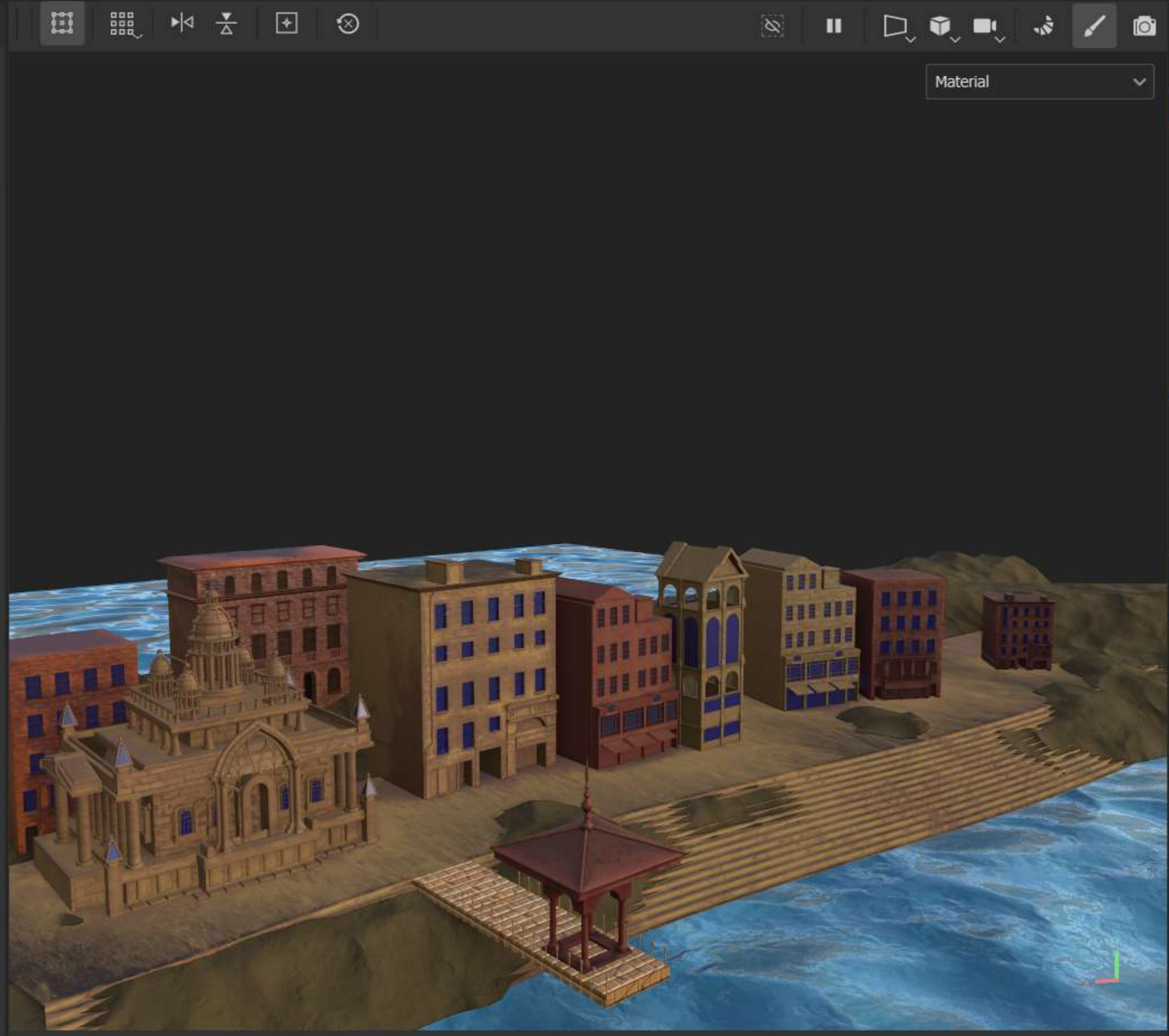


ASSETS

All libraries

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TEXTURE SET LIST

time_pass1	4096x4096	Main shader
time_pass10	4096x4096	Main shader
time_pass2	4096x4096	Main shader
time_pass3	4096x4096	Main shader
time_pass4	4096x4096	Main shader
time_pass5	4096x4096	Main shader
time_pass6	4096x4096	Main shader
time_pass7	4096x4096	Main shader
time_pass8	4096x4096	Main shader

LAYERS TEXTURE SET SETTINGS

Base color	Wood Ship Hull Nordic	Norm
Fill layer 7 copy 1		Norm
Fill layer 7		Norm

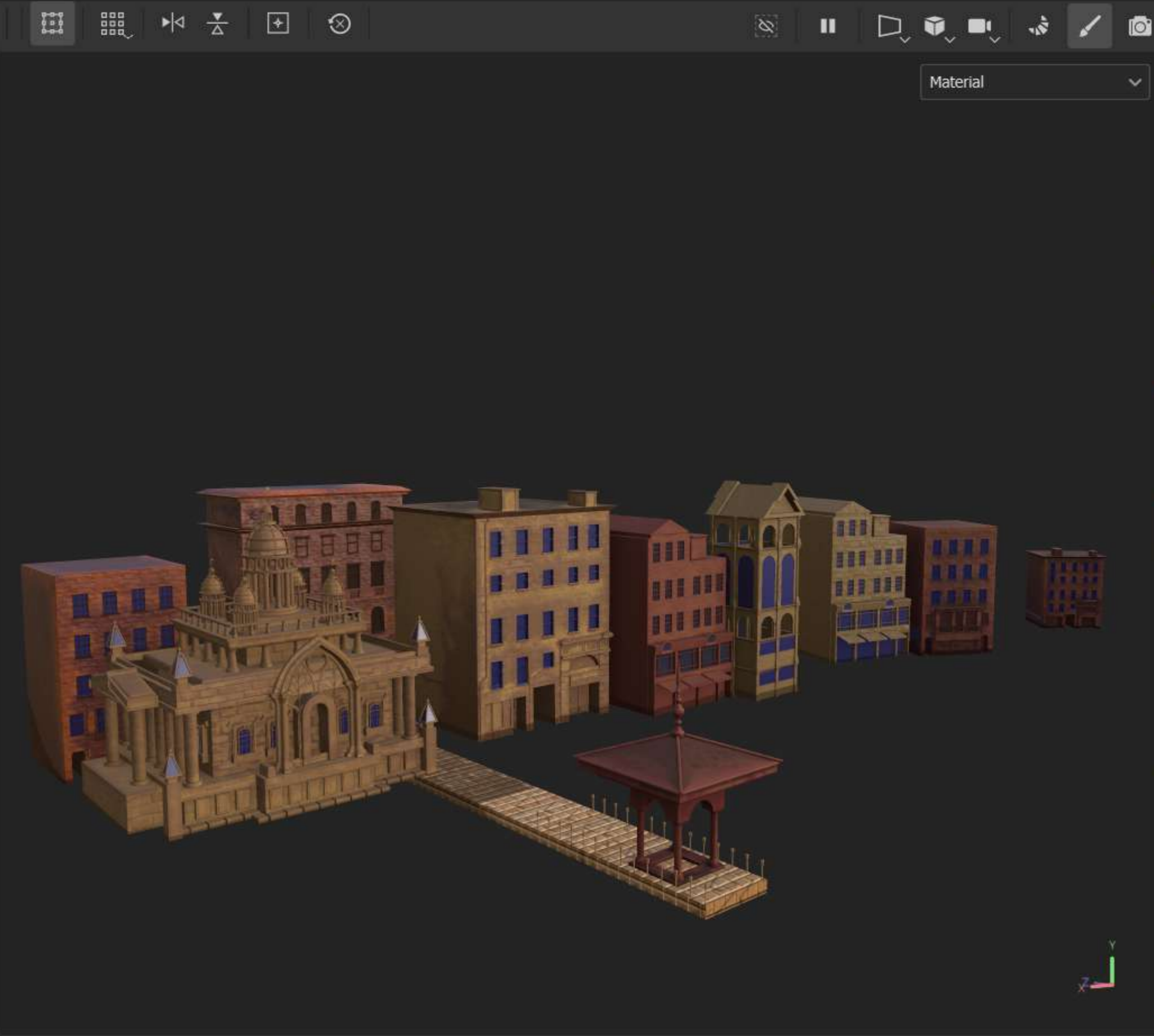
PROPERTIES - FILL

FILL	
Projection	UV projection
Filtering	Bilinear HQ
UV Wrap	Repeat
UV transformations	

ASSETS

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TEXTURE SET LIST

time_pass2	4096x4096	Main shader
time_pass3	4096x4096	Main shader
time_pass4	4096x4096	Main shader
time_pass5	4096x4096	Main shader
time_pass6	4096x4096	Main shader
time_pass7	4096x4096	Main shader
time_pass8	4096x4096	Main shader
time_pass9	4096x4096	Main shader

LAYERS TEXTURE SET SETTINGS

Base color

glass	Norm	100
Fill layer 8	Norm	100
bland copy 1	Norm	76

Curvature Norm 100

PROPERTIES - FILL

FILL

Projection: UV projection

Filtering: Bilinear | HQ

UV Wrap: Repeat

UV transformations

mood bord

