

Material Library

This material library is meant as a beginners guide for the type of material effects that are possible when using the *standard_surface* shader. Bear in mind that the values used here are not based on any physical, real-world values and are meant only as a starting point for beginners to explore.



Blood



Brushed Metal



Car Paint



Metallic Car Paint



Ceramic



Chrome



Clay



Copper



Frosted Glass



Glass



Gold



Honey



Incandescent Bulb



Jade



Milk



Orange Juice



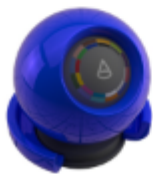
Plastic



Rubber



Thin Plastic




Two Tone Car Paint



Wax



Velvet

 These materials are also available as presets in the **Content Browser** in C4D.

The material library is available [here](#).