

# The Complete Guide to Blender Graphics

## Supplement-13

### Matcaps

Matcap stands for **Material Capture**. It is a complete material including lighting and reflections which may be added to an object without any need for setting up actual lighting and reflections. It is most commonly used for sculpting, as it gives quick and useful feedback on how an objects shape is changing. A Matcap Material also aids in viewing how an object will appear in a final render.

**Note:** A Matcap added to an object in the 3D window **does not render**.

To demonstrate, replace the default Cube object in a new Blender Scene with a UV Sphere and set the surface **Shading to Smooth** (Figure 13.1)

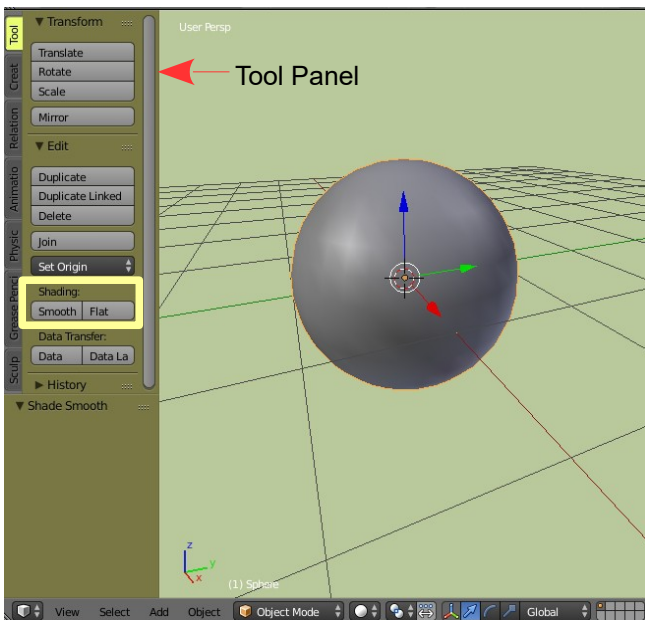


Figure 13.1

**Note:** In Figure 13.1 the 3D window background color has been altered to enhance the visual appearance of the image.

With the UV Sphere selected in the 3D window, press the **N key** to display the **Object Properties Panel** at the RH Side of the 3D window. In the Shading tab check (tick) Matcap (Figure 13.2) to display the Matcap button (Figure 13.3).

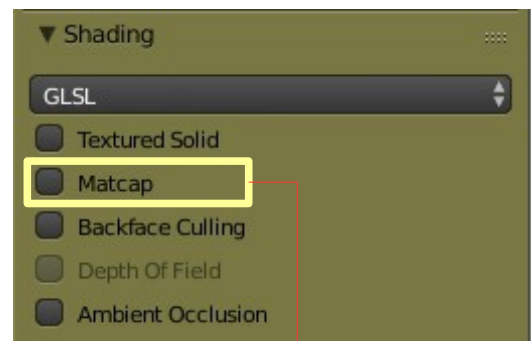


Figure 13.2

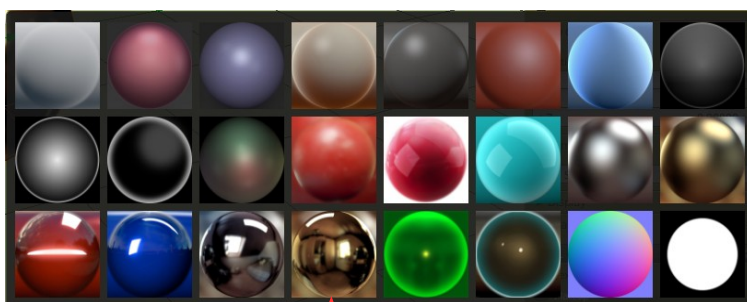
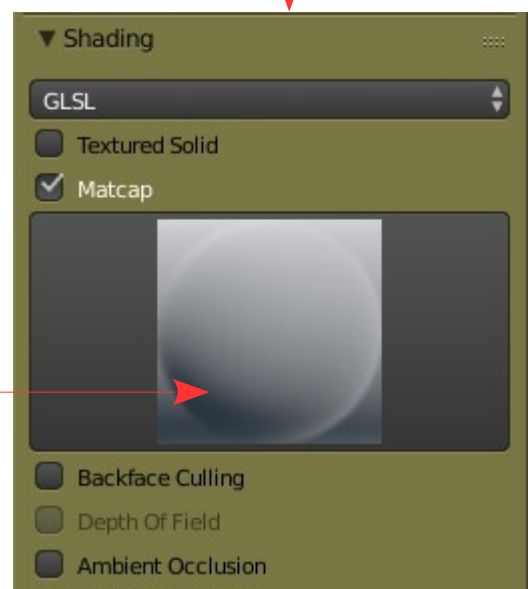
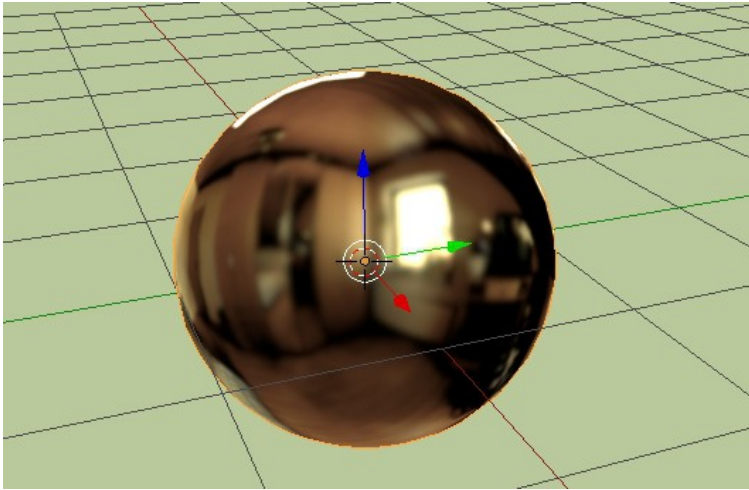


Figure 13.3

LMB click the Matcap button to display the Matcap selection above. Click on one of the options to add the Matcap to the UV Sphere in the 3D window (Figure 13.4).

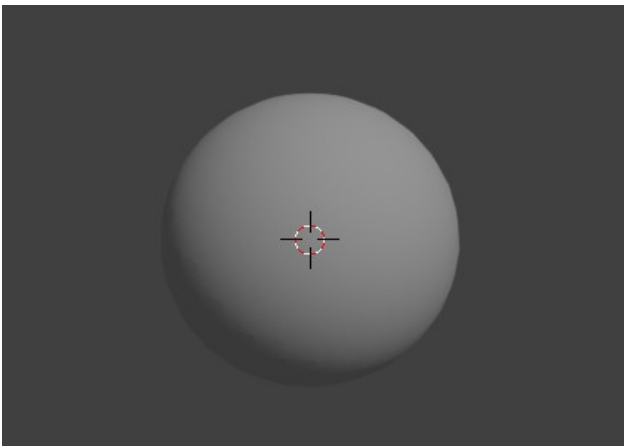




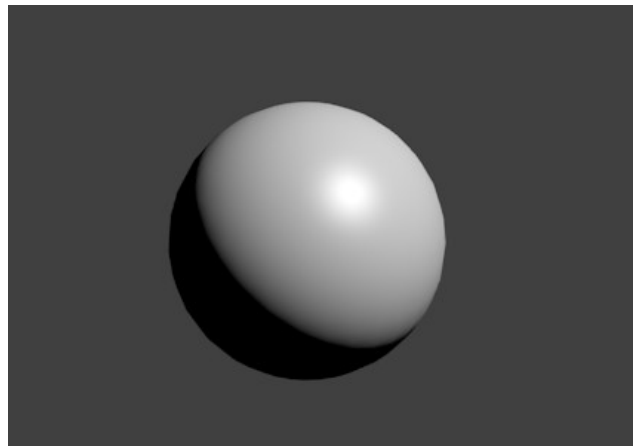
Matcap applied to UV Sphere in the 3D window.

**Note:** The Matcap does NOT render.

Figure 13.4



Cycles Rendered Viewport Shading



Blender Rendered Viewport Shading