

# MATERIALS command

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The **MATERIALS** command is used to open the "Materials" dialog box.

## Command Access:

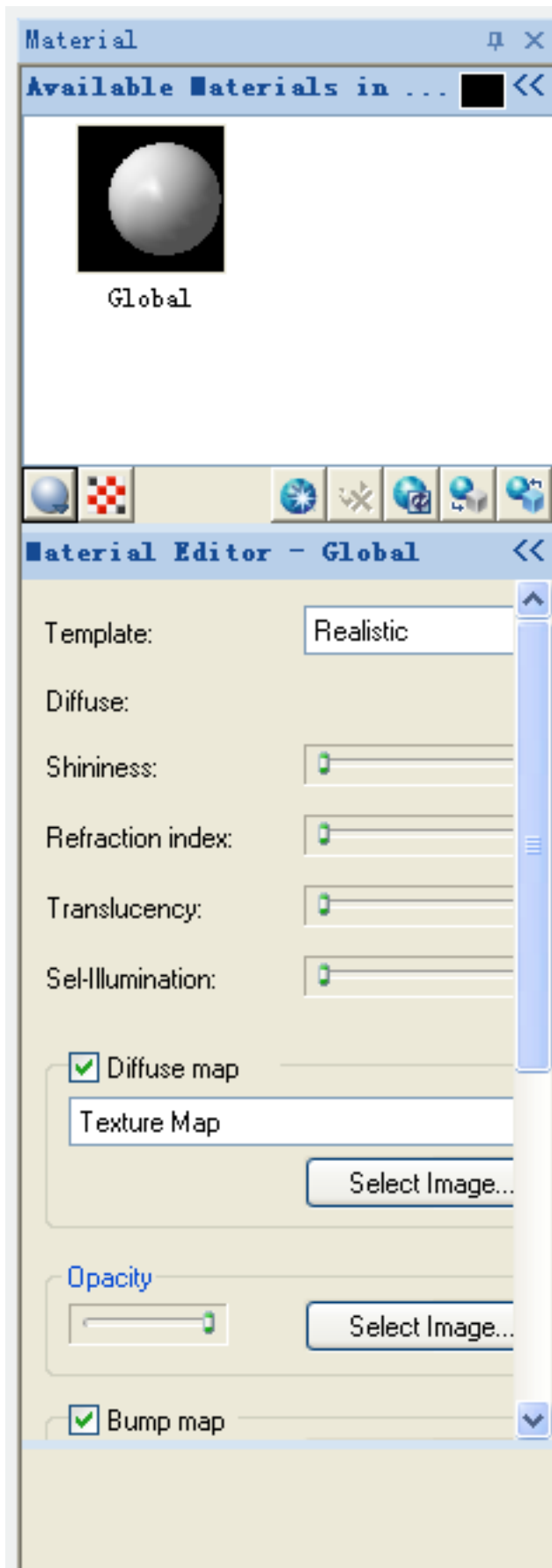
**Ribbon** : 3D > Render > Materials

**Menu** : View > Render > Materials

**Command** : MATERIALS

## Function Description:

Users could browse and manage materials in the "Materials" dialog box. They could also arrange, search and select some materials that to be used in drawing.



Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=2218>