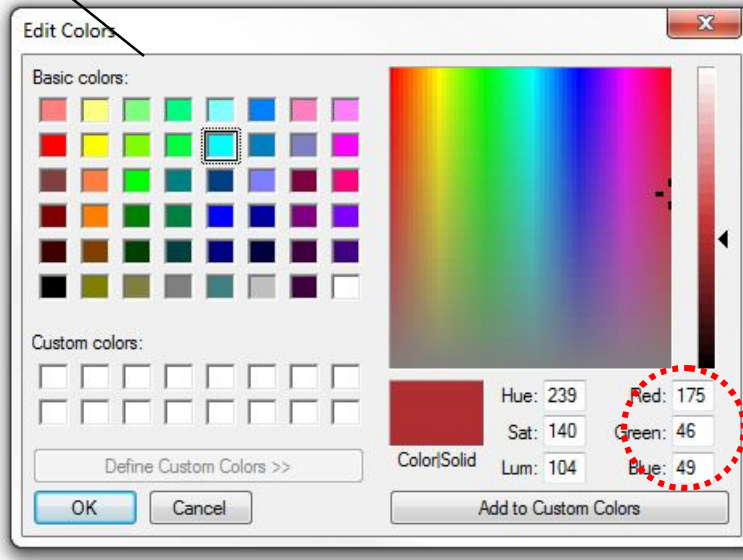


The **Render TypeArt in 2D View** option gives the shade in the top view (CTRL+1) and the mesh aspect in the other views as shown on the left here.



By un-checking the **Render TypeArt in 2D View** option and checking the **Solid Rendering** another shade comes up, which this one stays available in all the view directions.

The blue color that the **Solid Rendering** gives can be changed for any combination of **Red Green Blue**. For instance using **MSPAIN** or any picture editor, you can read for a given color the **RGB** levels.



Then under **C:\ArtClip3D\_VXX\CONFIG** folder you can open the **typedit.ini** file. Scroll down until you find this section.

```
[RENDERSOLID]
PALIER1=10000
PALIER2=9000000
PREC2DRAWSURF=0.000001
;Color is "blue"
MAT_COLOR_R=175
MAT_COLOR_G=46
MAT_COLOR_B=49
MAT_COLOR_A=255
MAT_CoeffAmbient= 0.000000
MAT_CoeffDifuse= 1.000000
MAT_CoeffSpecular= 0.300000
MAT_CoeffMetalShiness= 0.200000
MAT_USESHINESS=1
ENABLEDGL=1
AFFBREP=0
```



By changing the parameters **RGB** - as shown above - then the 3D model changes color accordingly. Do not forget to change the section 'Color is "blue"' by red or any color you decide to work with.

**J.Note:** The Render Solid option is video RAM consuming. If your video card tends to give you weird displays on your screen, privilege the **Render TypeArt in 2D View** rather than the **Render Solid**.