



Mi Universidad

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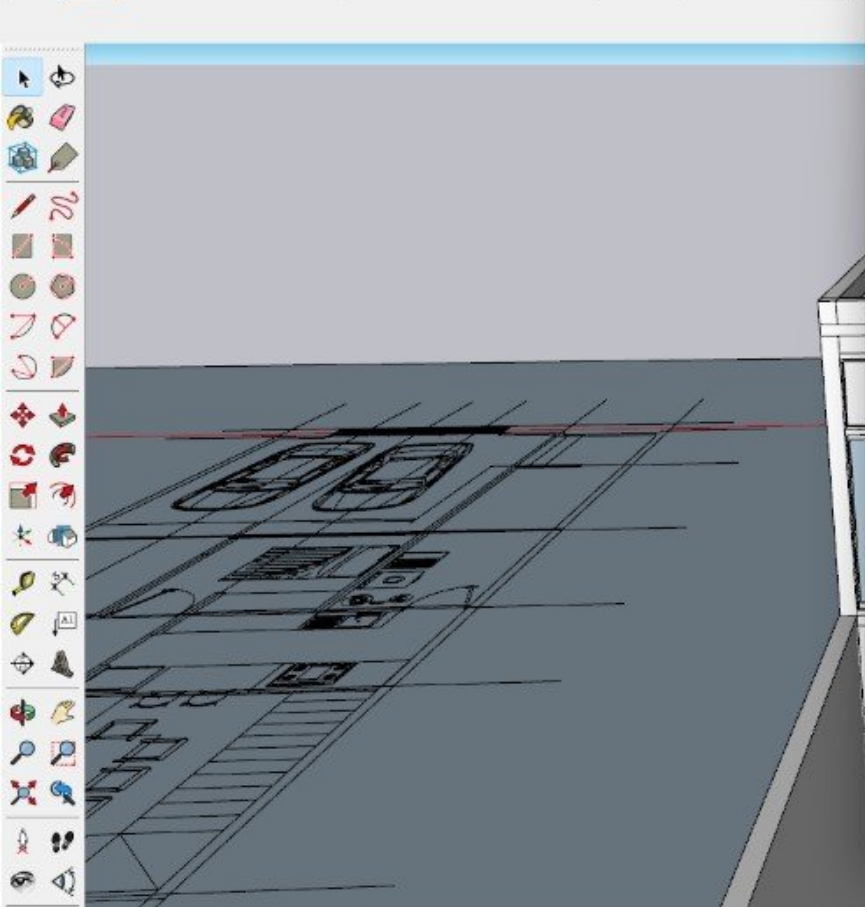
Nombre del tema : Computación

Parcial : 2

Nombre del profesor: Víctor Manuel Santiago Guillén

Nombre de la Licenciatura: Arquitectura

Cuatrimestre: 5



V-Ray Asset Editor

Search Scene

Materials

- Untagged
 - 001 adoquin
 - 001 concreto
 - 001 espejo
 - 001 ladrillo
 - 00001 ladrillo
 - 001 madera
 - 001 Metal
 - 001 piedra
 - 001 vidrio
 - 001 vidrio entintado**
 - 001 Vidrio esmerilado

Lights

- Untagged
 - SunLight

Textures

- Untagged
 - Environment Sky

Generic

VRay Mtl

Diffuse

Color

Reflection

Refraction

Coat

Self-Illumination

Opacity

Bump

Binding

Can be Overridden

The V-Ray Asset Editor window is open, displaying a list of materials on the left and a preview of a glass sphere on the right. The sphere is labeled 'V-Ray' and is shown on a tiled floor. The interface includes a search bar, a list of materials (001 adoquin, 001 concreto, 001 espejo, 001 ladrillo, 00001 ladrillo, 001 madera, 001 Metal, 001 piedra, 001 vidrio, 001 vidrio entintado, 001 Vidrio esmerilado), a list of lights (SunLight), and a list of textures (Environment Sky). The right side shows the material properties for the selected material, including Diffuse, Reflection, Refraction, Coat, Self-Illumination, Opacity, Bump, and Binding. The 'Can be Overridden' checkbox is checked.