

Advanced	?
Anisotropic	600
Dielectric	700
Diffuse	10
Emissive	?
Gem	800
Glass	600
Leather	750
Liquid	800
Metallic Paint	600
Metal	700
Paint	500
Plastic	750
Solid Glass	600
Thin Film	500
Translucent	1000
Velvet	900
--- Special Materials ---	
Flat	0
Ground	
Toon	5
Wireframe	5
Xray	10
--- Light Source Materials ---	
Point Light Diffuse	
Point Light IES Profile	
Area Light Diffuse	

1000 ----> slow rendering
0 ----> fast rendering