The Decorated Pig thread has many material examples which are very useful when trying to understand the Node editor. Here are some more materials that may help other Cheetah novices. Materials 1-22 were made in version 5. (The only new node in version 6 seems to be “Instance,” for particles).

Examples 26 — 30 extend the concept of a procedural material to include tools and scripts which physically affect the structure of the pig body.

Most of the materials I am posting are simple, with a minimum of nodes, and make little use of the math nodes (because they’re over my head). Lots of trial and error, plus fine tuning.

Several include an Image node to complement the procedural textures. Although the image is embedded in the material, I will attach the image and the UV Editor settings also to make it easier to duplicate and understand the effect.

1-2
The gold and copper are as close as I could get to the real things.

3
Turbulence — Multiply — Reptile
Squareroot bumpmap

4
Carbon Fiber

Sphere UV map for approximately spherical pig

carbonfiber.jpg
4x_UV.jpg

5
Dots + Marble + Car Paint

6
State (position) + Cosine + Gradient stripes

7
World Map

Two images with a Squareroot node enhancing the bump map

world_phys_lg2.jpg
bwworldmap.jpg
7x_UV

8
Wireframe + Emissive + Transparency

(redundant color nodes)

9
Dots (intensity = 4) — Iso Wirefram — Membrane

10
Two wireframes, Index of Refraction 1.5

Useless weirdness

11
Wireframe: Iso + Emissive + Transparency

Chinese lantern + piñata hybrid

12
State (position) + Directional + Turbulence + Dots + Gradient

Camera max samples set at 2 X 2 gives it a grainy texture; default 4 X 4 smooths it out too much.

13
State (eye) + Reptile + Gradient

14
State + Pulsetrain + Gradient

15
Too many gradients? It's complicated.

16
Image = gradient = Transparency

Trying to use a gradient node for transparency doesn't work, but an image node with a picture of a gradient does.

attached:
gradx16b.jpg
x16UV.jpg
16_UV

17
Voronoi + Add + Cellnoise + Gradient

18B
Image = gradient = Emissive

Trying to use a gradient node for transparency doesn't work, but an image node with a picture of a gradient does.

attached:
grad.jpg
x18UV.jpg

19B
Image = stripes

1980s High-Tech revisited
Slow render time

attached:
x19.jpg
x19bUV.jpg

20 + x20eyes2
State + Power + Gradient
Eyes: Intensity = 2.2Diffuse, 2.6 Emissive

21
Marble + Gradient

22
Directional (X2)+ Carpaint
Noise + Tangent — Bumpmap

Camera max samples set at 2 X 2 to retain sparkly highlights

23
procedural dots + image = Composite node
image = .PNG with a transparent background

attached: PNGtransbkgd.png

24
All 21 math nodes + State, Composite, Gradient, Image
useful for trial-and-error experimentation

I find the math nodes confusing, so this is how I plugged in many combinations and settings to see how they affected a material.

25
State + Step gradient = posterized grays

State node = I N
Step gradient to diffuse & emissive
HDRI background off
Camera backgroung = gray

Note: To get the flat shading set the Render Preferences Gamma to maximum 3.

25.5
Two variations of #25, for the body and the pedestal.
Transparent camera background, + Photoshop

attached:
Poster-Pig-1C.jpg

26
Thank Hiroto for this one:

Not really a material, but almost as simple:
1) Change the body CC Subdivision from 3 to 1
2) Collapse the body
3) With the body selected, add Hiroto's Polygon Reduction.js tool
4) Leave the default setting at .5, Apply. Wait.
5) Delete the original body
6) Add Wireframe .01 Linear Iso
7) Change body Smooth type from Constraint to Flat

Hiroto's Polygon Reduction.js script:
http://www.tres-graficos.jp/blog/files/article.php?id=56
Put it into the Tool scripts folder

27
Thank Hiroto twice for this one:

1) Change the body CC Subdivision from 3 to 1
2) Collapse the body
3) With the body selected, add Hiroto's Polygon Reduction.js tool
4) Leave the default setting at .5, Apply. Wait.
5) Delete the original body

6) With the Pig selected, add "Polygon 2 Spline" script
7) Make the "body-reduc.0.500" a child of the script
8) Collapse "Polygon 2 Spline"
Note: What might happen is the body disappears. "Undo" fixes it. This seems to be a consistent phenomenom. Quirky, but predictable. I'm probably skipping something. Experiment.
9) Move the "body-reduc.0.500" above "Polygon 2 Spline"
10) Collapse "Polygon 2 Spline" again
11) Below Camera, add a Sweep
12) Add a Circle spline as the first child to the Sweep (= profile)
13) Leave the circle at Position 0,0,0, and scale it to around .03
14) Move "Polygon 2 Spline" to be the second child of the Sweep (= path)
15) Adjust the scale of the Circle
16) Delete the "body-reduc.0500"

Hiroto's Polygon Reduction.js script:
http://www.tres-graficos.jp/blog/files/article.php?id=56
Put it into the Tool scripts folder

Hiroto's Polygon to Spline script:
http://www.tres-graficos.jp/blog/files/article.php?id=36
Put it into the Splines scripts folder

27.5
Variation of #27
27.6
Variation of #27

28
Particle mesh + random glowing colors

Instance node = random colors
Solid node Intensity = 2.38 = Emissive

Particle mesh = pig body, surface, random
Particles = (2400) .04 balls
attached: x28_mesh.jpg

29
Body:
    Subdivide CC3, Collapsed
    Point mode — Optimize .08 (welds/deletes points)

Particle Mesh = Body

Hiroto's Particle Connector script:
    Target Particle = Particle mesh
    Distance threshold = .45, curve = .57

Sweep = .01 hexagon + Particle Connector

Hiroto's Particle Connector script:
http://www.tres-graficos.jp/blog/files/article.php?id=81
Put it into the Splines scripts folder

30
Body:
    Subdivide CC3, Collapsed
    Point mode — Optimize .08 (welds/deletes points)

Polygon to Spline script

Isosurface
    Isovalue =.75
    Resolution = 80

Hiroto's Polygon to Spline script:
http://www.tres-graficos.jp/blog/files/article.php?id=36
Put it into the Splines scripts folder

31
Double pigs

Inner pig has wireframe mat with emissive color node = 2 (>1 = glow)

Outer pig has a Crumple modifier
    Scale = .95 to compensate for crumple
Crumple
    Offset of .055, Frequency = 24
Material: Transparency = Tungsten, Diffuse = Magnesium

Default Pig render settings
Crumple
Offset .05, Frequency 24, scale = 8 8 8
Body scale = .98 to compensate for offset
Material:
State I-N,
Power = 3 (greater than 1 makes outer profile more transparent),
linear gradient (white at left, mostly black)
Noise Scale 16, position 1 (experiment)
Diffuse Magnesium
Trans blur .2 (softens; .5—1 makes edges hard)