

Insert a Material

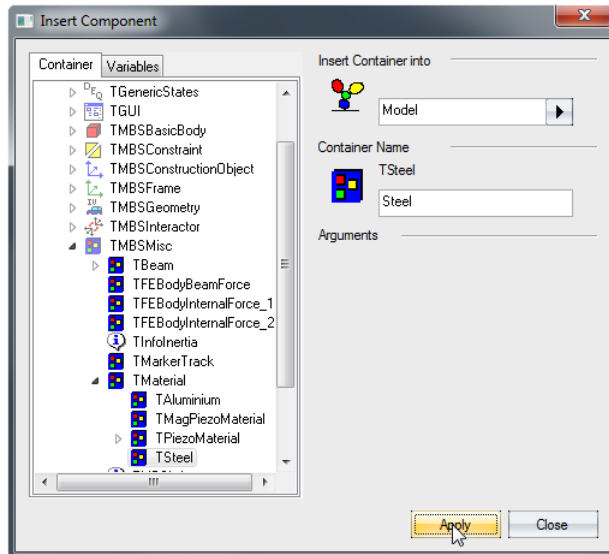
base model: models/NewModel.mdl

final model: models/Material.mdl

- ▶ We will add a new material to the "Model"
- ▶ **TMaterial** is the base template of any material
- ▶ A Material is needed to insert predefined rigid bodies, which are parameterized by their geometric properties
- ▶ As demonstration the material **TSteel** will be inserted

Open the base model `NewModel.mdl` in alaska/ModellerStudio

- 1 Insert one instance of the template **TSteel** into the "Model"
- 2 Location in the template hierarchy: *TMBSMisc* → *TMaterial* → *TSteel*
- 3 Keep the parent object "Model" and the name "Steel" for the element and click



Next tutorial

Next tutorial: [Insert a New Rigid Body](#)