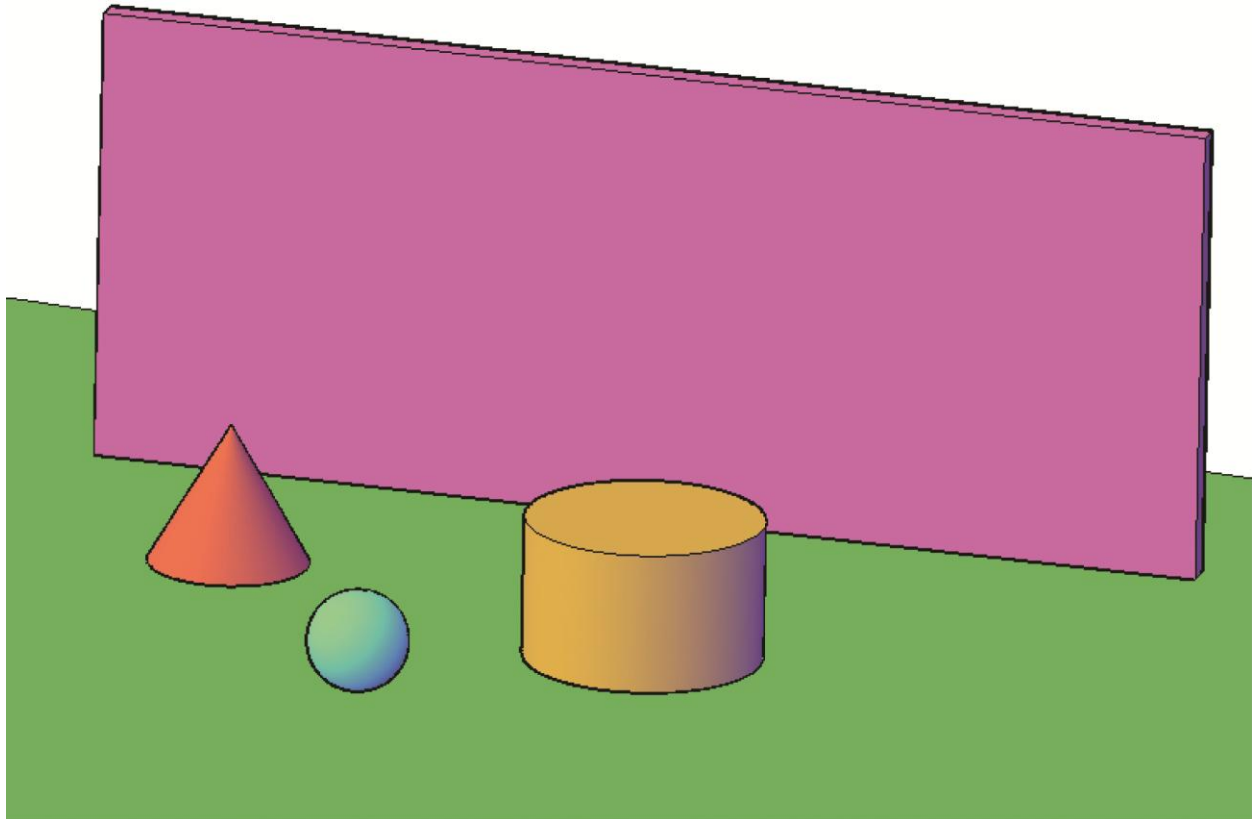# Exercise 17-5

See act17-05.dwg available on the companion website.

1. Start a new drawing and draw objects similar to those shown in the following illustration.

2. Open the materials editor.
3. Create a new material for each of the objects. Start with the generic material type.
4. For the ground plane object, create a material with a tiles map applied to the Color property and the Bump property. Make sure the texture transformations are linked.
5. For the cone, create a marble material.
6. For the sphere, create a wood material.
7. For the cylinder, create a material that is very shiny and about 50% transparent.

8. For the box, create a reflective material.

9. Render the scene.

10. Adjust the reflective material as needed to produce a good reflection of the other objects. Adjust the other materials as needed, too.

11. Save the drawing as EX17-5.