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in: Article stubs, Updateme, Update 31, Aesthetics

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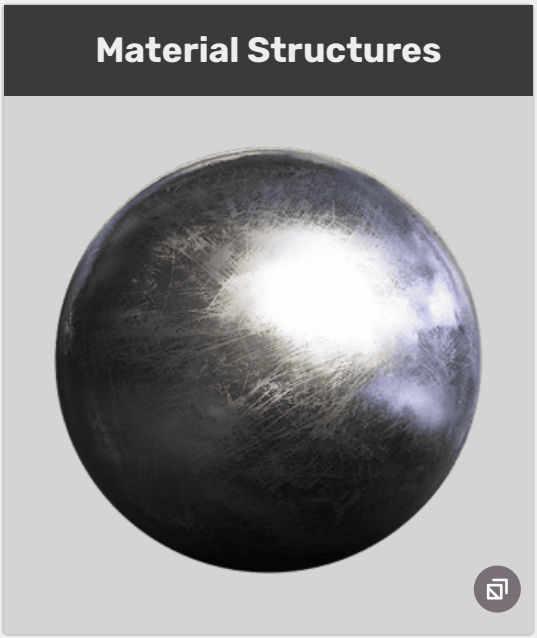
Material Structures

5 EDIT

Material Structures are textures used in 3D texture mapping in order change the surfaces of WARFRAME's cosmetics.



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Mechanics

To change the material structures of a Voidshell skin, players can go into the the "Appearance" tab in their Arsenal like they do with customizing colors. Note that only Voidshell skins will have the option to change material structures. Normal skins will not have this capability.

List Of Material Structures

Default

These are available on getting your first Voidshell cosmetic:

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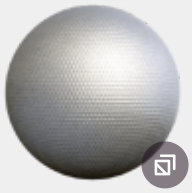

Lavar Solid

Gallium Glaze

Rail Stripes

Subtle Scintillant

Junction Mode

Battleworn Steel

Asterite Luster

Flat Noctrul

Oxium Gloss

Sleek Ticor Plate

Hombask

These can be earned by using Standing to purchase from Hombask in the Chrysalith:

Tarnished Morphics

Ayatan Elegance

White Sun Veneer

Homestead Twill

Cephalon
Adornment

Hombask's Voidshell Bundle

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Zetki Quality

Packed Debris

Polished Devar

Orokin Porcelain

Tellurium Layers

Gleaming Alloy

Submerged Stone

Jade Esteem

Faux Mergoo

Thousand-Year Scales

Tough Vestan Moss

Lua Darkside

Smooth Salvage

Threshcone Fresh

Holokey Blur

Focus School

These are available only if all nodes in a Focus school have been unlocked and fully ranked. They are purchasable for 1,000,000 Focus Points each:

WARFRAME Wiki

Madurai Naramon Unairu Vazarin

Zenurik

Warframe Voidshell Skins

These can obtained by purchasing the respective Voidshell skin collection for the following Warframes (**90** each):

Sonar Ripples (Banshee Voidshell Collection)

Phenaureus Bark (Ember Voidshell Collection)

Lunaro Striker (Excalibur Voidshell Collection)

Cryosleeper (Frost Voidshell Collection)

Titanium Sheen (Rhino Voidshell Collection)

Everted Yogwun (Grendel Voidshell Collection)

Lotus Pattern (Limbo Voidshell Collection)

Murkray Scales (Loki Voidshell Collection)

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Soma Waves (Mag Voidshell Collection)

Eris Surface (Mesa Voidshell Collection)

Amarast Facets (Mirage Voidshell Collection)

Necrotic Stitch (Nekros Voidshell Collection)

Petrified Isos (Nidus Voidshell Collection)

Pearlescent Plastid (Nova Voidshell Collection)

Circuit Effect (Protea Voidshell Collection)

Spore Print (Saryn Voidshell Collection)

Fieldron Form (Styanax Voidshell Collection)

Crimzian Opulence (Volt Voidshell Collection)

Rough Cryotic (Voruna Voidshell Collection)

Rubedo Impression (Wukong Voidshell Collection)

Cosmetics With Changable Textures

This section is transcluded from Voidshell § Voidshell Cosmetics. To change it, please edit the transcluded page.

Warframe

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Banshee Voidshell Skin

Ember Voidshell Skin

Excalibur Voidshell Skin

Frost Voidshell Skin

Grendel Voidshell Skin

Limbo Voidshell Skin

Loki Voidshell Skin

Mag Voidshell Skin

Mesa Voidshell Skin

Mirage Voidshell Skin

Nidus Voidshell Skin

Nekros Voidshell Skin

Nova Voidshell Skin

Protea Voidshell Skin

Rhino Voidshell Skin

Saryn Voidshell Skin

Styanax Voidshell Skin

Volt Voidshell Skin

Voruna Voidshell Skin

Wukong Voidshell Skin

Operator

Voidshell Hood

Voidshell Suit

Voidshell Sleeves

Voidshell Leggings

Drifter

Voidshell Hood

Voidshell Suit

Voidshell Sleeves

Voidshell Leggings

Trivia

Patch History

Hotfix 32.3.5 (2023-02-28)

- Fixed being unable to chat link the “Phenaureus Bark” Material Structure.

Hotfix 32.2.4 (2022-12-07)

- Fixed the Material Structure options showing even if you aren’t wearing a Voidshell Skin when equipping certain attachments (notably the Sorex Armor Set).

Hotfix 32.0.7 (2022-09-28)

See Also

- PBR - physical based rendering

Game System **Mechanics**		Edit [Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	**Basics**	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
	Lore	Alignment • Fragments • Leverian • Quest
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno

	Squad	Host Migration • Inactivity Penalty • Matchmaking
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	**Basics**	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	**Modding and Arcanes**	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens

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	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsics • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	**General**	AI Director • Drop Tables • HUD • Key Bindings • **Material Structures** • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories

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