

# 'Pro Materials' Water Colour

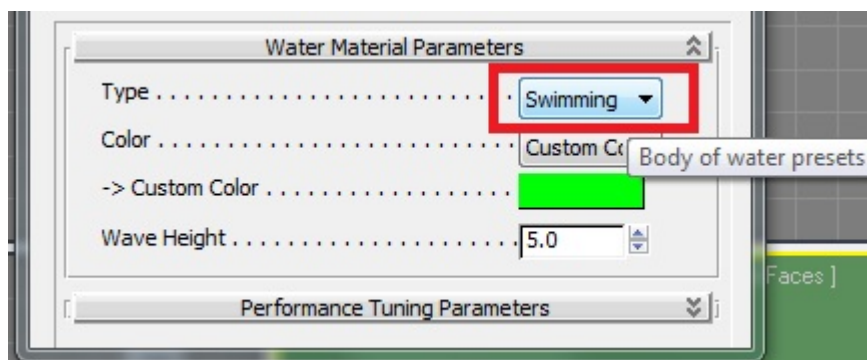
**When changing the customer colour in MAX 2010 there seems to be no effect in the final render.**

## 3DS MAX Users

When working with the ProMaterials Water material in 3ds Max 2010, 3ds Max Design 2010 or older versions, you find that changing the Custom Colour on the Material has no noticeable effect in the rendered image. The colour remains the default colour.

The issue may be apparent as in either of the following workflow examples:-

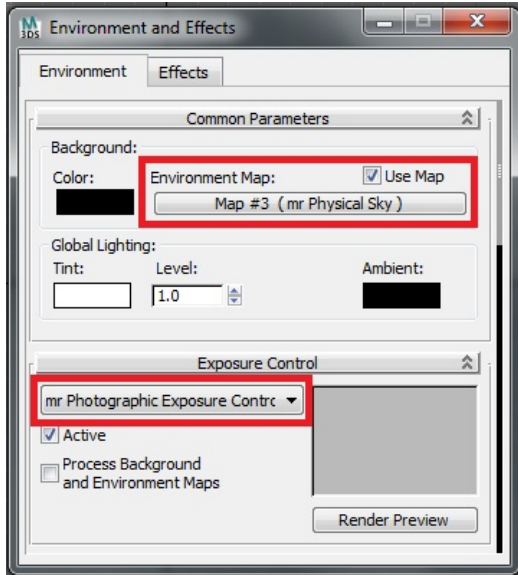
1. ProMaterials Water material has been assigned to object from Material Editor(M)>Material/Map Browser>ProMaterials: Water.
2. With the material assigned to the object, the Water material parameters are accessed through the Material Editor. From the parameters roll-out, the Type has been set to Swimming Pool, Colour has been set to Custom Colour and, using the colour picker, a custom colour has been set. Screenshot below shows Custom Colour set to bright green for water type- Swimming Pool.



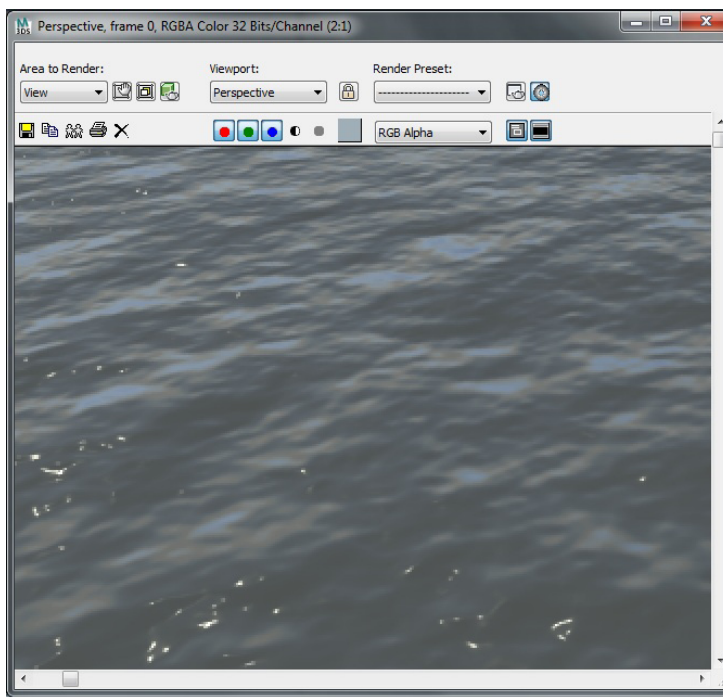
-or-

1. mr Daylight System has been added to scene from Create>Lights>Daylight System.
2. When creating the Daylight System, the option to set exposure control to mr Photographic Exposure Control and Add Physical Sky Environment Map to scene has been selected. Opening the Environment window from

Rendering>Environment(8) will show the Environment Map loaded and mr Photographic Exposure Control set. This is shown in the screenshot below:-



Result: When rendered, the ProMaterials Water colour will still display the default blue colour, even after using a different preset for Water Type and setting Custom Colour. The screenshot below shows render after setting custom colour to bright green for Water:-



## Solution

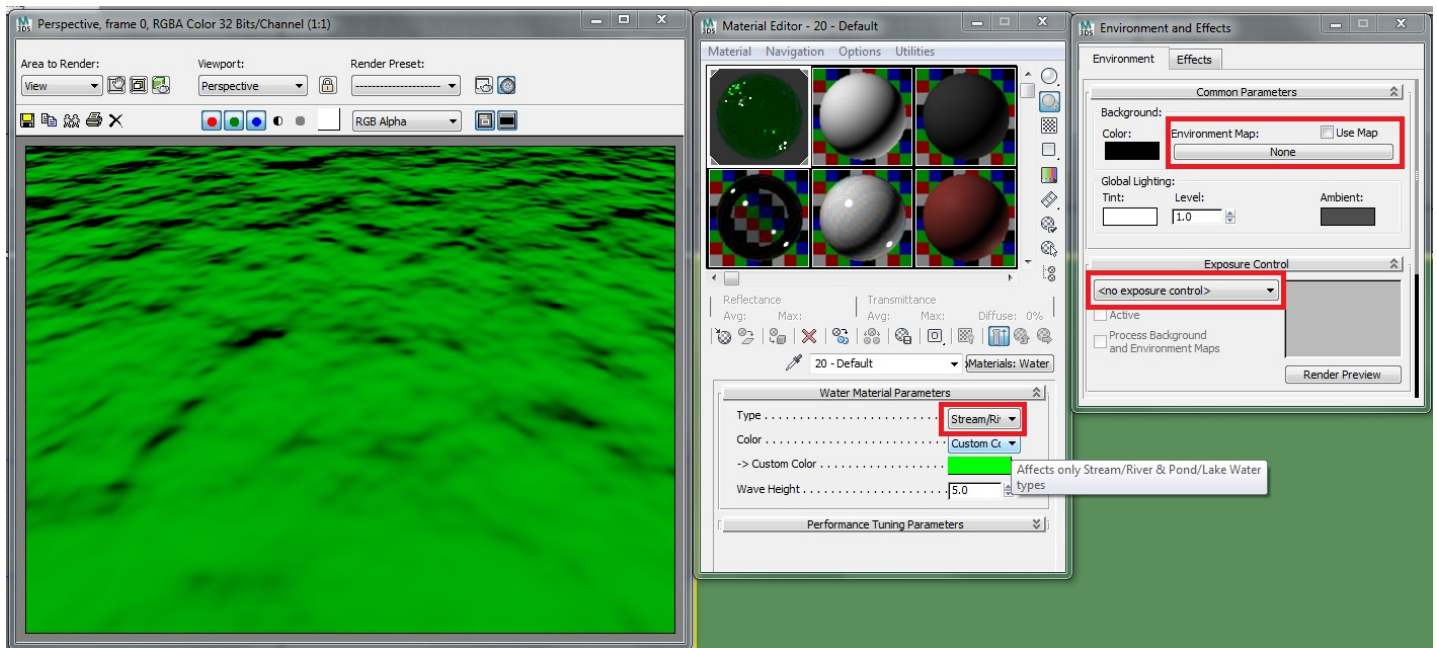
This issue can be caused either by using the Swimming Pool or Sea/Ocean presets for Water Material or by using an Environment Map and mr Photographic Exposure Control. To resolve the issue, please ensure the following:-

1. Ensure that a preset other than Swimming Pool or Sea/Ocean Type is selected from the Water material parameters in the Material Editor. A Custom Colour cannot be used with this preset, this is explained further in the following section of the 3ds Max help:-

Autodesk 3ds Max Design Help > Material Editor, Materials, and Maps > Types of Materials > mental ray Materials > ProMaterials > Water ProMaterial (mental ray)>Colour

2. Ensure that mr Photographic Exposure Control is disabled and that mr Physical Sky Environment Map is unloaded from Rendering>Environment(8) Window.

Correct settings to enable custom colour for ProMaterials Water render are shown below. The Water Type is set Stream/River, Environment Map has been unloaded and exposure control disabled :-



Please note: The issue is not apparent in 3ds Max 2011 or 3ds Max Design 2011 when working with the new Autodesk Material Library preset >>Liquid. Setting the drop-down for Water type to Swimming Pool or Generic Reflecting Pool will disable the Colour drop-down so that Custom Colour cannot be set.