

## Step-3: Assigning Materials

Deactivate *Override Mtl* (see [page 157](#)) and start adding different materials to obtain a photorealistic (if grainy) image, like the one shown in [Figure 11-33](#). All the assigned materials can be found in the file **Chap11-03-interior-MATERIALS.max**, located in the folder *P&R-VRay\Chapter 11\Exercises*.

**Figure 11-33**  
The render with materials assigned



**Figure 11-34**  
The render without materials assigned



If we compare [Figure 11-33](#), (with all its materials), to [Figure 11-34](#) (without materials), the common element — the lighting — is evident. If the light balance has been perfectly accomplished, we need only add a few simple materials to obtain a preview like the one in [Figure 11-33](#).

90% of the materials in the scene are simple plastics and colored glass, like the ones we tested in *Chapter 6 - Simulating Materials*. Even the leather of the sofas has been created without any reflection maps or bumps: just a simple *Fresnel* reflection, with a *Glossiness* value of 0.7, and this is the result. The sofas are concrete evidence that “the model is everything”. In this case, it is precisely the modelling of the folds that make it look like leather. Let’s analyze the technical aspects of the following materials in detail:

- The parquet, which has a reflection map;
- The carpet, made using displacement;
- The light source of the lighting fixture / *VRayLightMtl*.