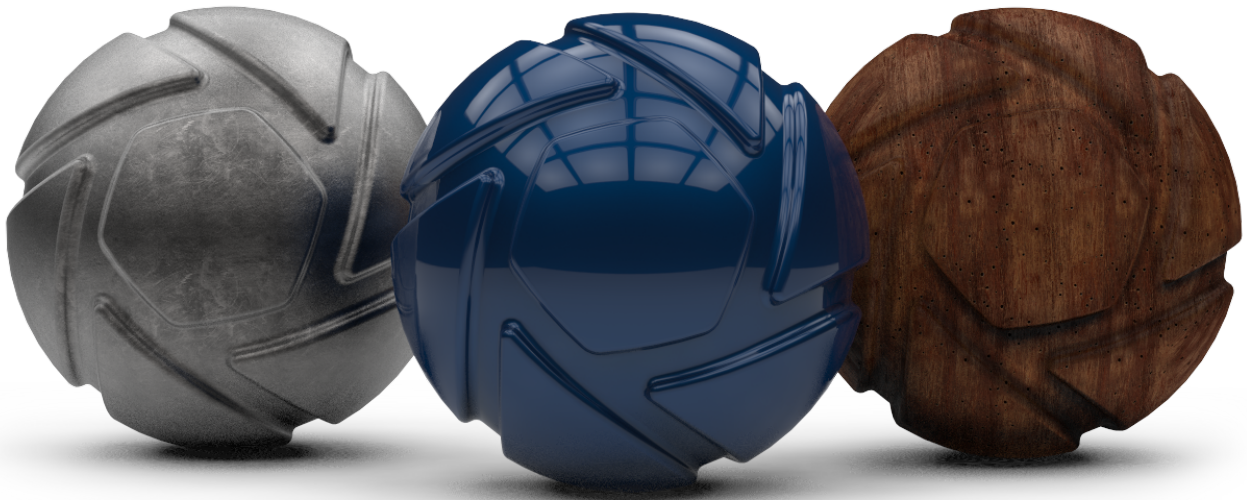




Materials

The sections here cover where to find materials, how to work with materials, general material parameters, and all of the material types and their parameters. Since KeyShot is designed for anyone to create realistic visuals, an understanding of these concepts is not necessary, but can help you gain a deeper understanding of how rendering and material creation work.



In this section

- Material Library (<https://manual.keyshot.com/keyshot11/manual/materials/material-library/>)
- Assigning Materials (<https://manual.keyshot.com/keyshot11/manual/materials/assigning-materials/>)
- Editing Materials (<https://manual.keyshot.com/keyshot11/manual/materials/editing-materials/>)
- Copying Materials (<https://manual.keyshot.com/keyshot11/manual/materials/copying-materials/>)
- Saving Materials (<https://manual.keyshot.com/keyshot11/manual/materials/saving-materials/>)
- In-Project Library (<https://manual.keyshot.com/keyshot11/manual/materials/in-project-library/>)
- General Parameters (<https://manual.keyshot.com/keyshot11/manual/materials/general-parameters/>)
- Material Types (<https://manual.keyshot.com/keyshot11/manual/materials/material-types/>)

- Color Library (<https://manual.keyshot.com/keyshot11/manual/materials/color-library/>)
- Color Picker (<https://manual.keyshot.com/keyshot11/manual/materials/color-picker/>)
- Material Graph (<https://manual.keyshot.com/keyshot11/manual/materials/material-graph/>)
- Multi-Materials (<https://manual.keyshot.com/keyshot11/manual/materials/multi-materials/>)