

0D

A

1D

A

B

2D

C

D

A

B

3D

C

D

A

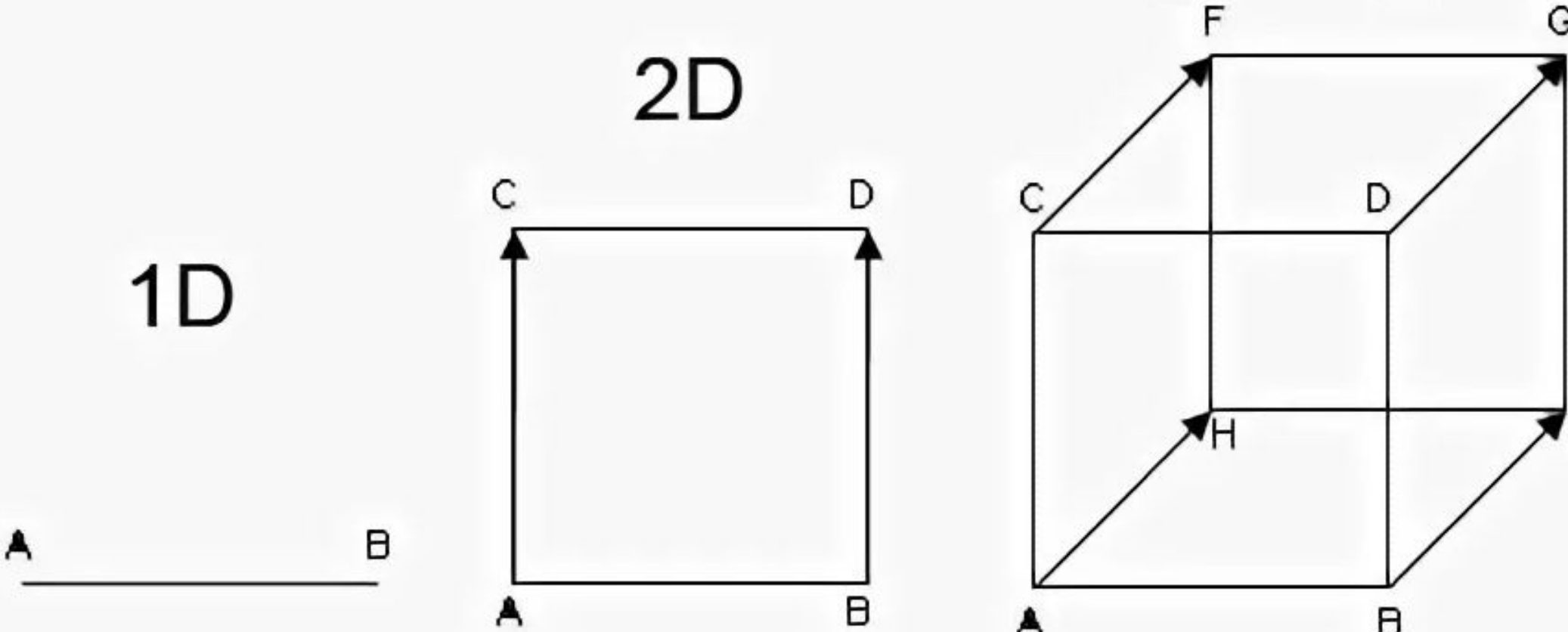
B

F

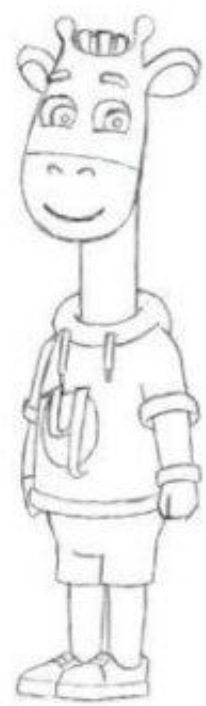
G

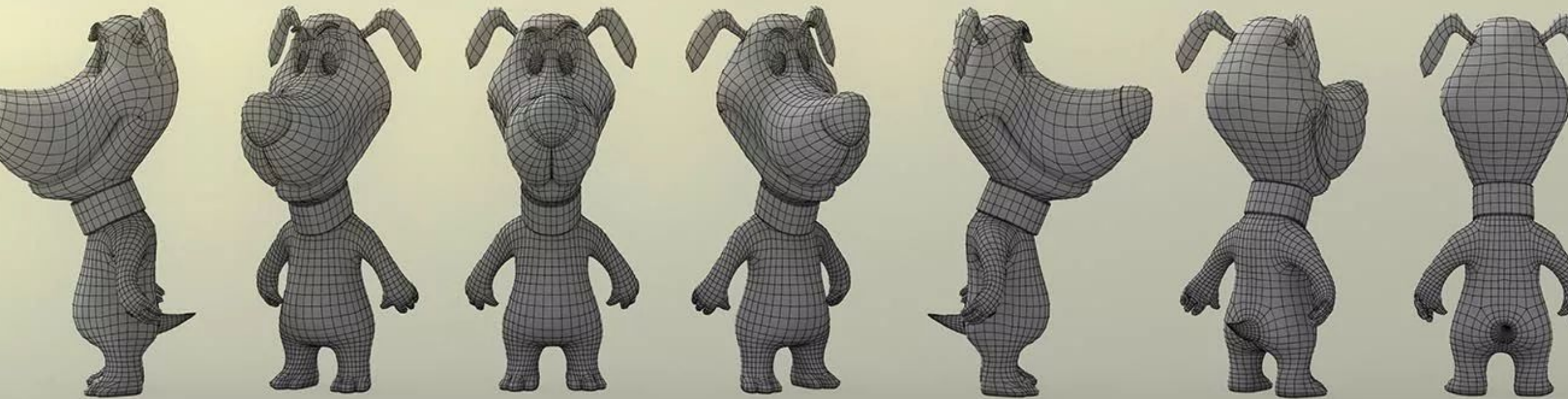
H

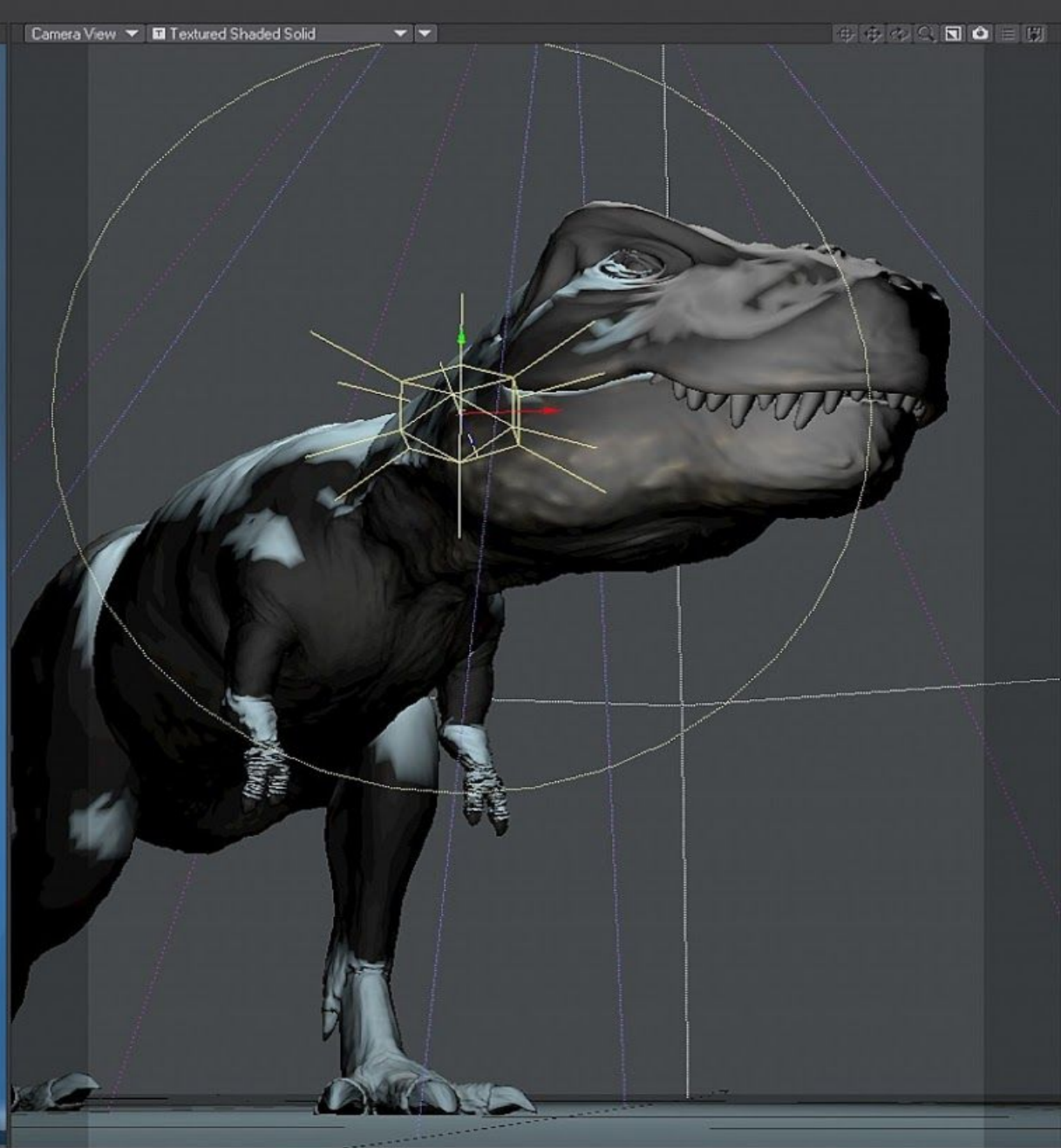
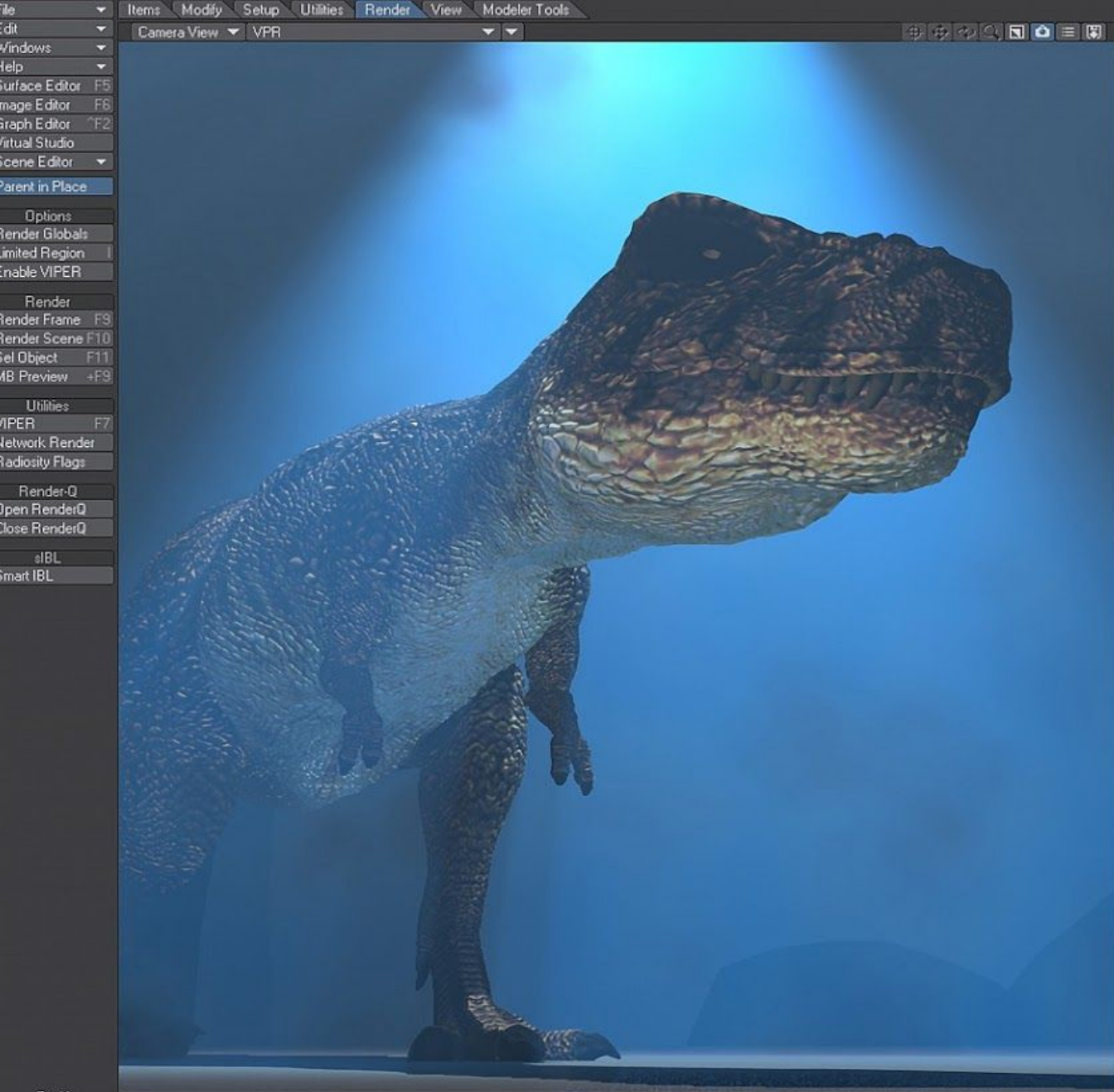
E















File Edit View Object Tags Bookmarks

- Scene by Yan Ge
- ..... VOB .....
- ..... Planet .....
- SmallRocks 2
- SmallRocks 1
- Stone 3
- Stone 2
- Stone 1
- BigStone
- Ground
- ..... Ship .....
- Ship\_S05
- Ship
  - Head
  - Front
  - Frame
  - Windows
  - Body
  - Engine
  - Back
  - Symmetry
  - Symmetry

Mode Edit User Data

Volume Tag (Volume)

Basic Tag

Tag Properties

- Material Main Engine
- Density
- Input Min 0
- Input Max 1
- Detect Value Range
- Color
- Input Min 0
- Input Max 1
- Detect Value Range
- Emission
- Input Min 0
- Input Max 0.998
- Detect Value Range



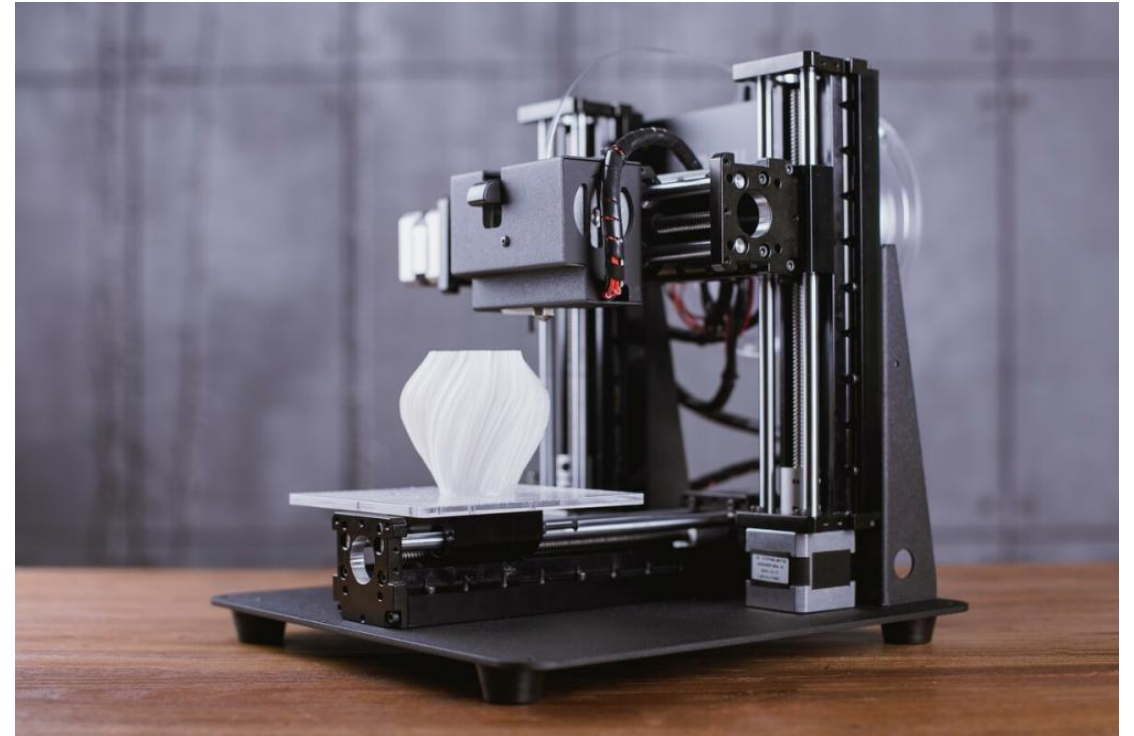
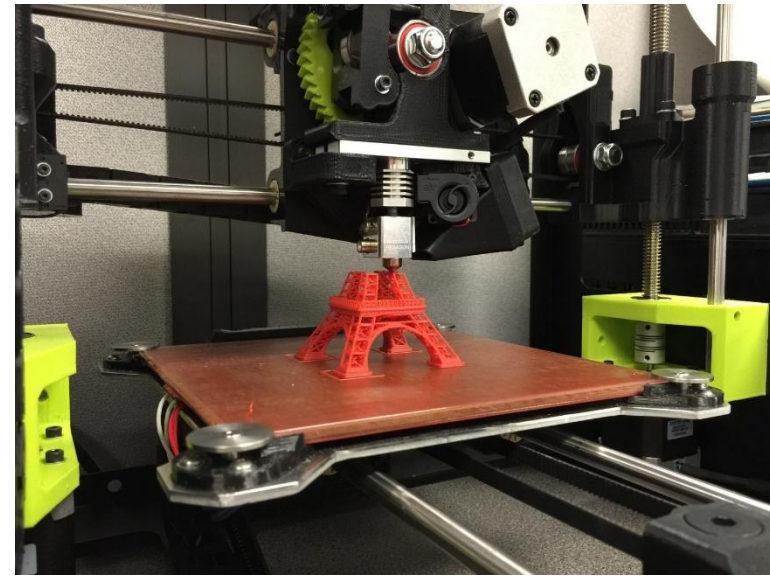
Create Edit View Select Material Texture

All No Layer SHP Volume Environment

Sky Ground Stone Rock\_1 Rock\_2 Rock\_3 Rock\_4 Rock\_5 Stone\_1 Stone\_2 Stone\_3 Stone\_4

X 0 cm X 0 cm H  
Y 0 cm Y 0 cm P  
Z 0 cm Z 0 cm B

World Scale Apply







DP  
ENFLASH