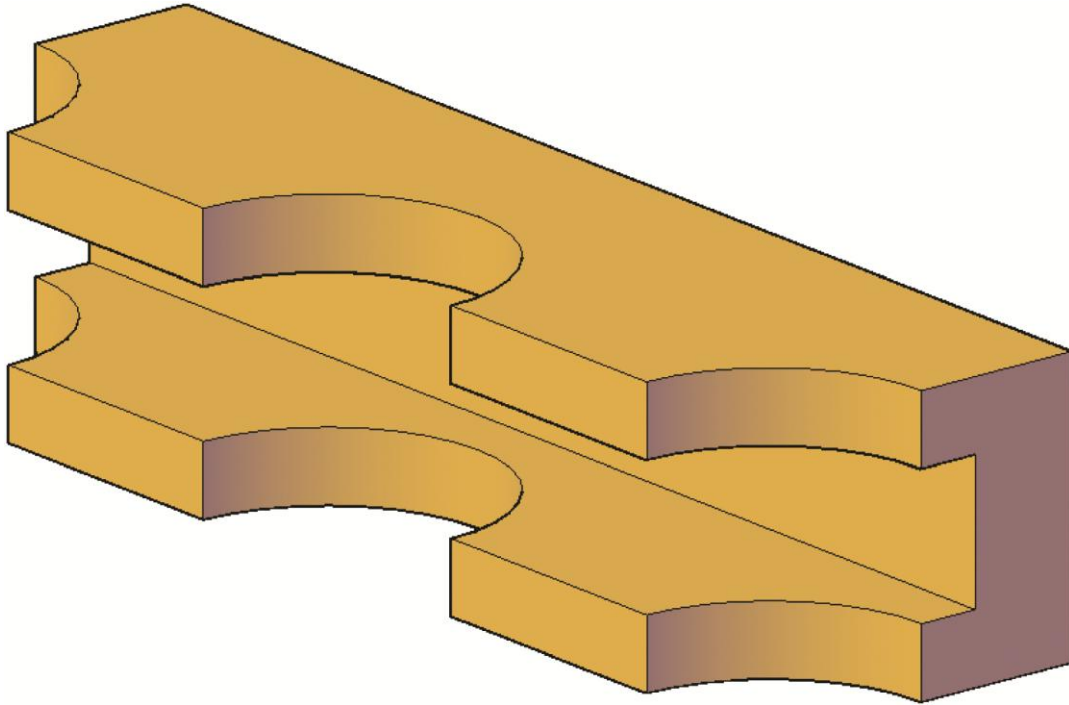# Exercise 17-4

1. Start a new drawing.

2. Draw a composite solid similar to the one shown in the following illustration.

3. Open the materials editor and create a new material based on the plastic material type.

4. Change the name of the material to Blue Plastic.

5. In the Plastic property, change Type to Vinyl and the color to a blue of your choice. Change Finish to Glossy. Note how the material preview changes.

6. Check the check box next to the Finish Bumps property to turn it on. The property is expanded and a standard open dialog box is displayed. Pick the **Cancel** button to close the dialog box, since an image will not be used.

7. Pick the button next to the Image setting and select Speckle from the drop-down list. Close the texture editor when it is displayed.

8. Display the materials browser. Drag and drop your new material from the materials browser to the object. Make sure the visual style is set to Realistic so that the material will display in the viewport.

9. Rotate the view of the object so the speckle bumps are visible.

10. Change the Amount setting in the Finish Bumps property by dragging the slider or entering a new value in the text box. Notice how the effect changes on the object.

11. Make a few more changes to the material properties and note how the material updates in the viewport.

12. Render the scene a few times with different render presets and see how it looks. You were introduced to rendering in Chapter 16.

13. Save the drawing as EX17-4.