

Corkscrew: Part 2 - Shaders

If you are starting this tutorial here, you will need the result of the previous section.

- [corkscrewTutorial_part01.hip](#)

Creating The Shaders

The shaders for the studio are very simple. A default **Standard Surface** shader for the floor and a darker version for the reflector.

- Duplicate the floor vopnet created previously and rename it to *reflector*. Select the Standard shader inside and change the **Base Color** to a mid gray (**0.4, 0.4, 0.4**).

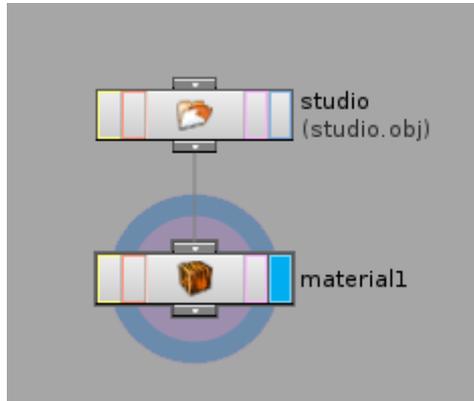
When shading a realistic object it always helps to have the object in front of you. In this case, it was noticed that there were actually 2 types of chrome. The body was more glossy than the arms and head.

- Duplicate the floor vopnet again and rename it *chrome_armshead*. Select the Standard shader inside and set the **Base Color** to black and **Weight** to **0**. Go to the **Specular** tab and set **Specular** to **0.7**. Lower the **Roughness** to **0.2**.
- Duplicate the *chrome_armshead* vopnet and rename it to *chrome_body*. Select the Standard Surface shader and increase the **Specular Roughness** to **0.4**.

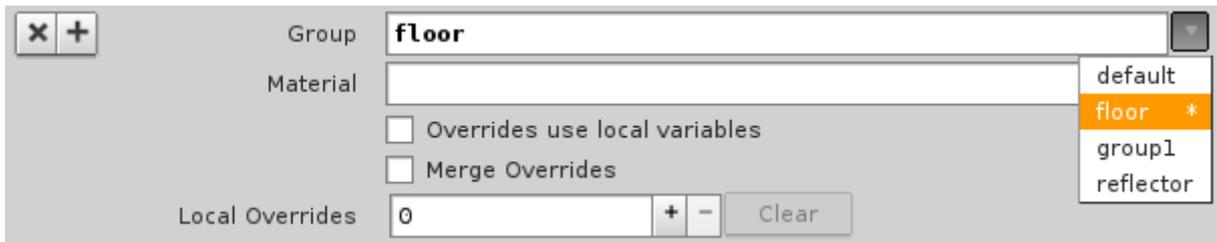
Assigning The Shaders

Leave the shop and return to object level and select the studio node. It is possible to assign shaders at this level under the **Material** tab like we did on the previous page. However, as we want to assign two shaders to this object we will do so inside geometry level.

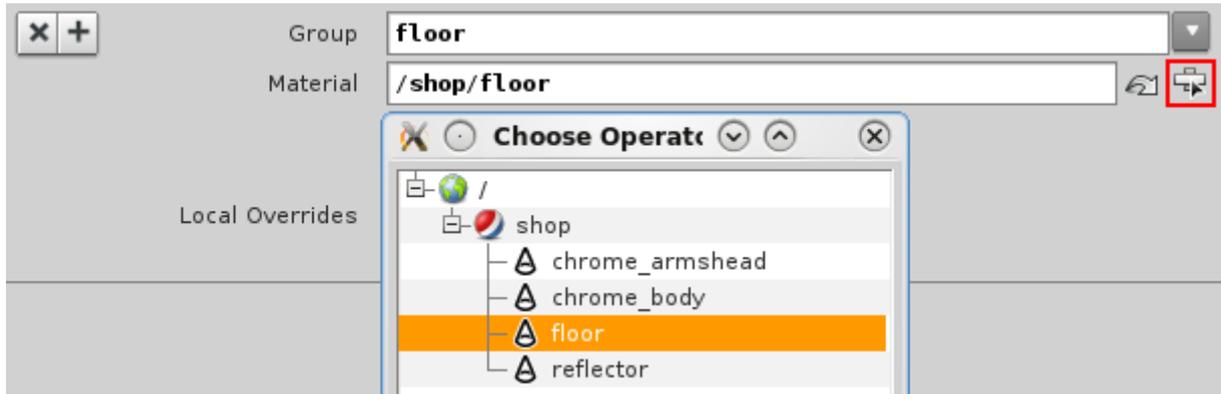
- Enter the studio node and tab-create a **material** node. Connect it to the *studio.obj* file node and set the blue visibility flag.



- Select the material node and click the pulldown arrow next to the **Group** parameter to choose the floor from within the obj.



- Then use the **Node Chooser** button to select the *Material*.



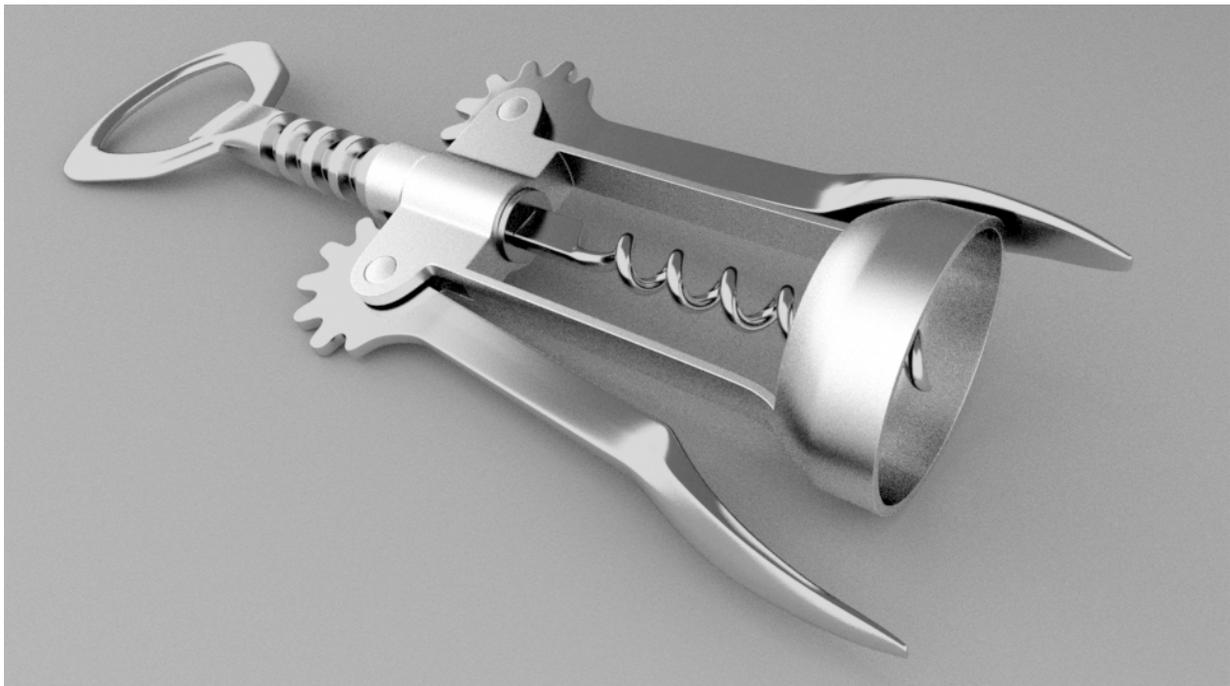
- Increase the **Number of Materials** to 2 and assign the reflector shader to the reflector group.



- Repeat the above process for the Corkscrew. Assign the *chrome_body* vopnet to the body group and the *chrome_armshead* vopnet to the armshead group.

Test Render

Rendering at this stage gives the result below. At the moment it does not look very appealing but we will fix that with the lighting in the next part.



You can download the result of this section below.

- [corkscrewTutorial_part02.hip](#)