



**environment**

close view render





**grey scale**



**wireframe**



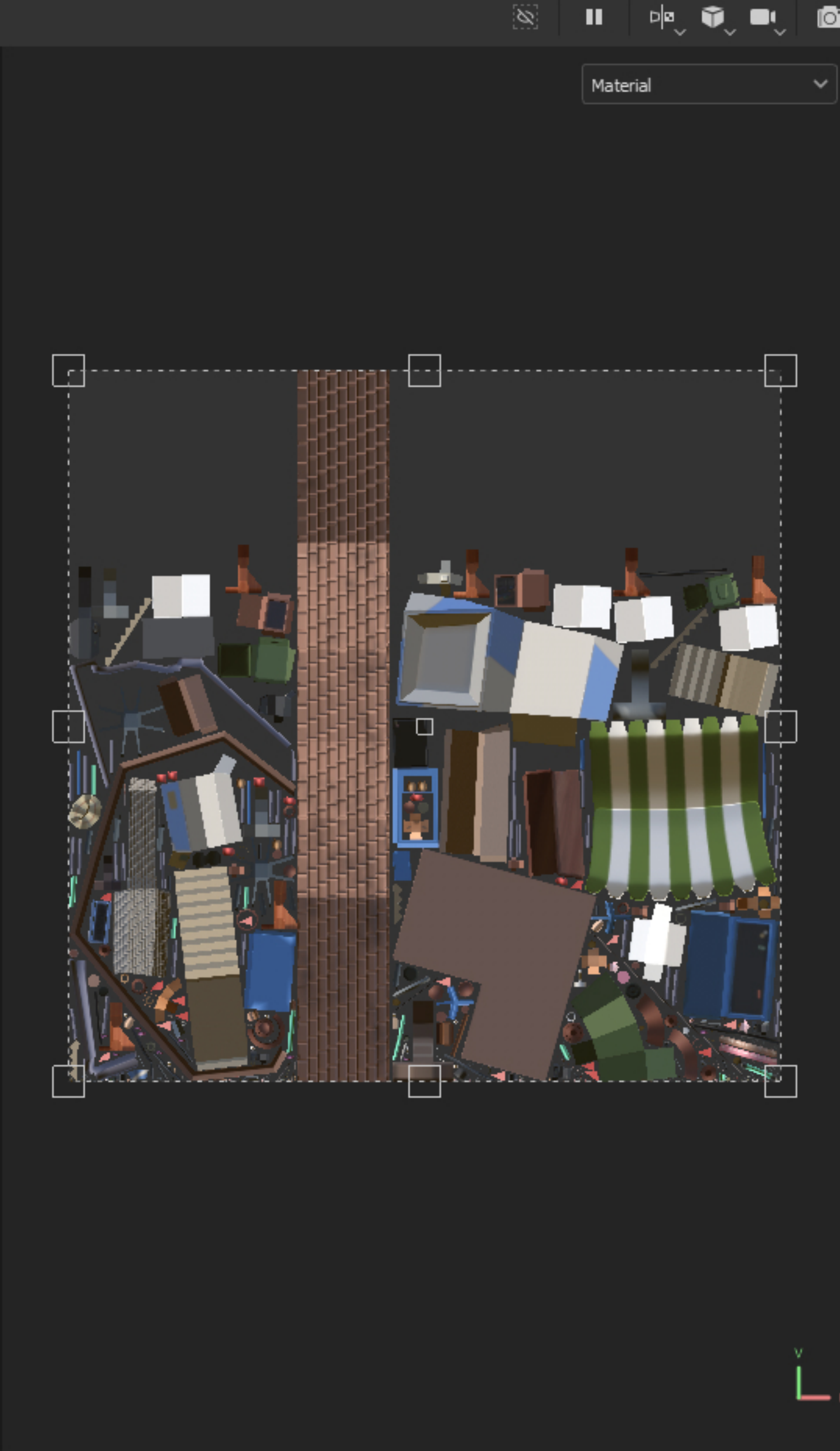
reference

**ASSETS**

All libraries

Search

Aluminium... Aluminium... Artificial Le...  
Autumn L... Baked Lig... Brass Pure  
Calf Skin Carbon Fiber Coated Me...  
Cobalt Pure Concrete B... Concrete C...  
Concrete ... Concrete S... Concrete S...  
Copper Pure Denim Rivet Fabric Ba...  
Fabric Bas... Fabric Den... Fabric Knit...  
Fabric Rou... Fabric Rou... Fabric Soft...  
Fabric Suit ... Footprints Glitter  
Gold Pure Gouache ... Ground Gr...



**TEXTURE SET LIST**

Settings

- floor Main shader
- ground Main shader
- stair part Main shader

**LAYERS** × **TEXTURE SET SETTINGS**

Base colo

- food tray Norm 100
- food Norm 100
- Paint Norm 100
- cake Norm 100
- Paint Norm 100
- cake Norm 100
- Paint Norm 100
- cake Norm 100
- Paint Norm 100
- cake Norm 100
- Paint Norm 100
- food Norm 100
- carpet Norm 100

**PROPERTIES - FILL**

**FILL**

Projection UV projection

Filtering Bilinear | HQ

UV Wrap Repeat

UV transformations

substance painter screen short