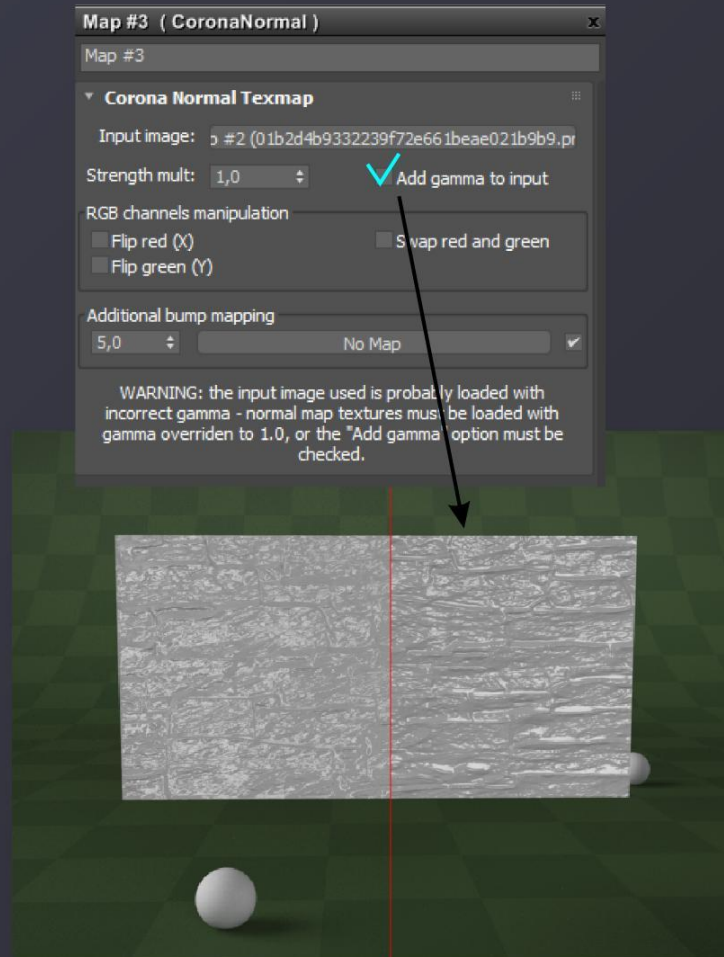
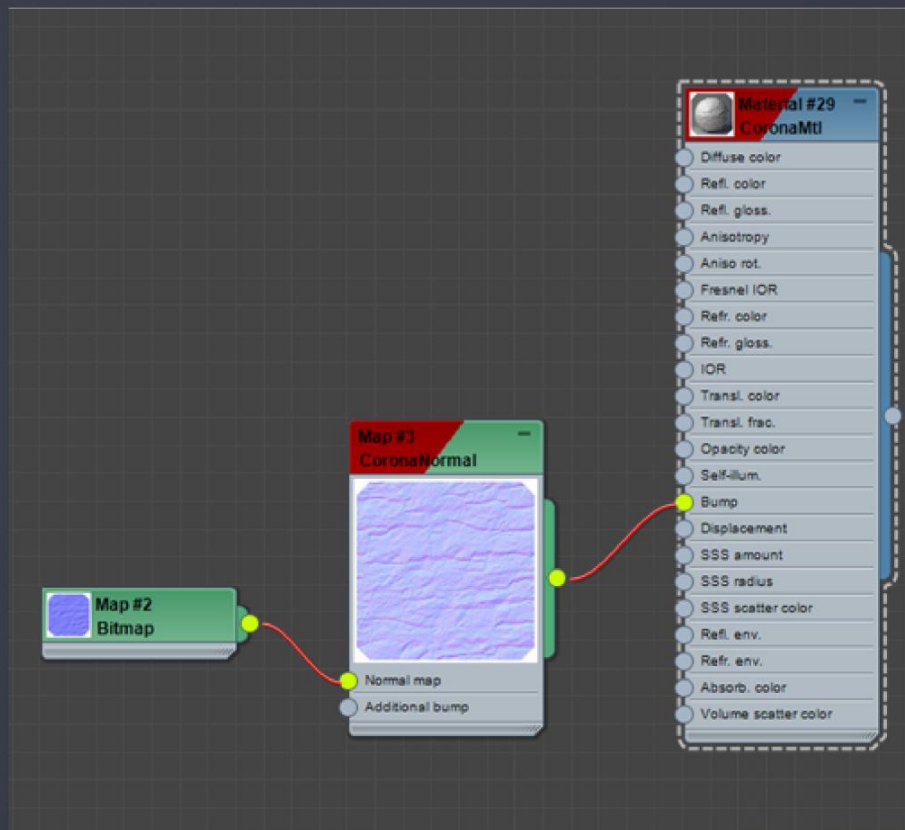


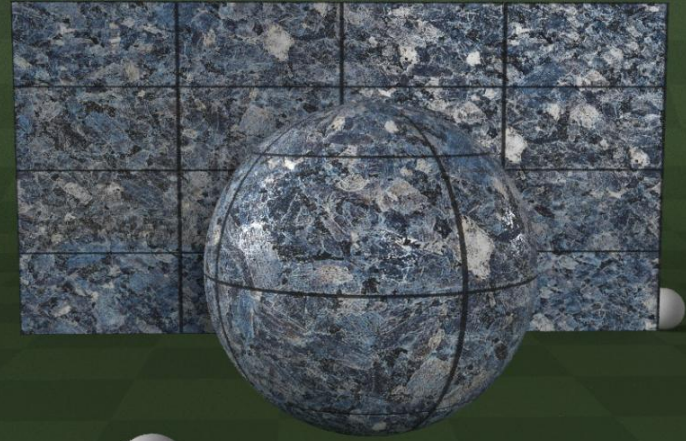
# МЕТОДЫ ТЕКСТУРИНГА ОБЪЕКТОВ

Настройка материалов и проецирования текстур

# Normal map







**Basic options**

Diffuse  
Level: 0,0  Color:

Translucency  
Fraction: 0,0  Color:

Reflection  
Level: 0,0  Color:

Glossiness: 1,0  Fresnel IOR: 1,52

Anisotropy  
Amount: 0,0  Rotation: 0,0  deg

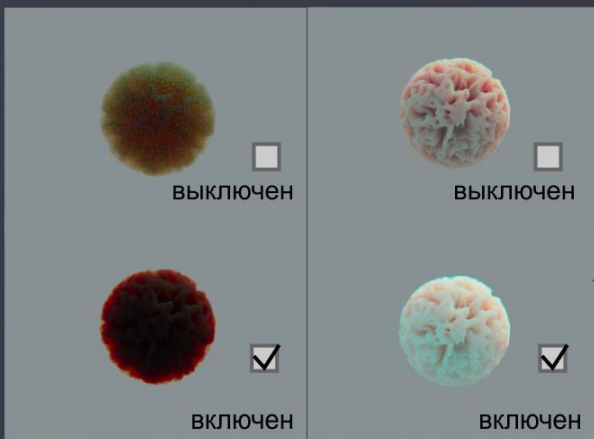
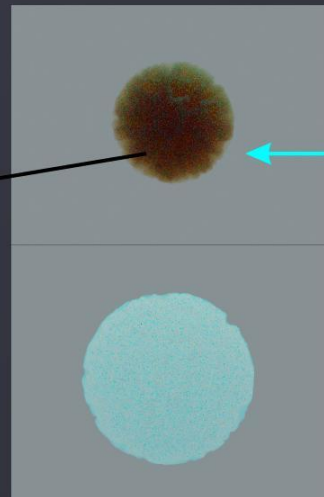
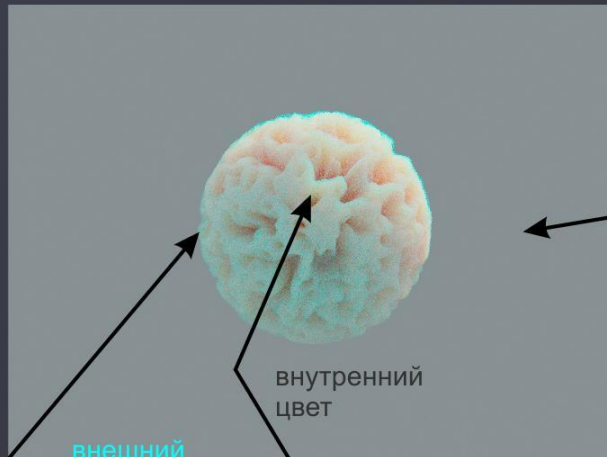
Refraction  
Level: 0,0  Color:

Glossiness: 1,0  IOR: 1,52

Dispersion  
 Enabled Abbe number: 40,0

Thin (no refraction)  Caustics (slow)

Opacity  
Level: 0,0  Clip Color:



**Volumetrics and SSS**

Mode: Volumetric scattering

Volumetric scattering

Absorption color:

Distance: 2,72mm

Scattering color:

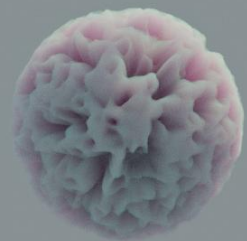
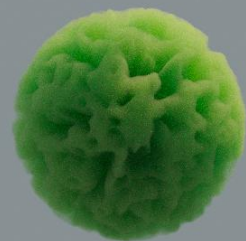
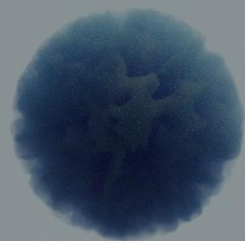
Directionality: 0,0

Single bounce only

1,0

-1,0

оболочка пропадает  
рассеивание  
при 1,0





The screenshot displays a 3D software interface with a material library grid, a selection panel, and a custom shader settings panel.

**Material Library Grid:** A grid of 25 material preview spheres, each with a label below it. The labels are: Fur Cartoon, Fur Realistic, Hair Beeline Honey, Hair Black, Hair Blonde, Blowout Burgundy, Hair Brown, Hair Brown Rough, Hair Chocolate Brown, Hair Colored, Hair Dark Brown, Hair Dark Golden Chocolate, Hair Espresso, Hair Light Blonde Shiny, Hair Platinum Blonde, and a yellow sphere without a label.

**Selection Panel:** Located on the right side of the grid, it includes a 'Named Selector Set' section with 'Copy' and 'Paste' buttons, and an 'Update Selection' button.

**Custom Shader Settings Panel:** Located on the far right, it shows the 'Custom Shader' section with 'Apply Shader' checked and 'Fur Realistic0 (CoronaHairMod)' selected. Other settings include 'Tip Color', 'Root Color', 'Hue Variation', 'Value Variation', 'Mutant Color', 'Mutant %', 'Specular', 'Glossiness', 'Specular Tint', 'Secondary', 'Self Shadow', 'Geom. Shadow', and 'Geom. Mat. ID'.

**Global volume material:** A horizontal bar at the bottom of the grid, showing 'None' and a yellow color swatch.