

Color, Directional Light, and Material Editors

Description:

The Color, Directional Light, and Material Editors allow for the changing of the appearance properties of selected objects in a scene.

The Color Editor consists of a color wheel and various sliders for picking colors.

The Directional Light Editor allows the user to alter the direction from which a light is coming. It can also be used to change the intensity and color values of the light. The Color Editor module is accessible from the Light Editor.

The Material Editor allows the user to change the six fields (coefficients), which make up the material description of an object. The Light Editor and the Color Editor modules are both accessible from the Material Editor.



Specific Editors:

Color Editor →

Material Editor →

Directional Light Editor →