Rotation 0

Offset 0 0

MATERIAL

color height rough metal nrm

Substance material mode ✕
Plastelina ⌄

› **Attributes**

› **Channels mapping**

⌄ **Parameters**

Seed   Random ✎

kolor   A   1

Roughness   0.449

normal_intensity   0.53

large_cuts   1

small_cuts   0.88

deform   0.49

odciski   0.5

PLASTICINE WORLD

—— Setup normal map intensity

—— To add more large cuts details of your material

—— To add more mall cuts details of your material

—— Setup deform level of your material

—— Add fingerprint effect to a your plasticine material