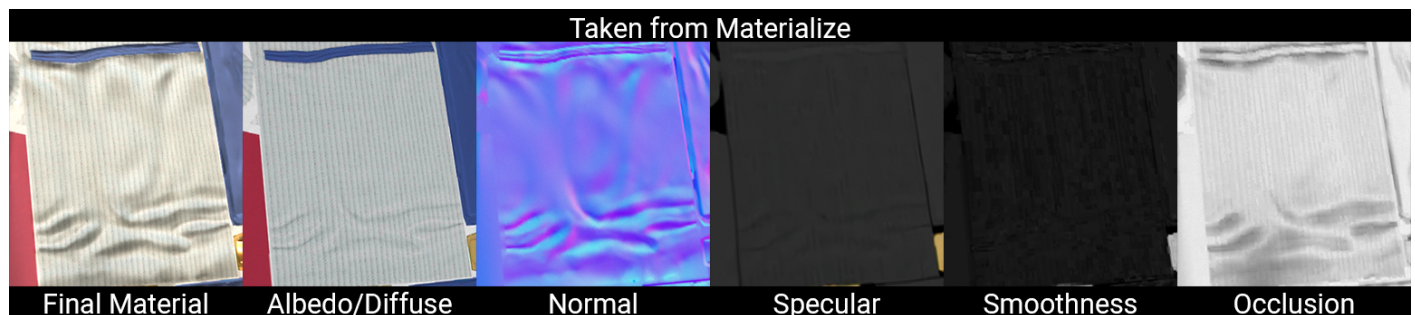


Visual Example

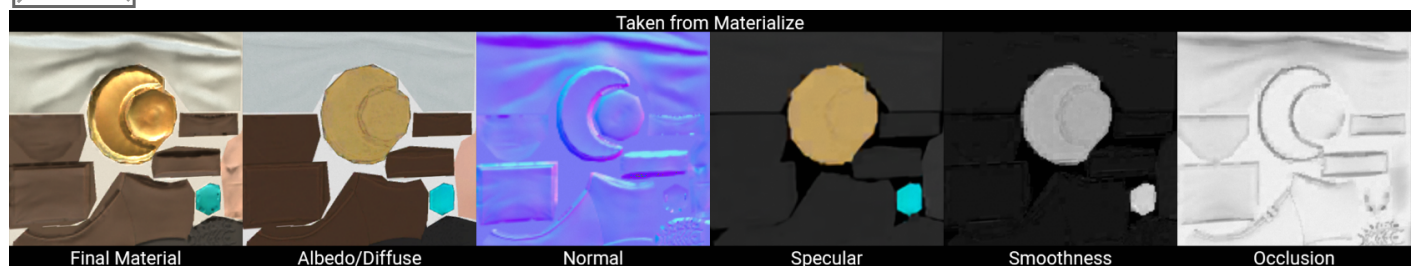
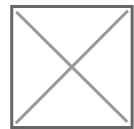
How do these textures look? Well, I've included a sample right here.

Here is a section of cloth from a material with albedo, normal, specular, smoothness, and occlusion maps, using Materialise to render it shaded on the left.



You can see that the cloth is rough, slightly shiny, and the creases in it have shadows.

Now, compare that to an area of the same texture for a metal object.



You can see the specular and albedo are both bright, and it's really reflective and shiny. Notice how the colour of the reflection is tinted with the colour of the metal.

The final result looks like this.



Revision #1

Created 2022-01-27 06:49:27 UTC by Silent

Updated 2024-04-17 02:40:25 UTC by Silent