

Archivo Inicio Compartir Vista Herramientas de imagen

Anclar al acceso rápido Copiar Pegar Cortar Copiar ruta de acceso Pegar acceso directo Portapapeles

Mover a Copiar a Eliminar Cambiar nombre Organizar

Nuevo elemento Fácil acceso Nueva carpeta Nuevo

Propiedades Abrir Historial

Seleccionar todo No seleccionar ninguno Invertir selección Seleccionar

plata 2020 > 3d > 5 texturas > textura

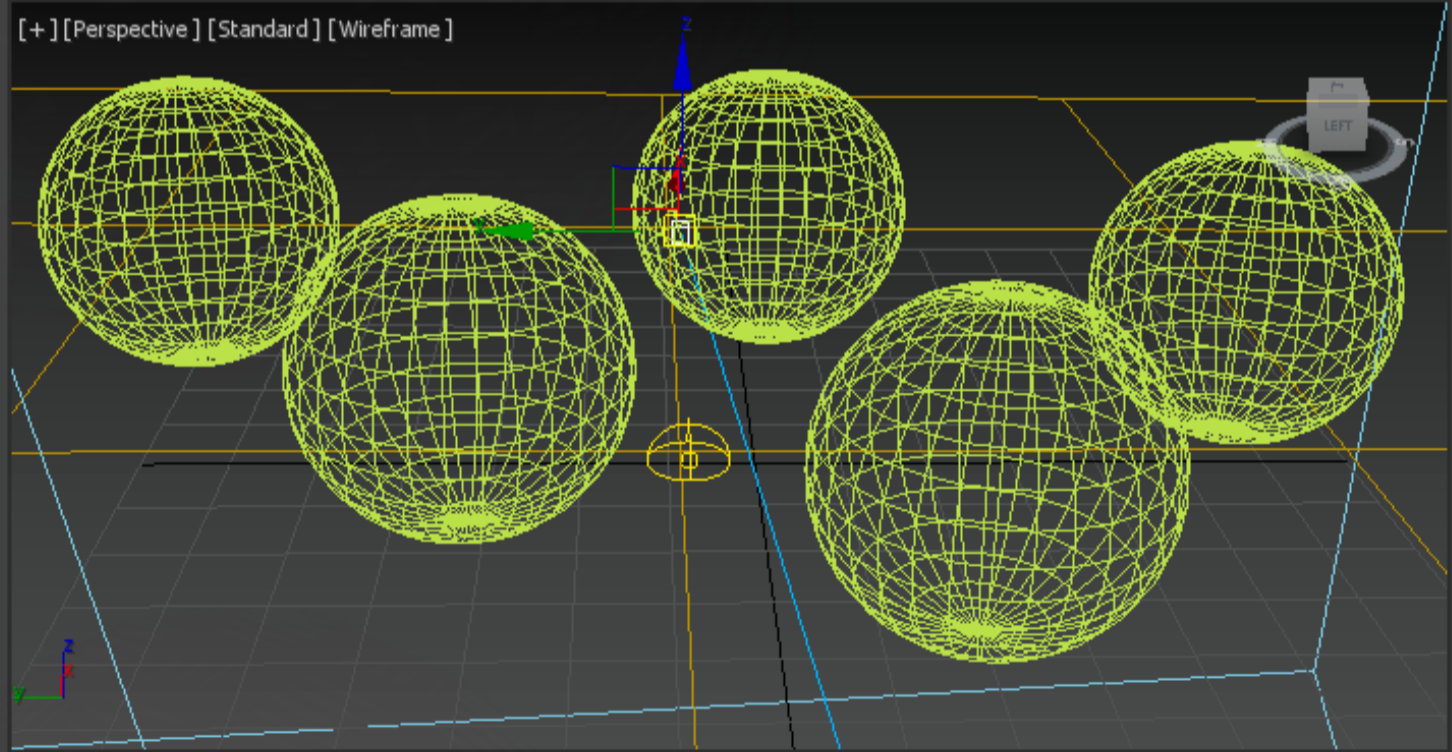
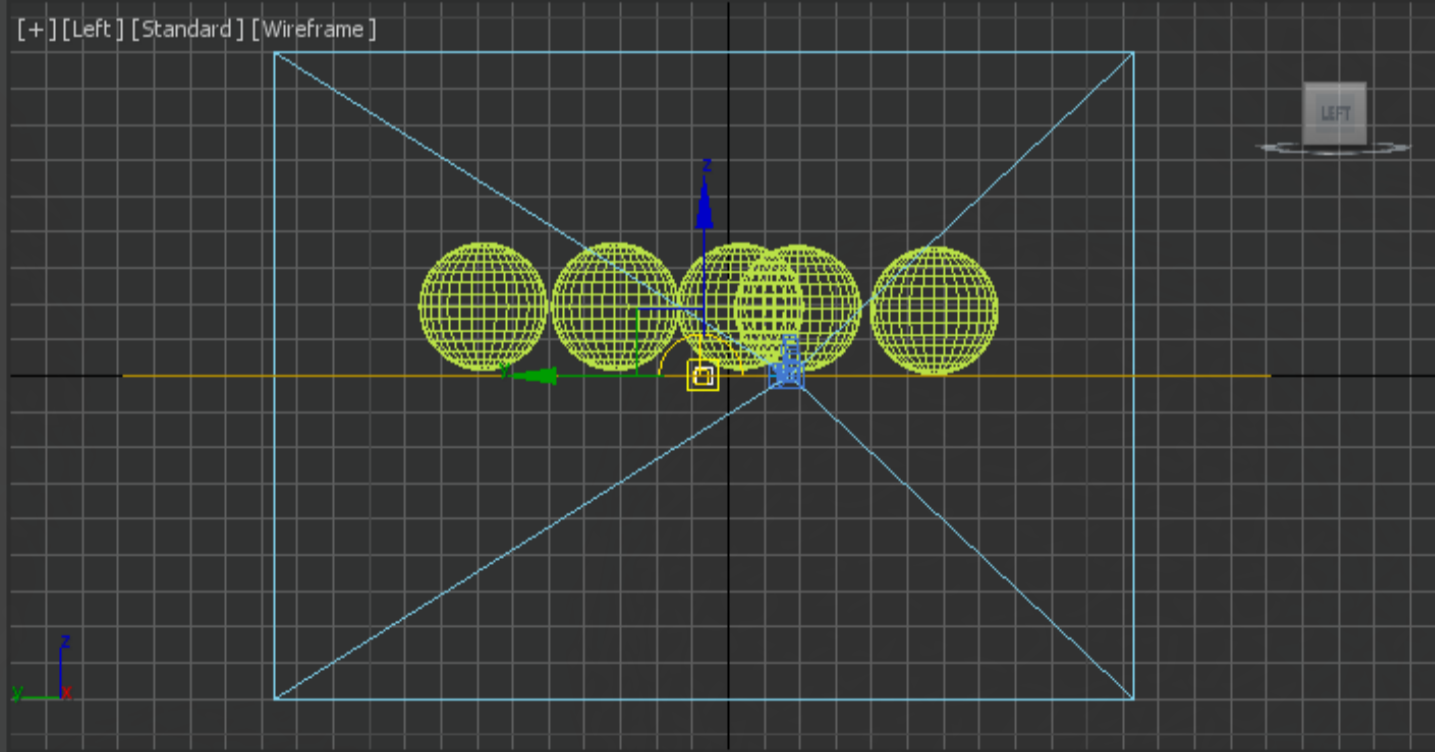
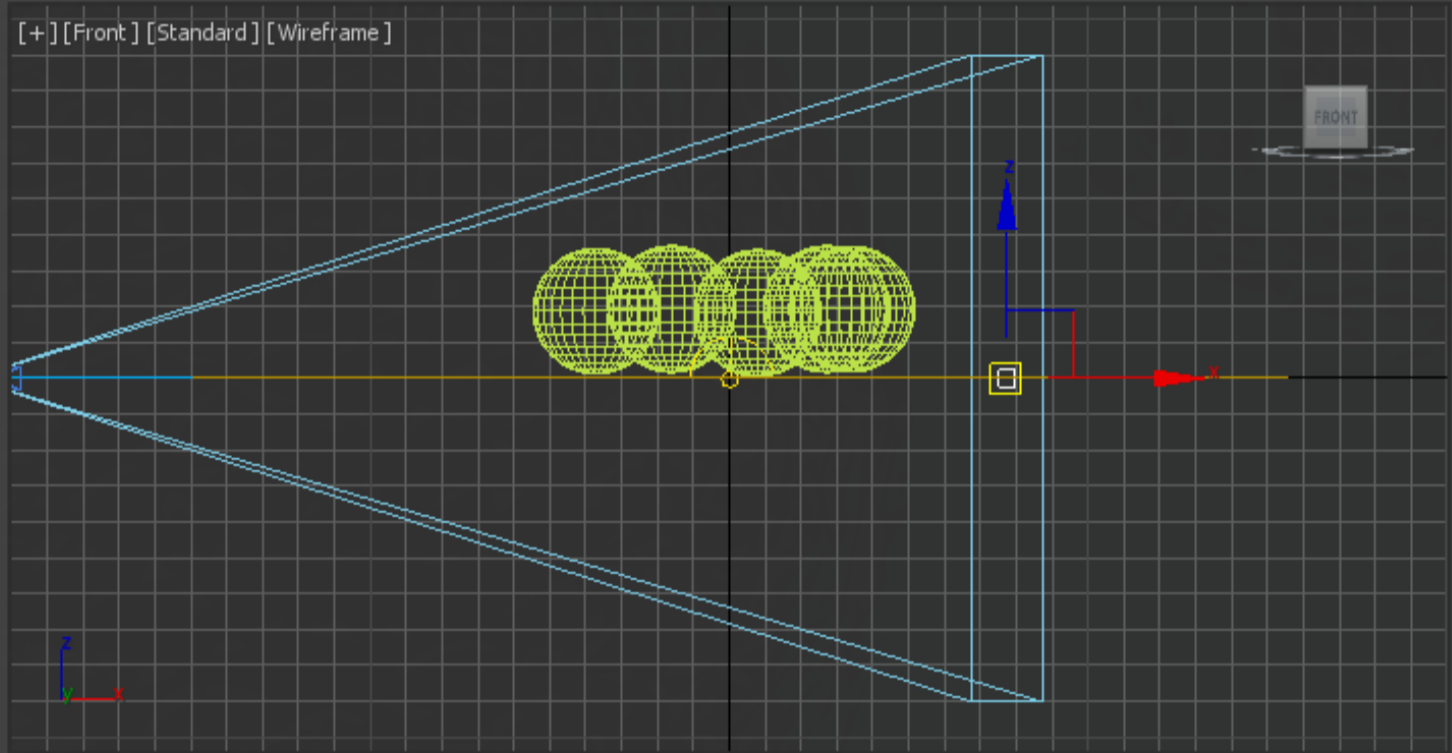
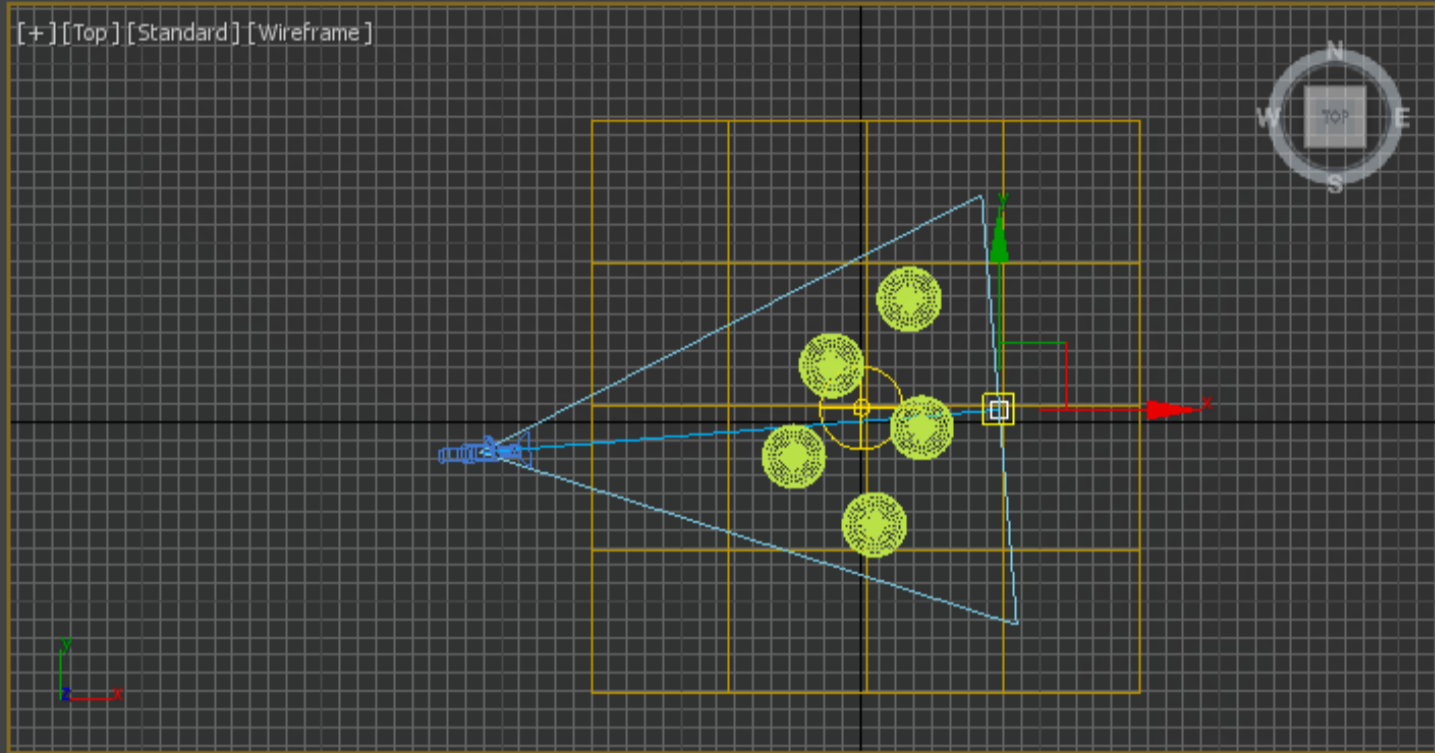
Buscar en textura

Acceso rápido

- Documents
- Pictures
- Escritorio
- Descargas
- CR\_F3BFA.tmp
- EDGEMITMP\_240A6.t
- WinSAT
- OneDrive
  - Datos adjuntos de correo
  - Documentos
  - Escritorio
  - Imágenes
  - Music
- Este equipo
  - Descargas
  - Documents
  - Escritorio
  - Music
  - Objetos 3D
  - Pictures
  - Videos
  - Disco local (C:)
- Red

lava blanco y negro.jpg lava.jpg madera blanco y negro.jpg madera.jpg metal blanco y negro.jpg metal.jpg piel blanco y negro.jpg piel.jpg tierra blanco y negro.jpg tierra.jpg

10 elementos |



Camera001.Target

Modifier List

- Target

**Slate Material Editor**

Modes Material Edit Select View Options Tools Utilities

Material/Map Browser

- Search by Name ...
- Materials
  - + Autodesk
  - General
    - Physical Material
    - Blend
    - Composite
    - DirectX Shader
    - Double Sided
    - Ink 'n Paint
    - Map to Material Con...
    - Matte/Shadow
    - Morpher
    - Multi/Sub-Object
    - Shell Material
    - Shellac
    - Top/Bottom
    - XRef Material
  - + Scanline
  - + Arnold
  - V-Ray
    - VRay2SidedMtl
    - VRayALSurfaceMtl
    - VRayPBRMtl

View1

Material #32 Physical... (Selected)

Material #25 VRayMtl

Map #2 Bitmap

Map #3 Bitmap

Material #31 Physical...

Map #5 Bitmap

Material #35 Physical...

Map #4 Bitmap

Map #10 Bitmap

Material #34 Physical...

Map #8 Bitmap

Map #11 Bitmap

Map #7 Bitmap

Map #9 Bitmap

Material #33 Physical...

Material #32 (Physical Material)

Material #32

Presets

<Choose Preset...>

Physical material

Material mode: Standard

Coating Parameters

Basic Parameters

Base Color and Reflections

1.0 M M Roughness: 0.0 Inv

Metalness: 0.0 IOR: 1.52

Transparency

0.0 Roughness: 0.0 Inv

Depth: 0.0 Thin-walled

Sub-Surface Scattering

Navigator

Plane002

Utilities

More... Sets

Perspective Match

Collapse

Color Clipboard

Measure

Motion Capture

Reset XForm

MAXScript

Flight Studio (c)

Panorama Exporter

Render...

Viewer...

0 / 100

1 Object Selected

MAXScript Mi

Rendering Time 0:00:06

X: 3.059 Y: 8.592 Z: 0.0 Grid = 10.0

Add Time Tag

Auto Key Selected

Set Key Key Filters...

08:41 p. m. 03/07/2020

V-Ray frame buffer - [100% of 640 x 480]

3 Rendering

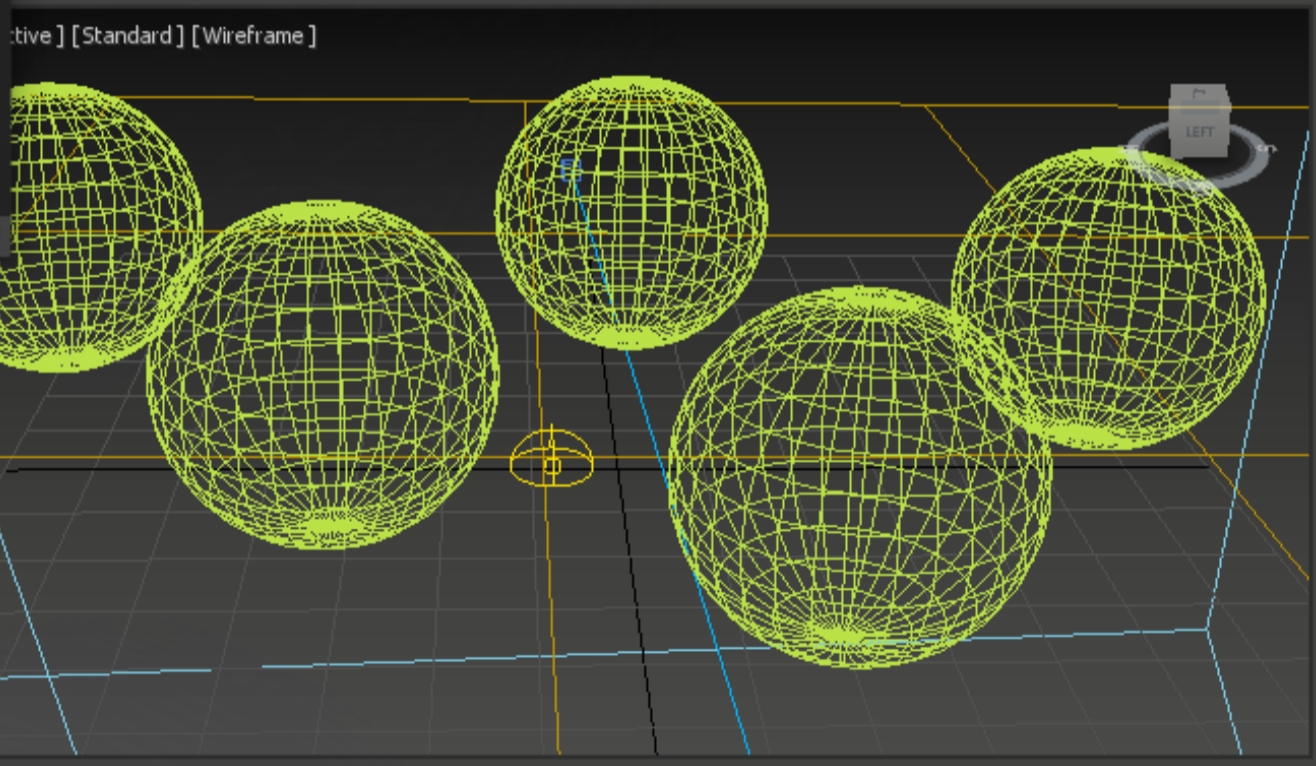
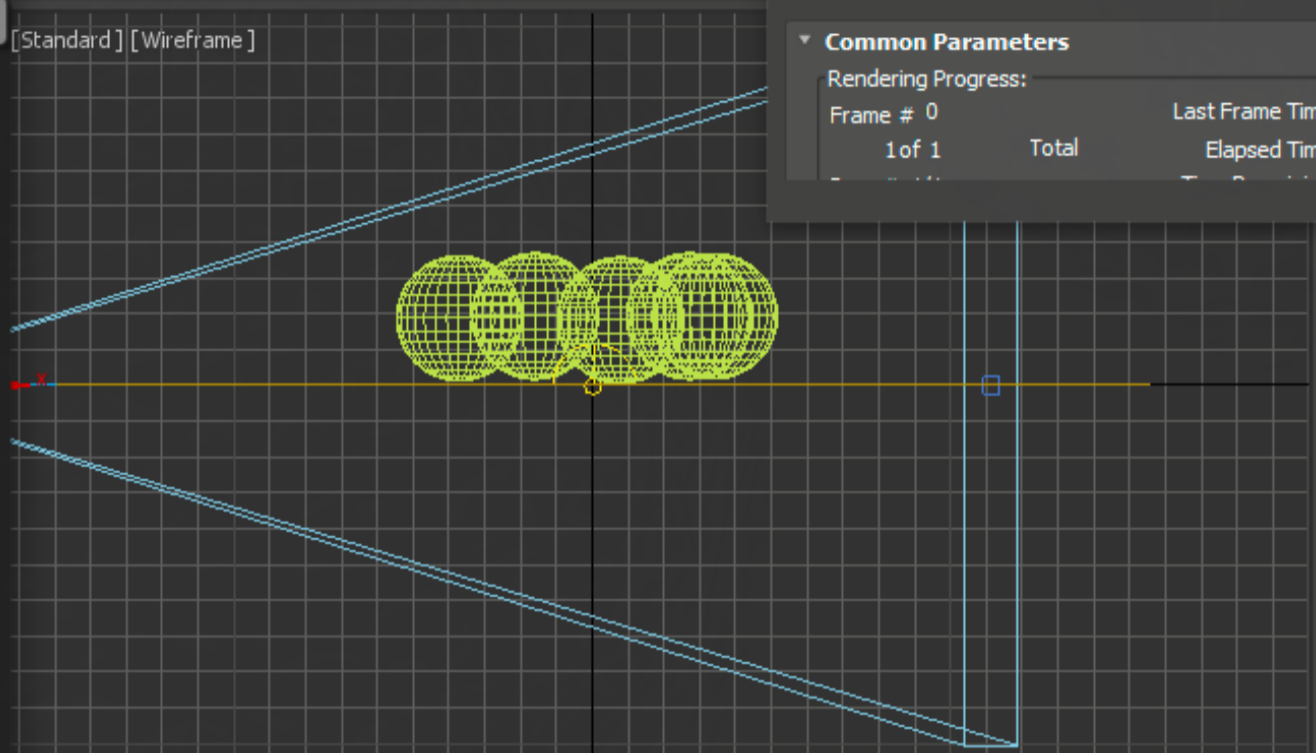
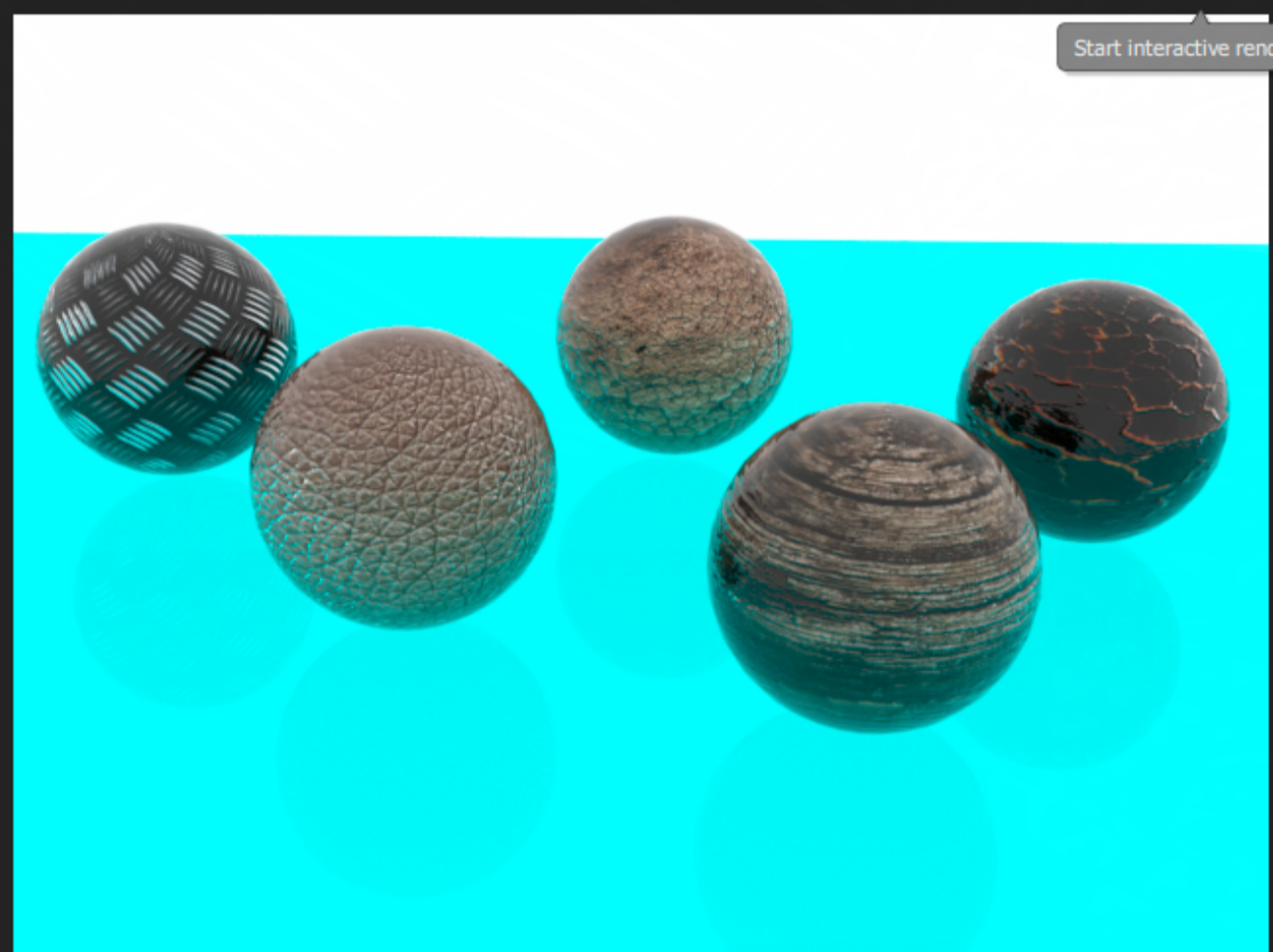
Total Animation: [Progress Bar] Stop Cancel

Current Task: Rendering image (pass 39) [00:00:10.8] [00:00:47.8 est]

**Common Parameters**

Rendering Progress:

Frame # 0	Last Frame Time: 0:00:06
1 of 1 Total	Elapsed Time: 0:00:00



Rendering image (pass 39) [00:00:10.8] [00:00:47.8 est]

0 / 100

1 Camera Selected  
MAXScript Mi

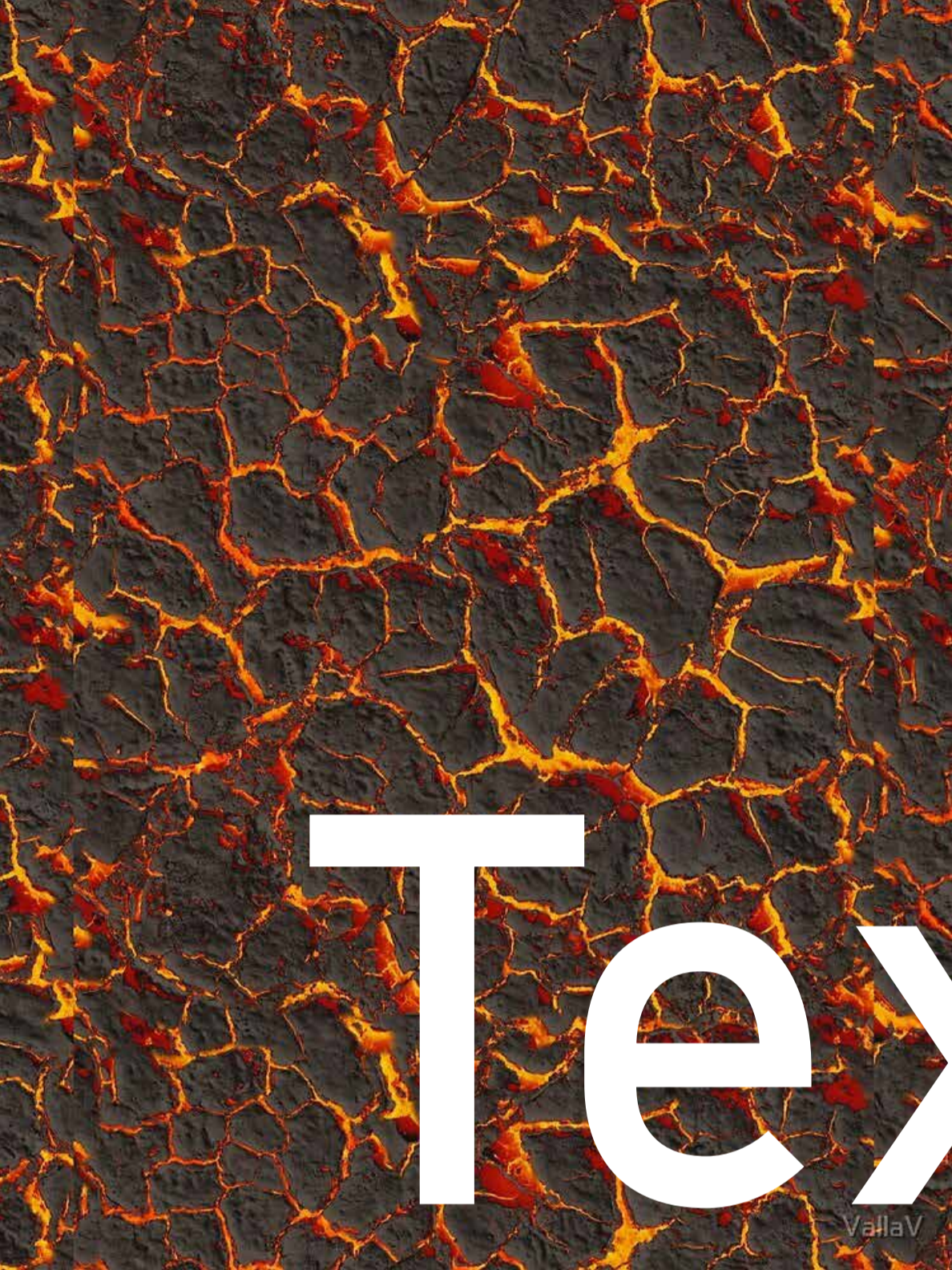
Click and drag to select and move objects

X: -211.892 Y: -17.045 Z: 0.0 Grid = 10.0

Auto Key Selected

Set Key Key Filters...

0



# Texturas

