Exercise 16-6

1. Start a new drawing and create a box.
2. Attach a 2D-mapped (texture-mapped) material to the box. The material can be one you create or one from the AutoCAD materials library. Do not use a 3D-mapped (procedural-mapped) material.
3. Set the current visual style to display materials and textures.
4. Apply planar mapping to the object.
5. Using the **Rotate** and **Move** options of the **MATERIALMAP** command, move the mapped image around on the box.
6. Change the material mapping to box mapping. Using the grips, adjust the scale of the mapped image.
7. Save the drawing as EX16-6.

To continue practicing adjusting material mapping, complete act16-06.dwg available on the companion website.