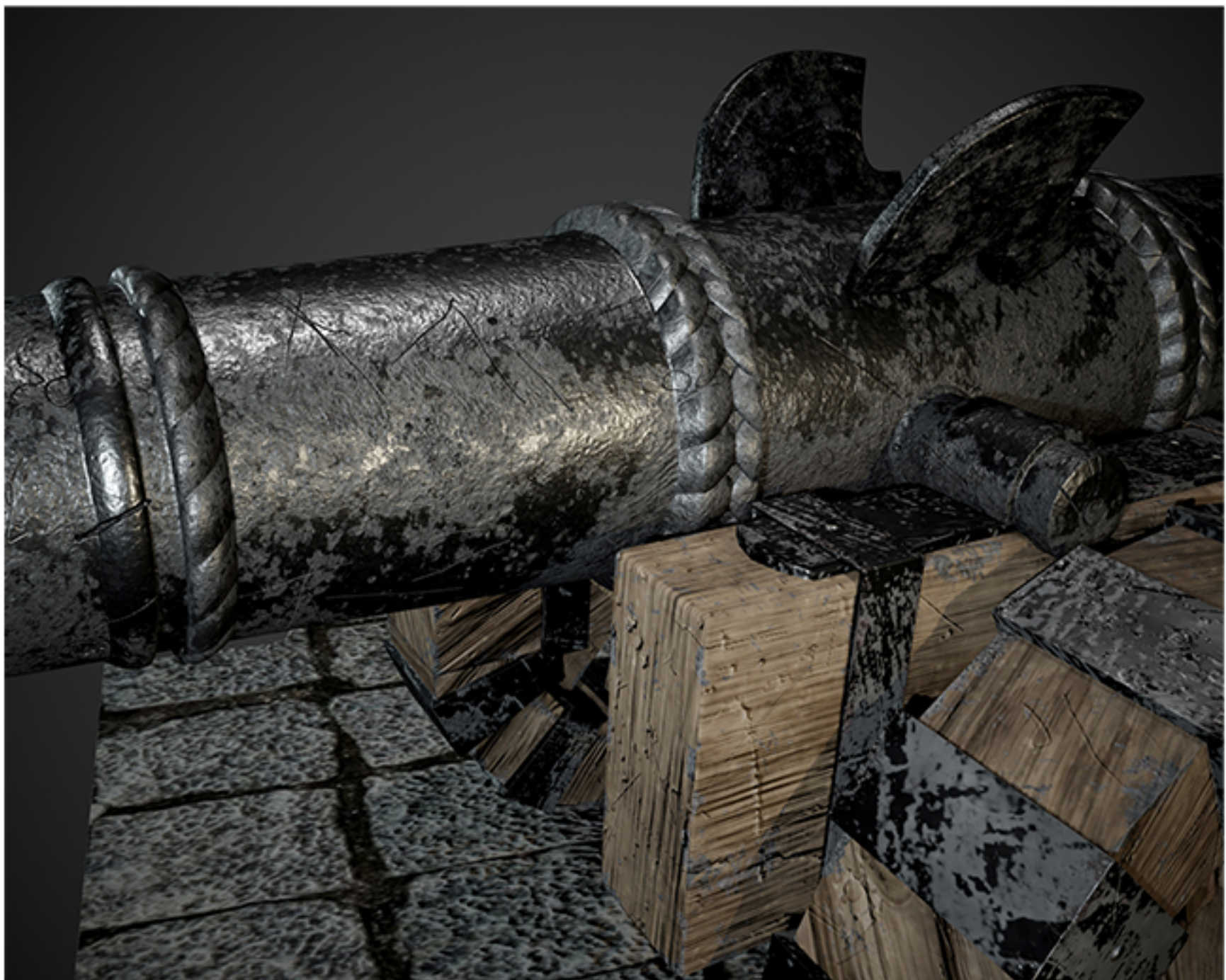




FINAL RENDER



**CLOSE RENDER
VIEW**

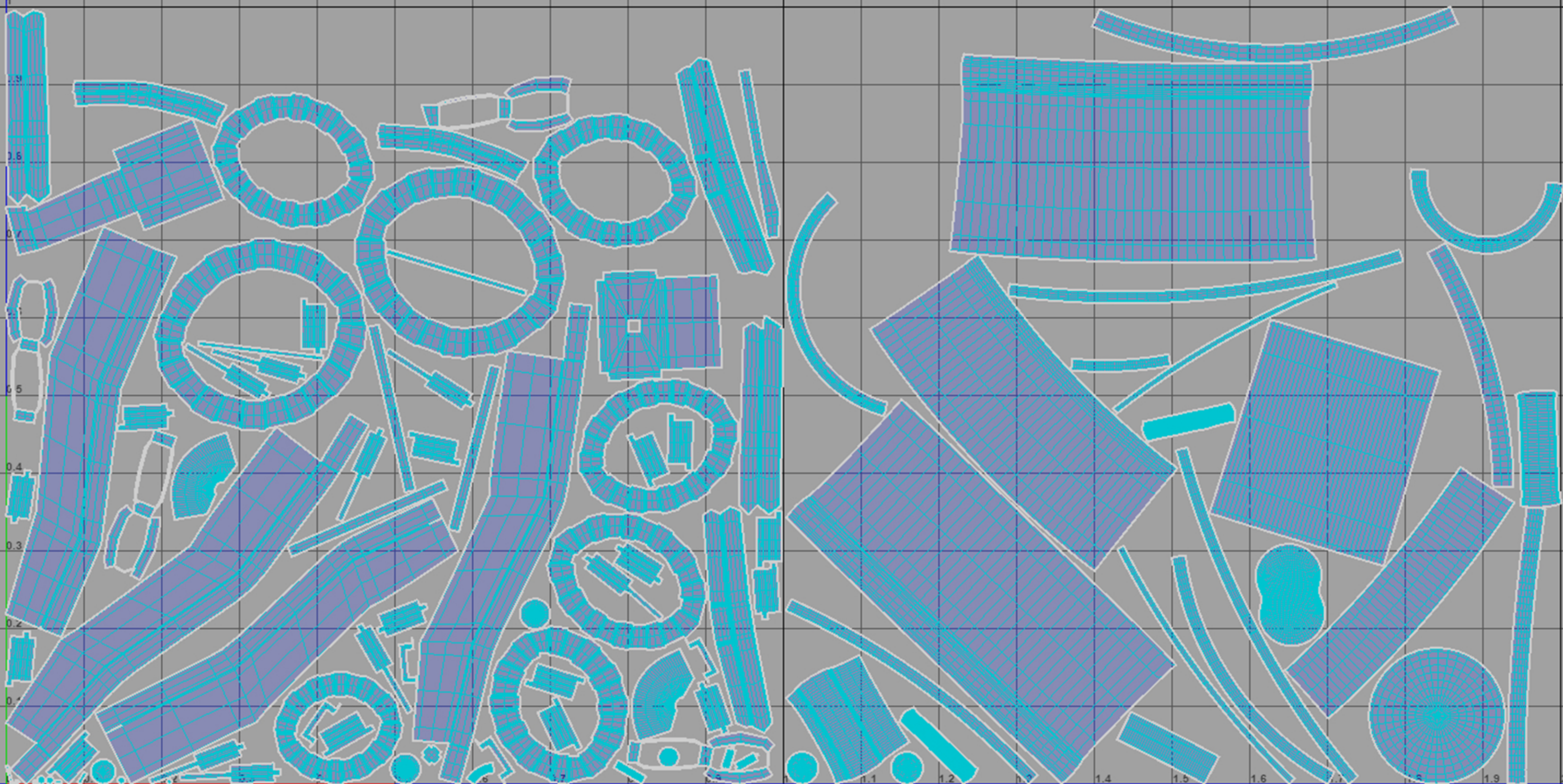


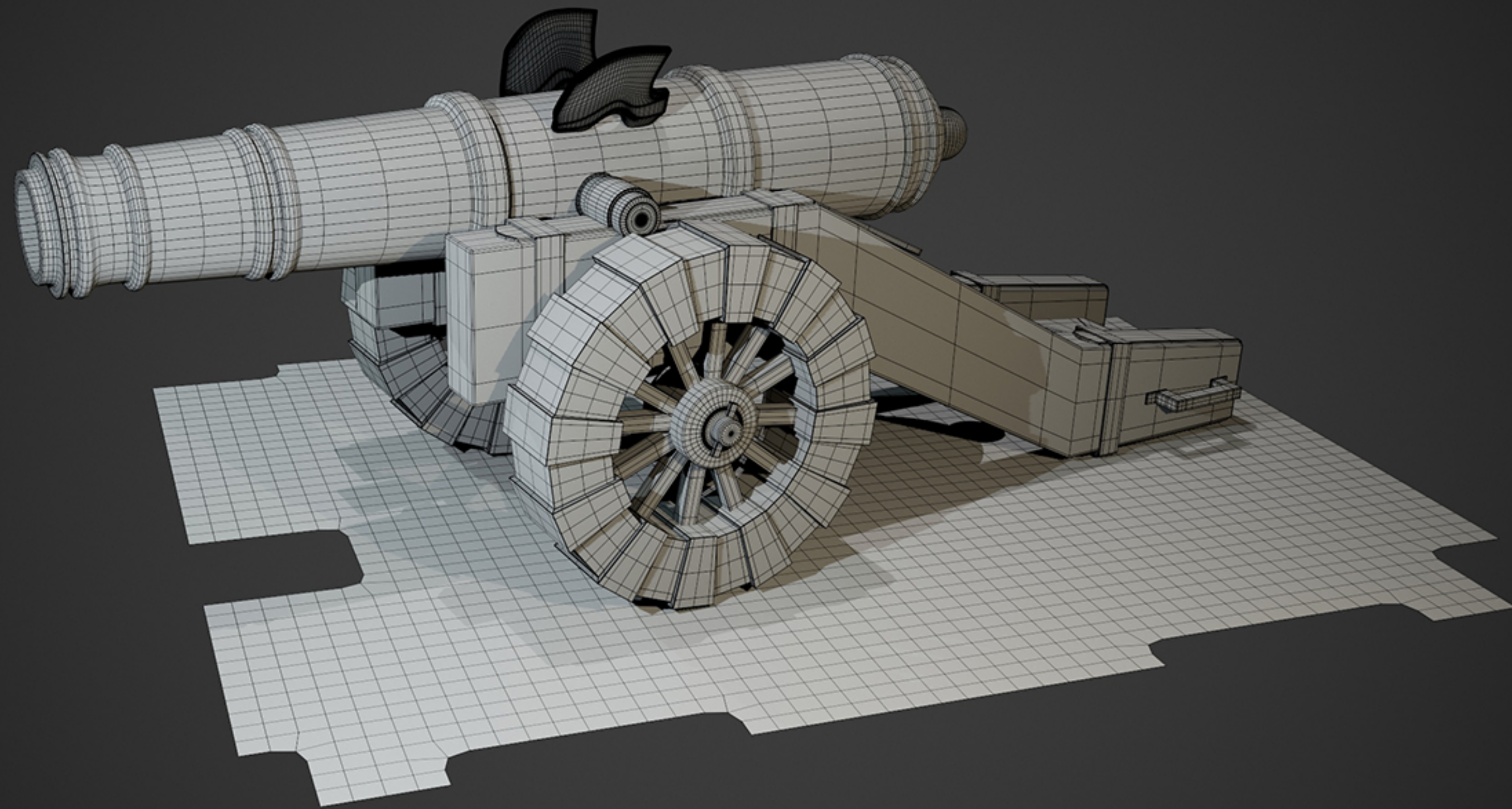
MULTIPLE RENDER



REFERENCE

UV LAYOUT





WIREFRAME

ASSETS

All libraries

Search



Aluminium... Aluminium... Artificial Le...



Autumn L... Baked Lig... Brass Pure



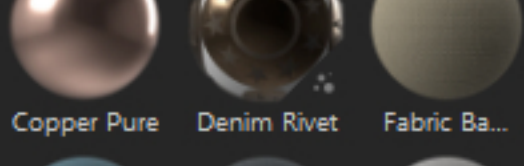
Calf Skin Carbon Fiber Coated Me...



Cobalt Pure Concrete B... Concrete C...



Concrete ... Concrete S... Concrete S...



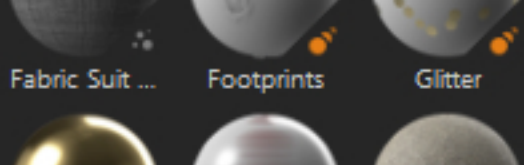
Copper Pure Denim Rivet Fabric Ba...



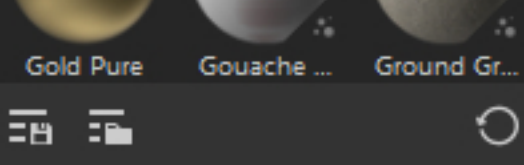
Fabric Bas... Fabric Den... Fabric Knit...



Fabric Rou... Fabric Rou... Fabric Soft...

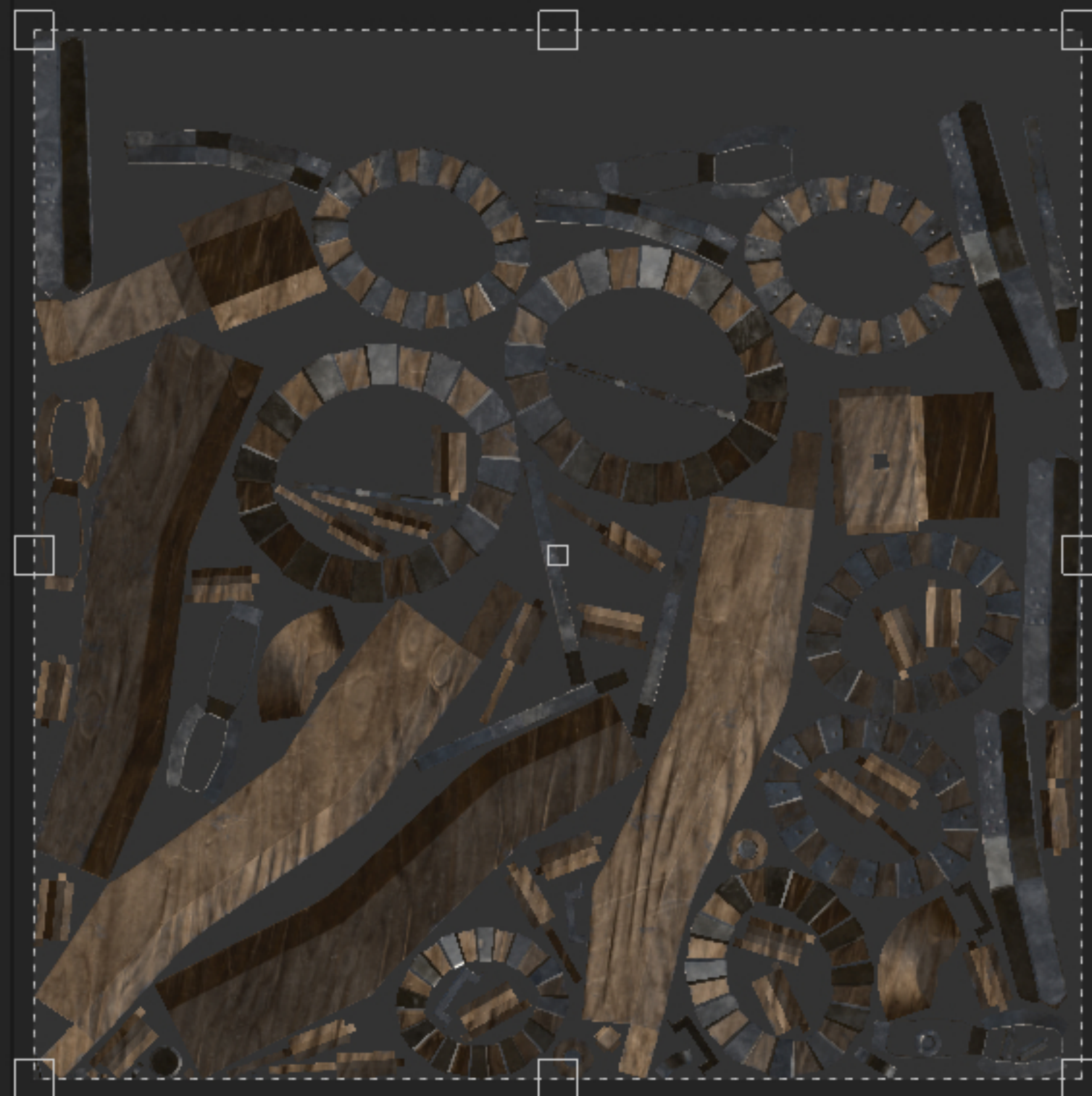


Fabric Suit ... Footprints Glitter



Gold Pure Gouache ... Ground Gr...

SUBSTANCE PAINTER



TEXTURE SET LIST

Settings

- blinn1 Main shader
- phongE1 Main shader

LAYERS TEXTURE SET SETTINGS

Base color

- dirt Norm 100
- bolt alpha Norm 100
- metal mask Norm 100
- Fill Norm 100
- scratches Norm 100
- Wood Rough Norm 100

PROPERTIES - FILL

FILL

Projection: UV projection

Filtering: Bilinear | HQ

UV Wrap: Repeat

UV transformations

Tiling: 1 1

TEXTURE MAPS

