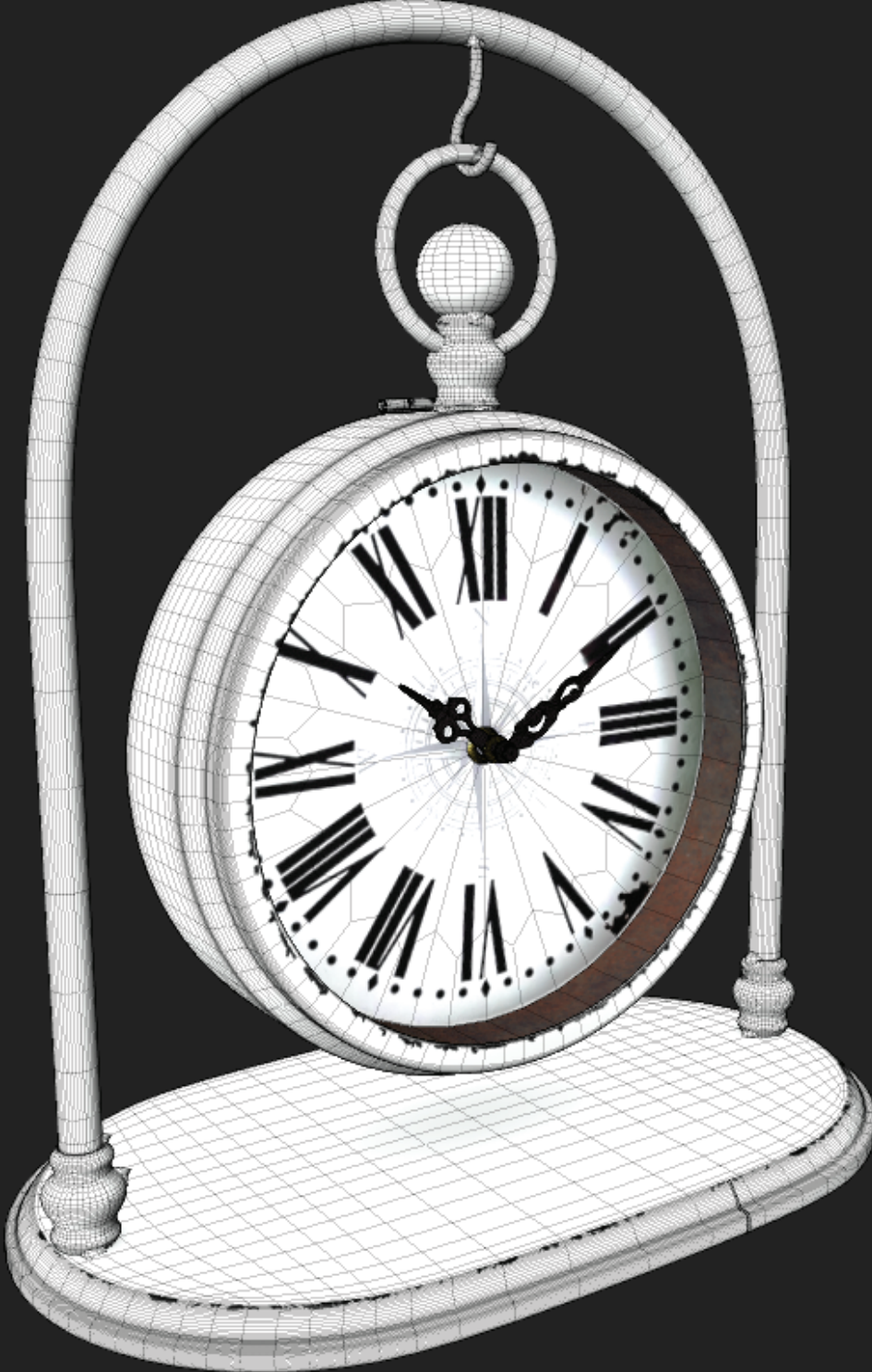


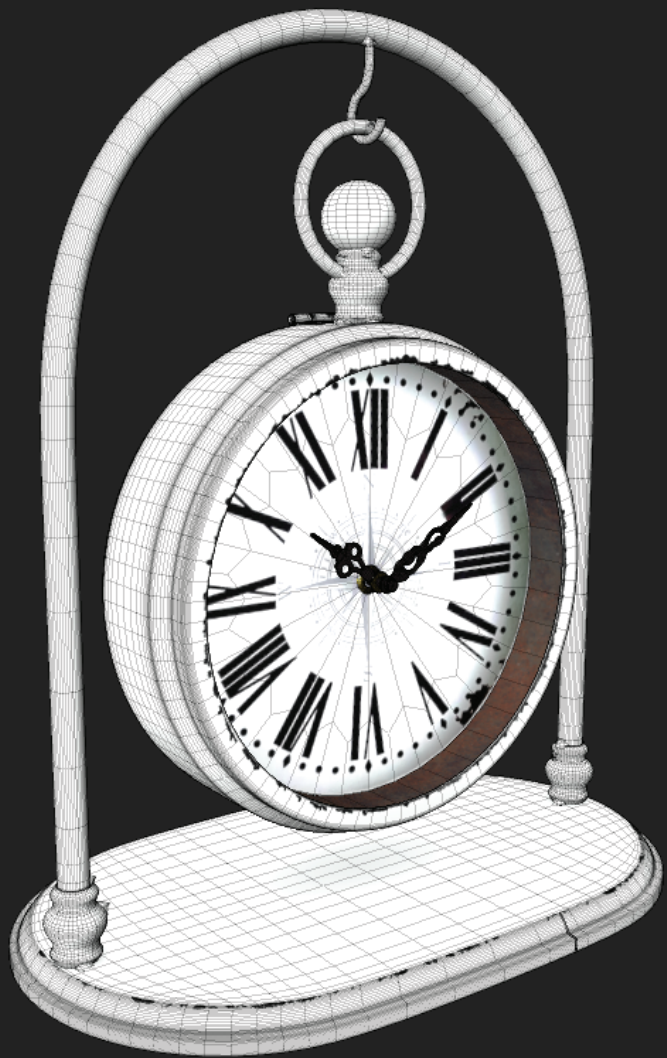




Wireframe

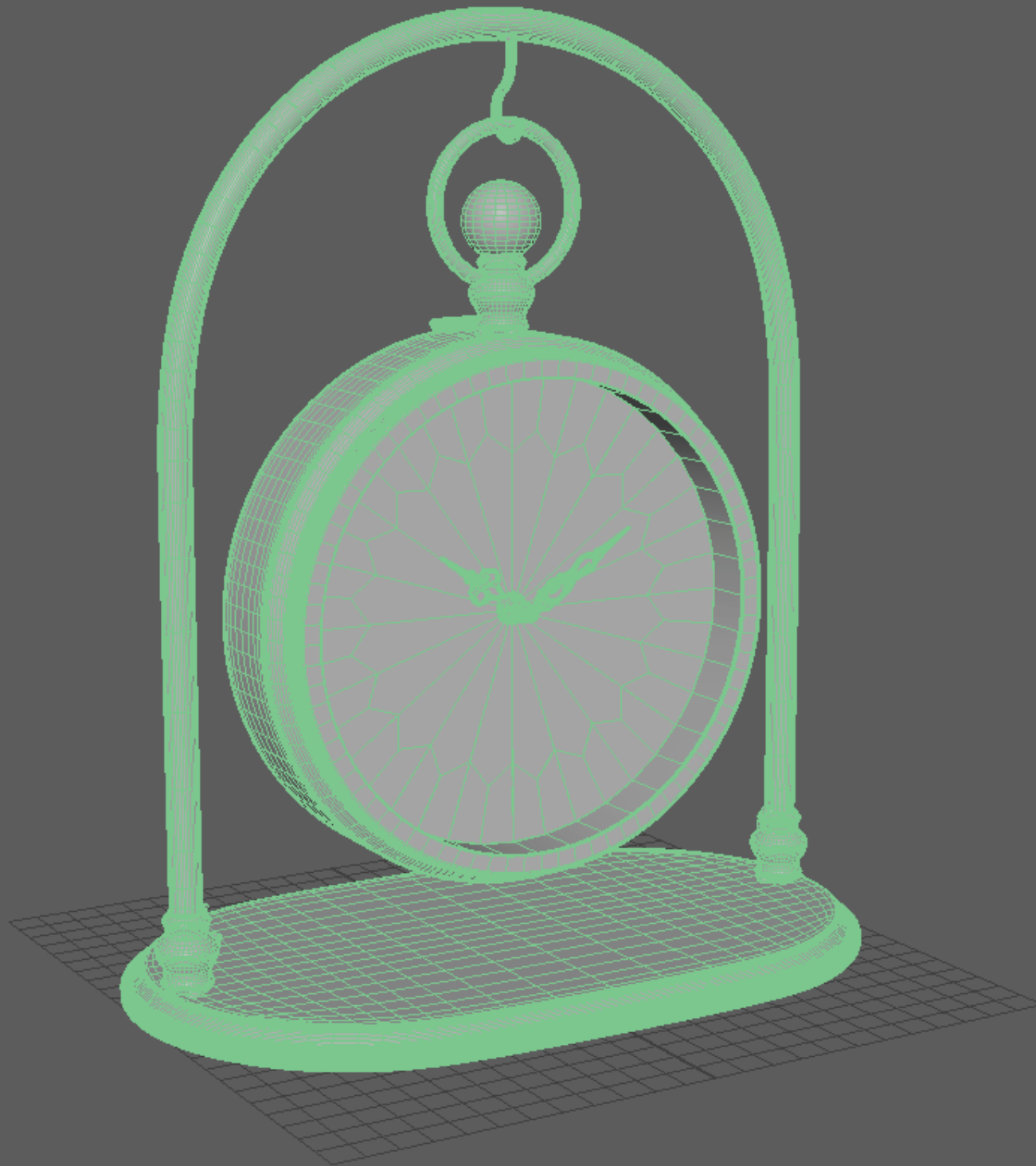


Substance Painter UV

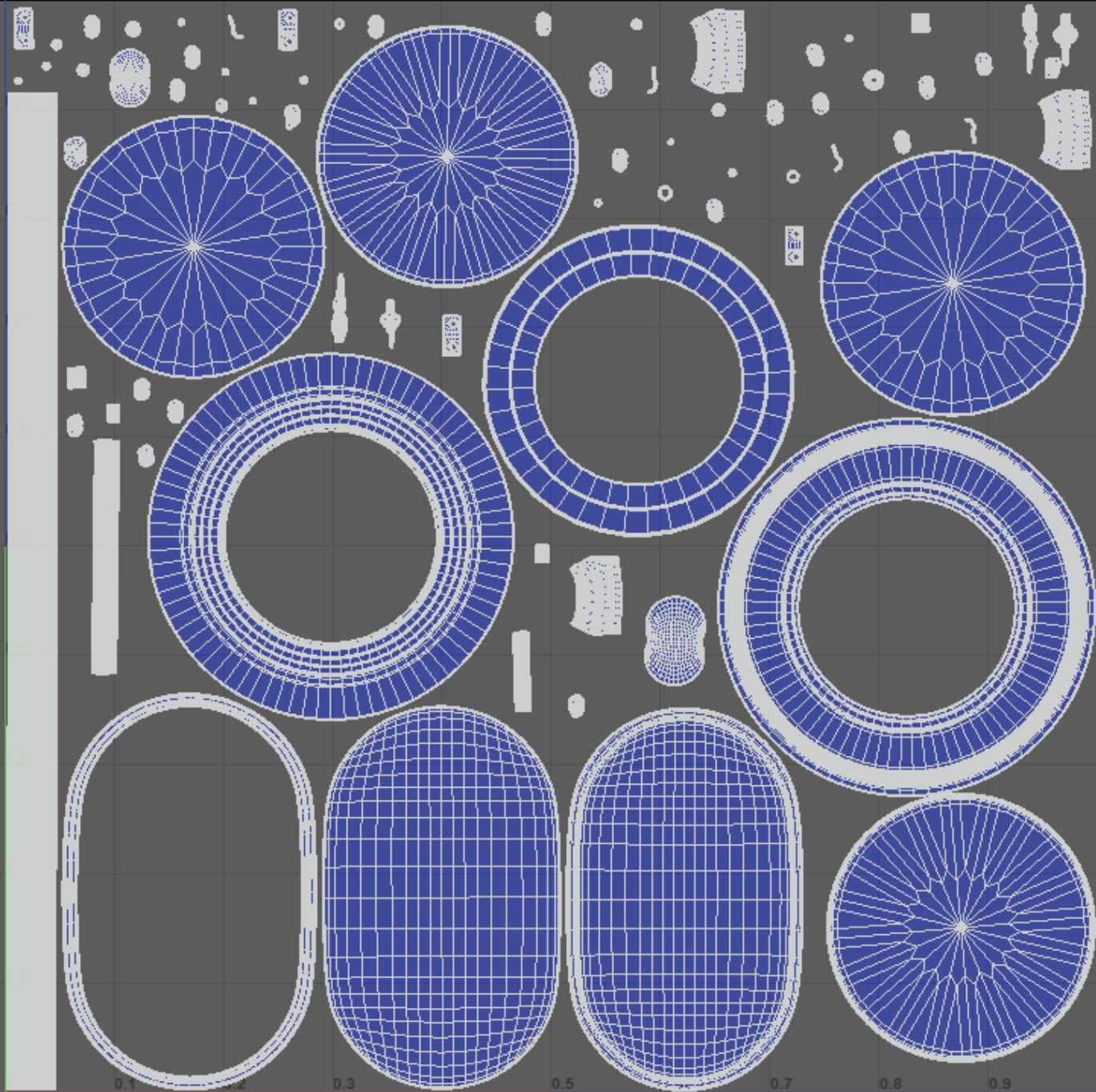


Maya

Tris-98092



Maya UV



-0.3

-0.2

-0.1

0.1

0.2

0.3

0.5

0.7

0.8

0.9

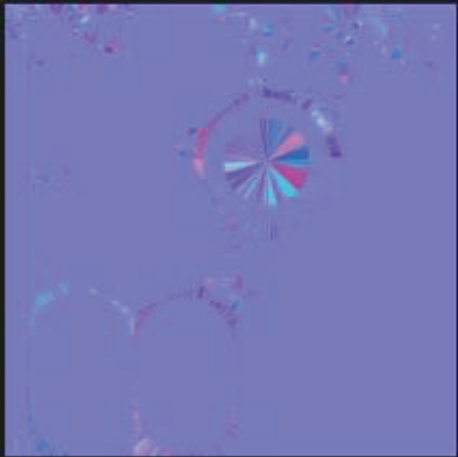
1.0

1.1

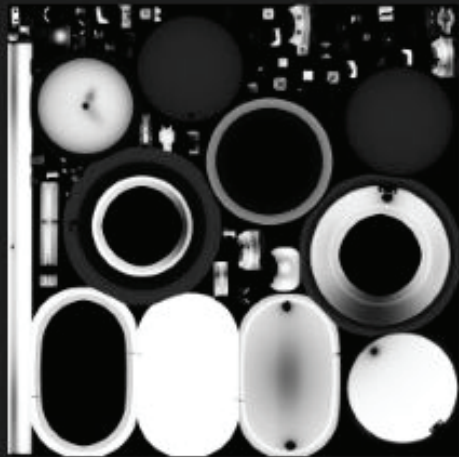
1.2

-0.1

Texture Maps



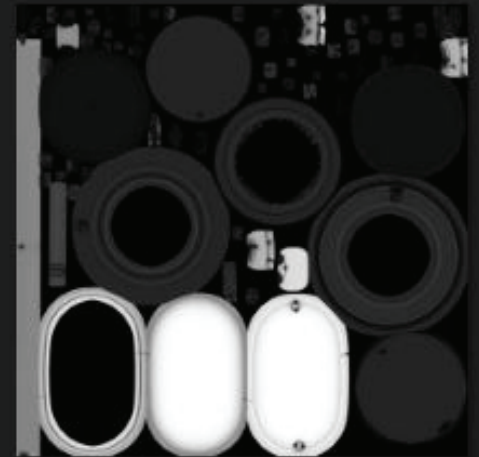
texture_normal



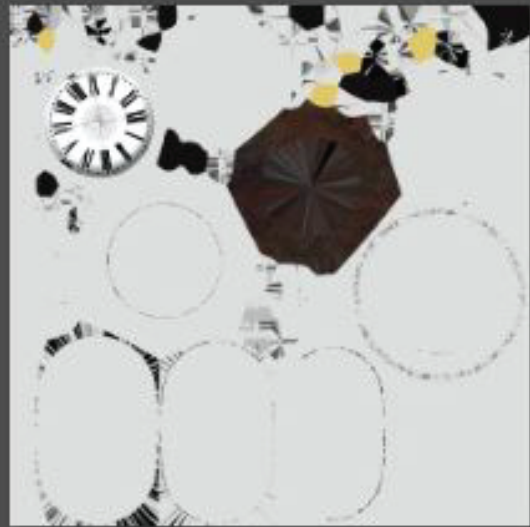
texture_occlusion



texture_rough



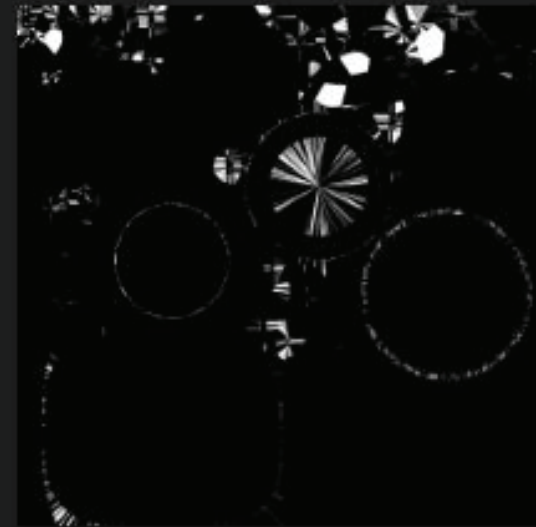
texture_thickness



texture_diff



texture_height



texture_metal

Reference From Amazon

