

# AS120466 Slate Material Editor: Don't Be Afraid!

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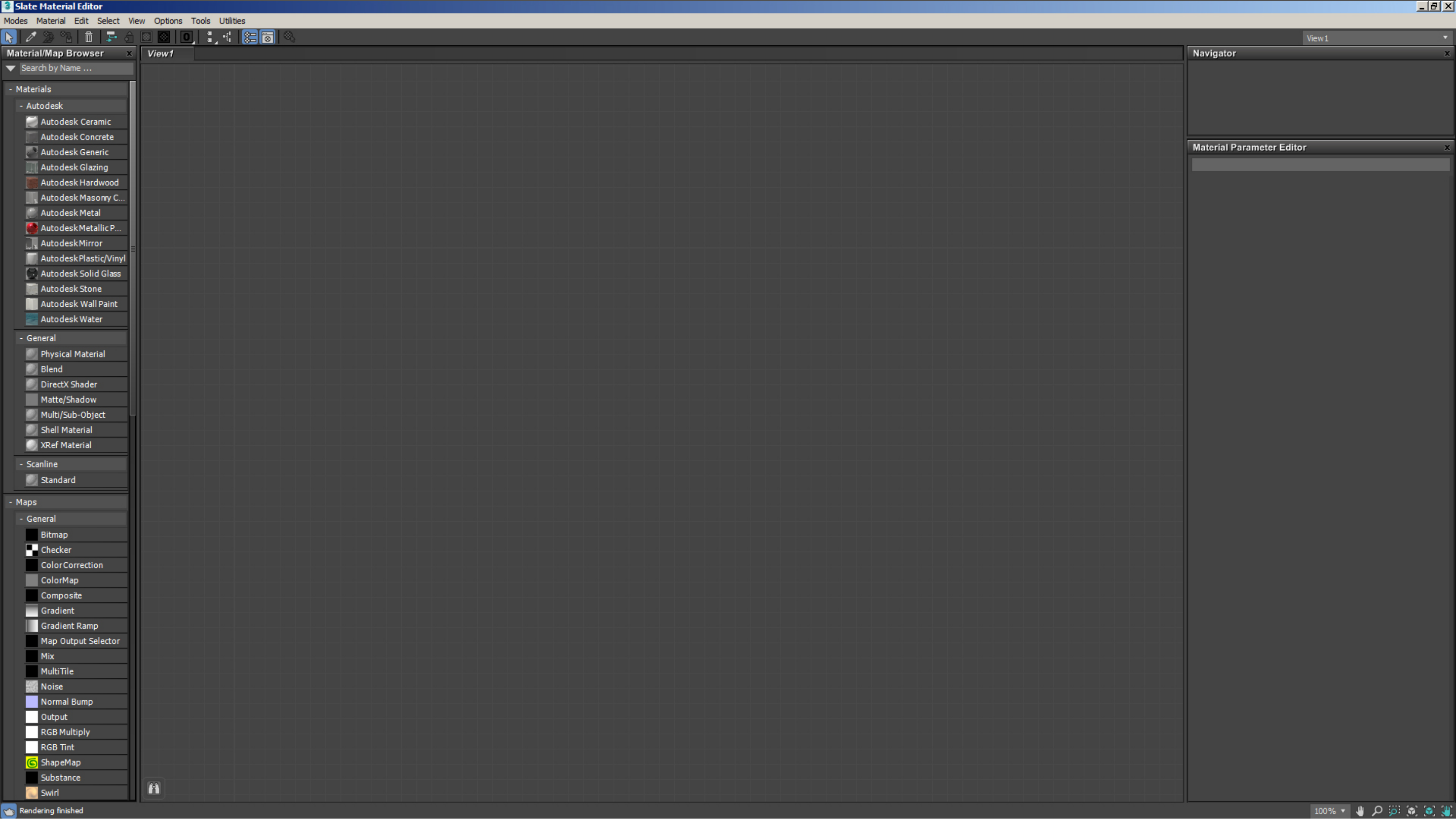
...intimidating...

Afraid?

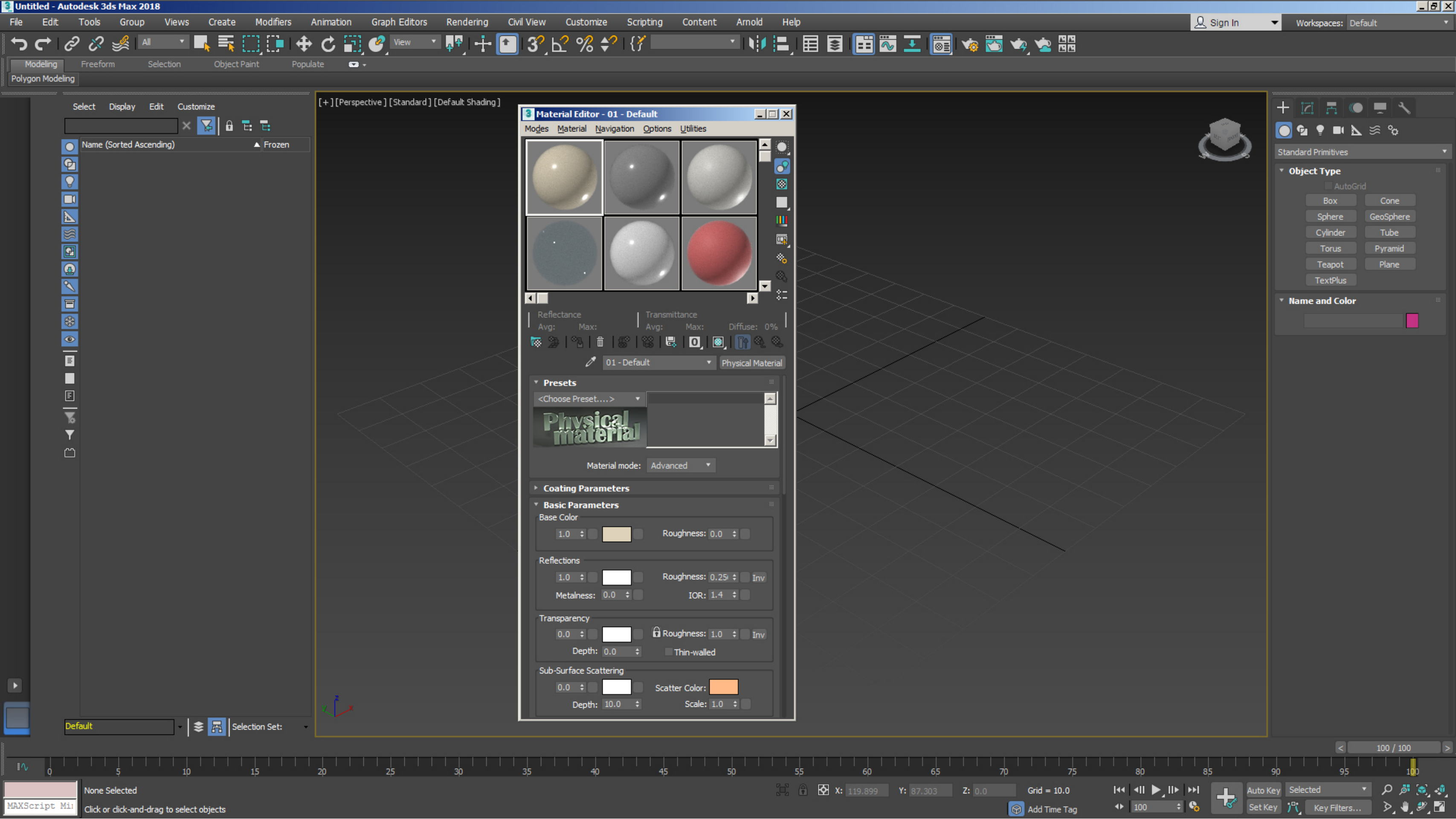
...scary...

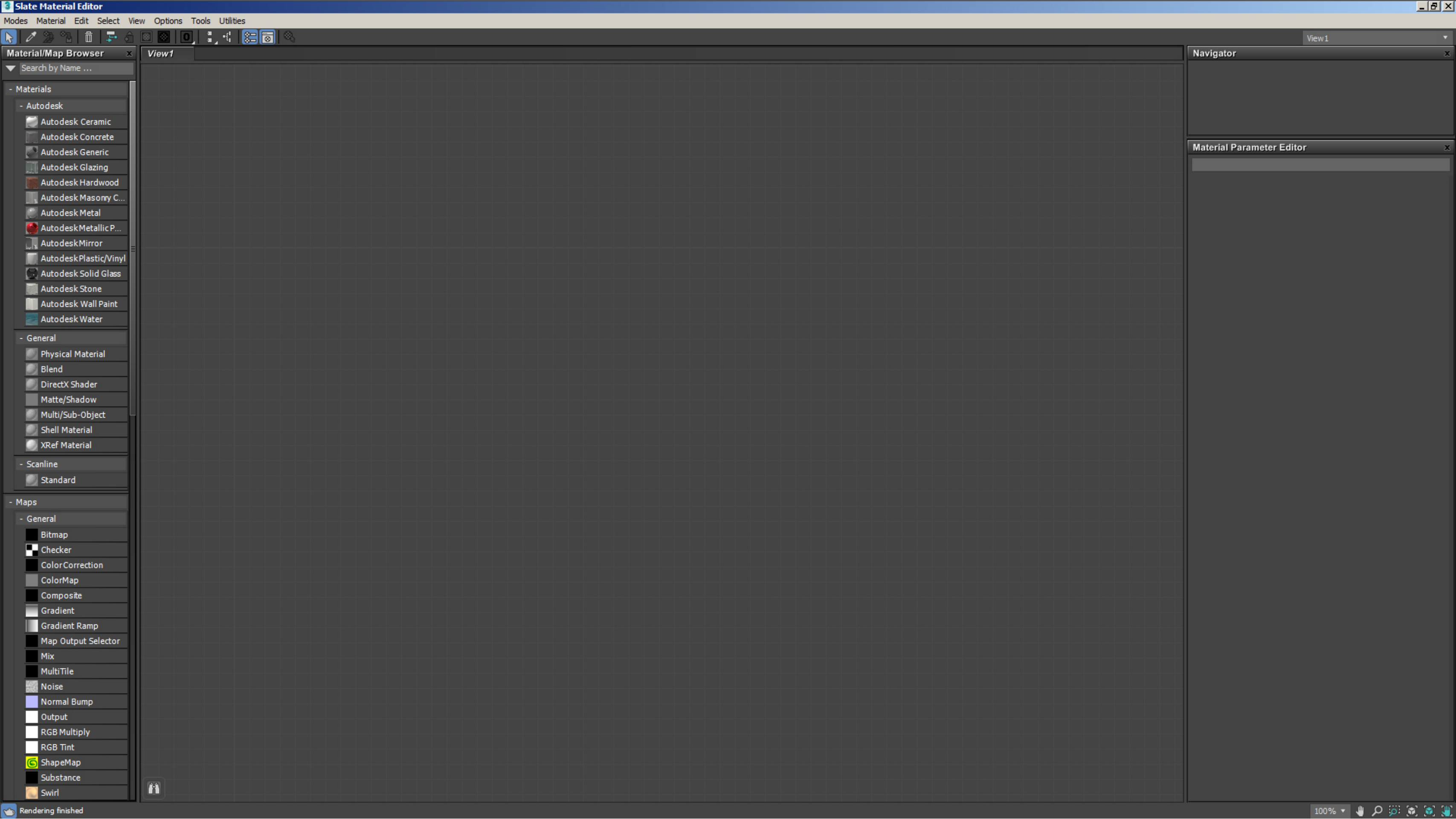
...empty...





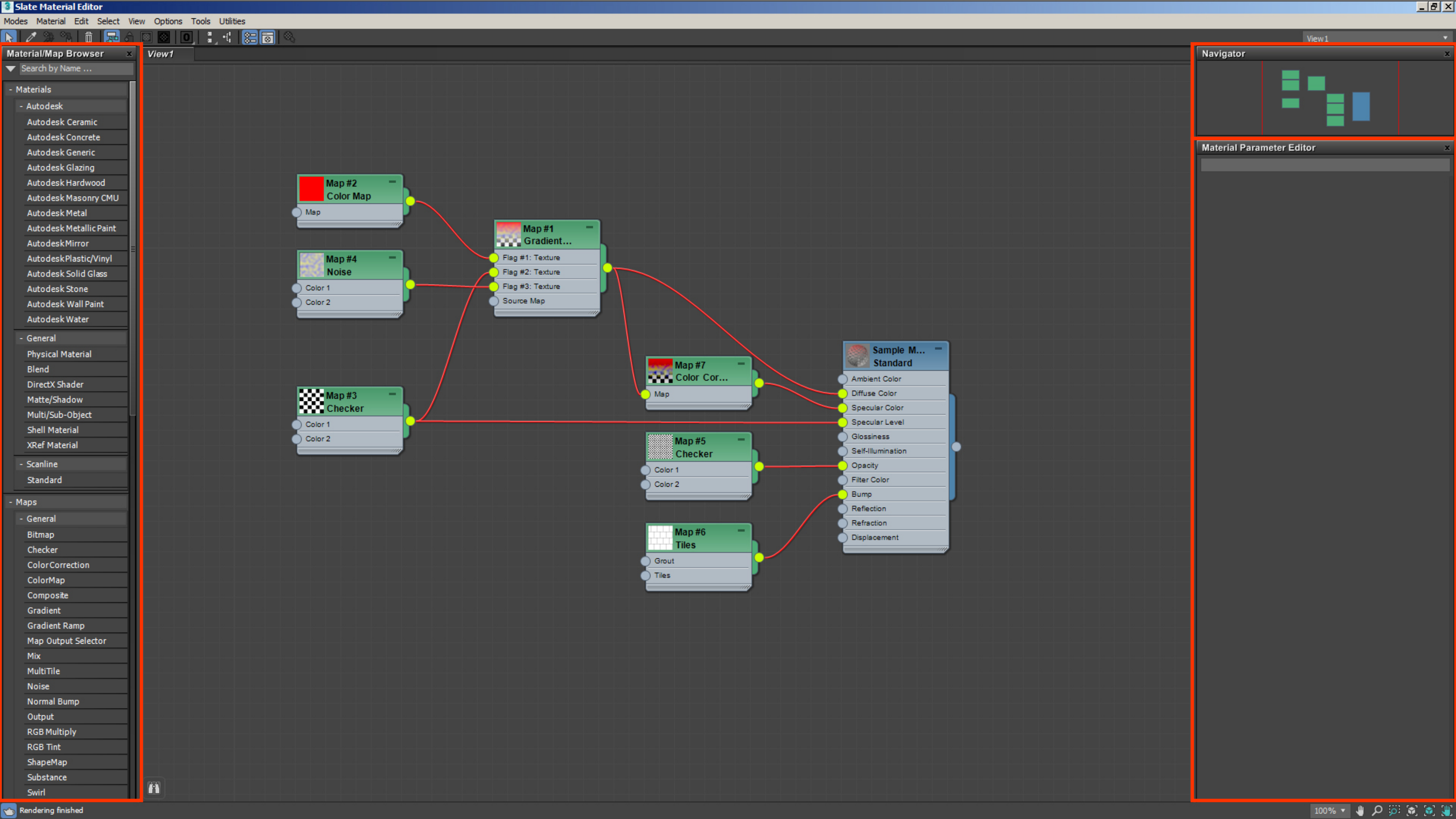






# So what's wrong with the Compact Editor?

- Only one map or material node is viewable and editable at a time
- Complex materials can get very confusing, very quickly
- There's no indication where else a node is instanced to
- Only 24 materials can be loaded in the editor at one time
- I could go on... but lets look at Slate in use







Creating materials



# So how do I create a material???

- Drag and drop from the Material/Map Browser
- Double click from the Material/Map Browser
- Right click in the View and choose from a flyout menu
- For adding nodes:
  - Click and drag out of a socket to get a selection tree
  - Click and hold to see a menu of available sockets, click one for tree
  - Click an open slot in the Material Parameter Editor
  - Drop a node into an open slot in the Material Parameter Editor

Let's go live...

# Useful tips for working in Slate

- Shift drag to clone a node
- Control+Shift drag to clone the node with its children
- Alt+Control drag will move a node with its children
- Click and drag in the View to select multiple nodes within the marquee
- Control click to add a node to the selection
- Alt click to remove a node from the selection

# Keeping things organized

- Click the minus in the upper right of a node to collapse it
- 'Hide unused node slots' button on the menu bar
- 'Lay out children'
- Add another View

Huh? Show me...

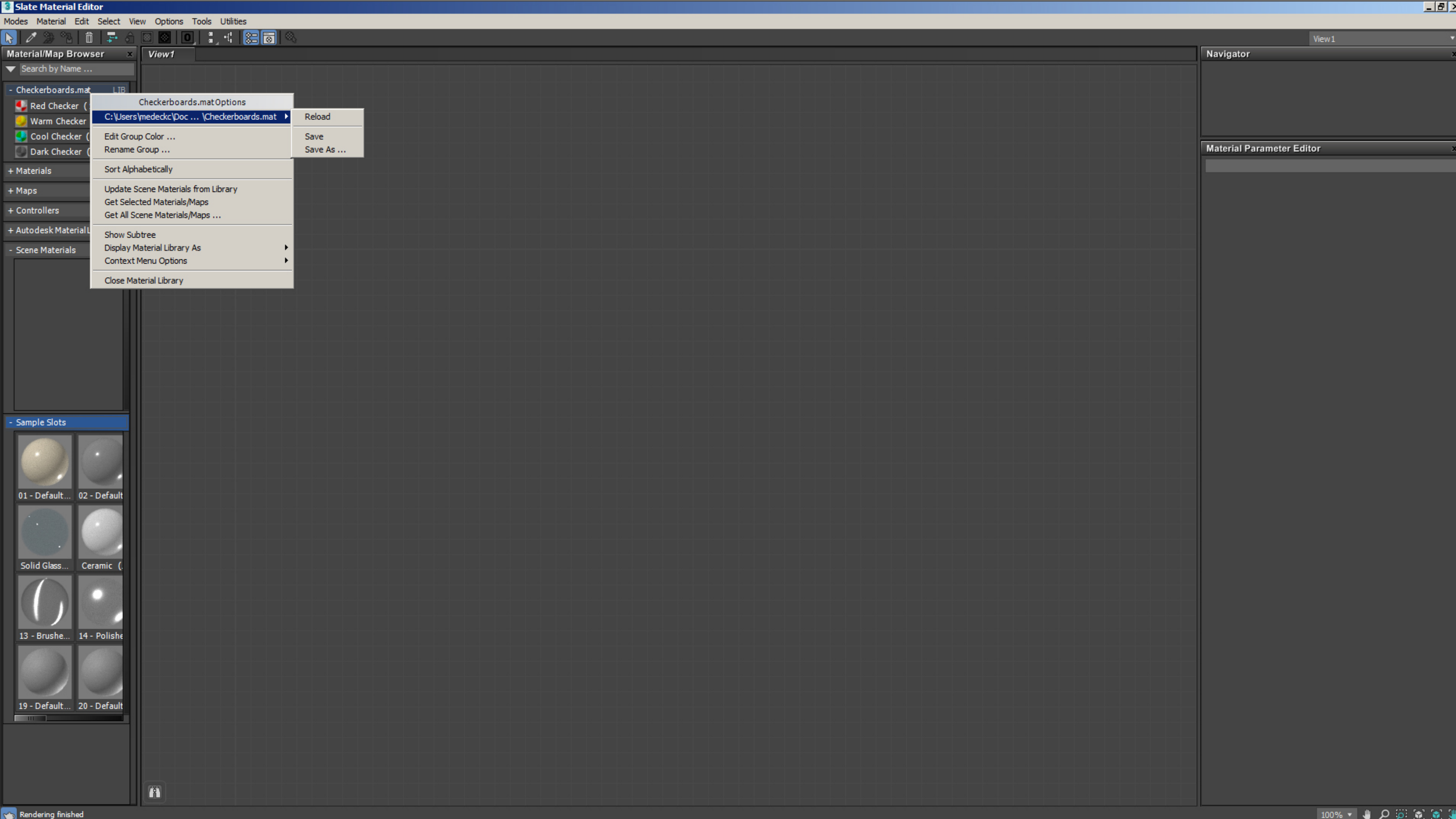




Editing existing materials

# Editing existing materials

- Eyedropper tool
- Material menu
  - Pick from Object (Eyedropper)
  - Get from Selected
  - Get All Scene Materials
- Scene Materials rollout (with Filter Selected enabled)
- Sample Slots rollout (for materials in the CME)
- Material Libraries



A quick demonstration





Advanced customization



# Customization in the Material/Map Browser

- Customizing colors of rollouts and groups
  - Rollout headings in the MMB can be assigned custom colors
  - Access the color picker by choosing Edit Group Color via right click
  - This is a good way to easily distinguish between different rollouts
  - Adds a little flair to the dull, drab, monotone greys

# Customization in the Material/Map Browser

- Creating custom groups
  - Right click in the MMB and choose New Group
  - Assign a name, and you'll see the new rollout at the top of the MMB
  - Drag any material or maps in other rollouts to make a copy here
  - This is a great way to keep your favorite maps and materials conveniently accessible
  - Any new groups you create will also appear in many of the other menus used to access available nodes

2 week challenge...

# 2 Week Challenge

- It took me 2 weeks of forcing myself to use Slate to get proficient
- I challenge each of you to do the same, use Slate exclusively for 2 weeks
- I plan to follow up via email to check in with you
- Feel free to contact me with any questions or problems
- [chris.medeck@aecom.com](mailto:chris.medeck@aecom.com)



Questions?

