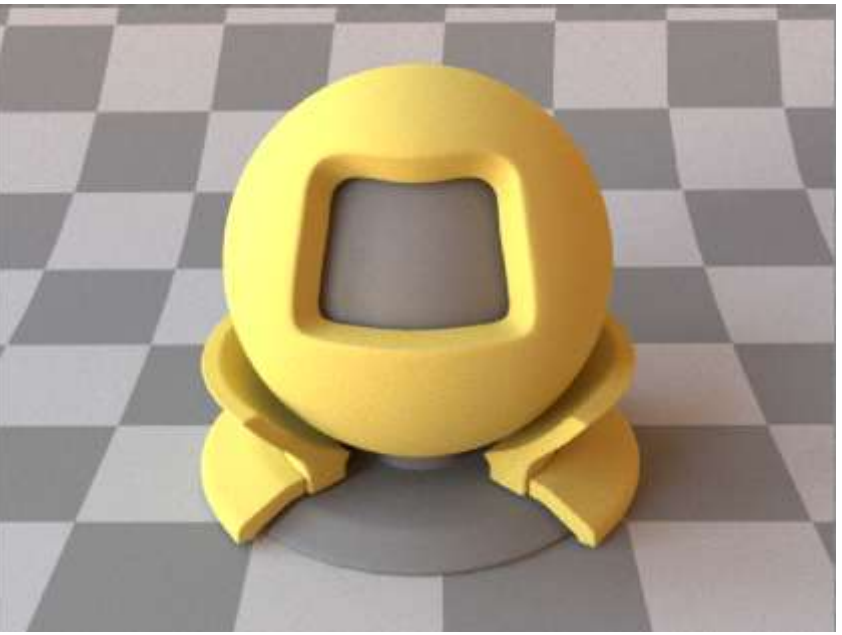
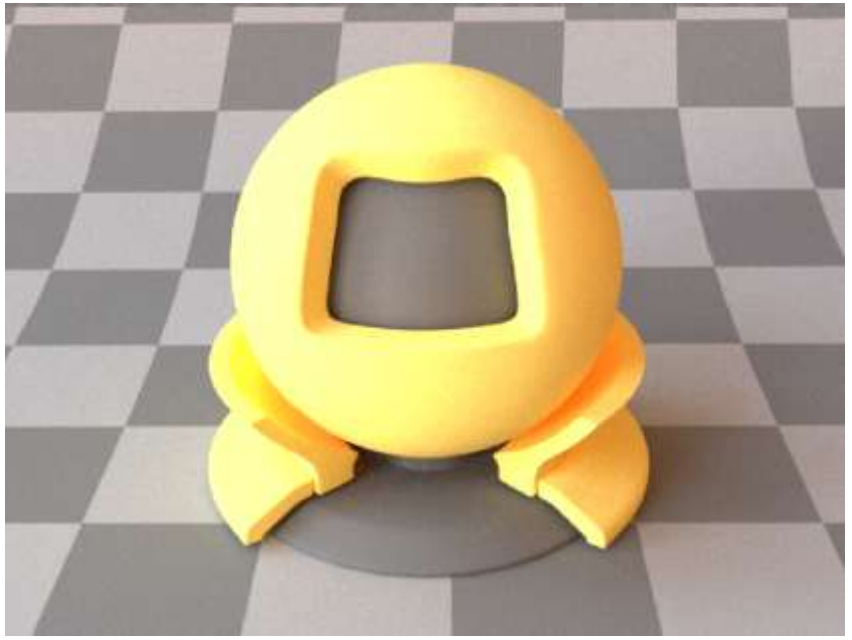
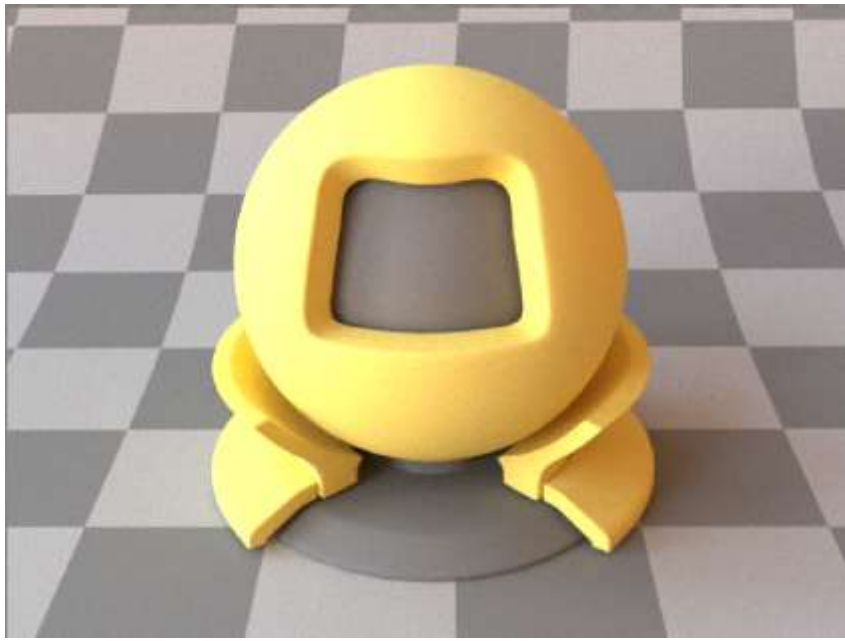


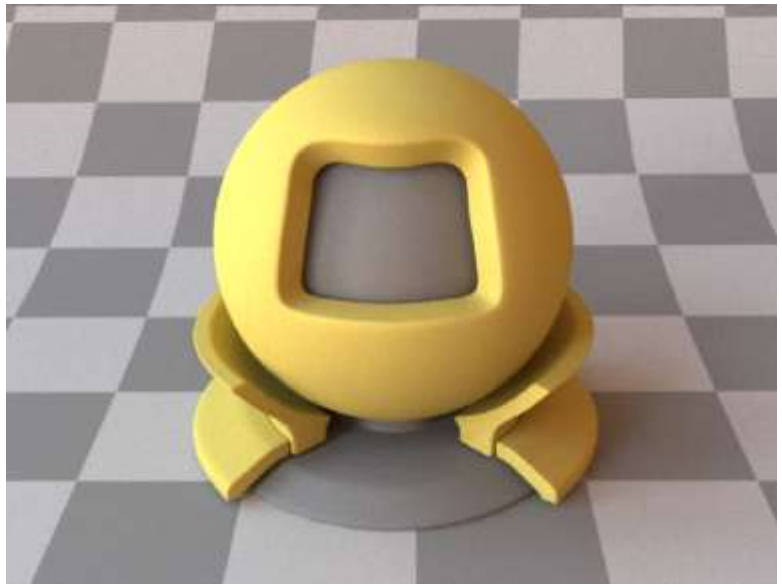
f_subsurface



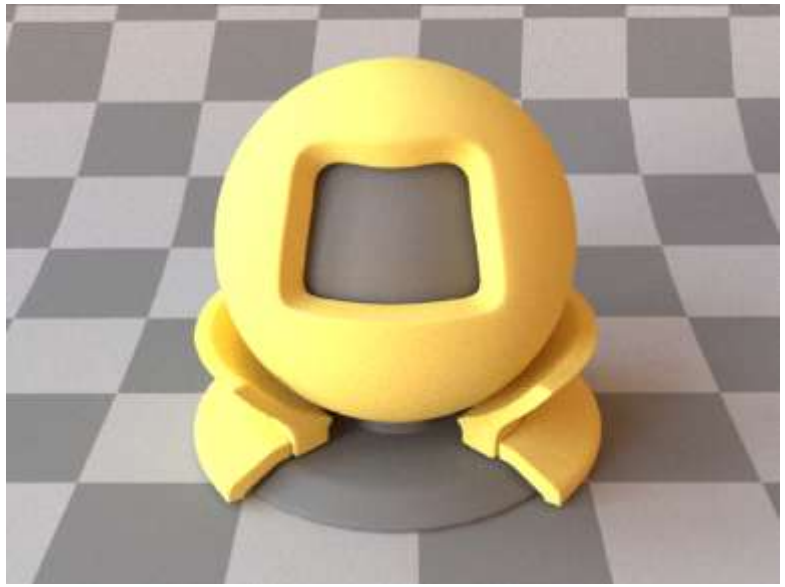
f_baseDiffuse



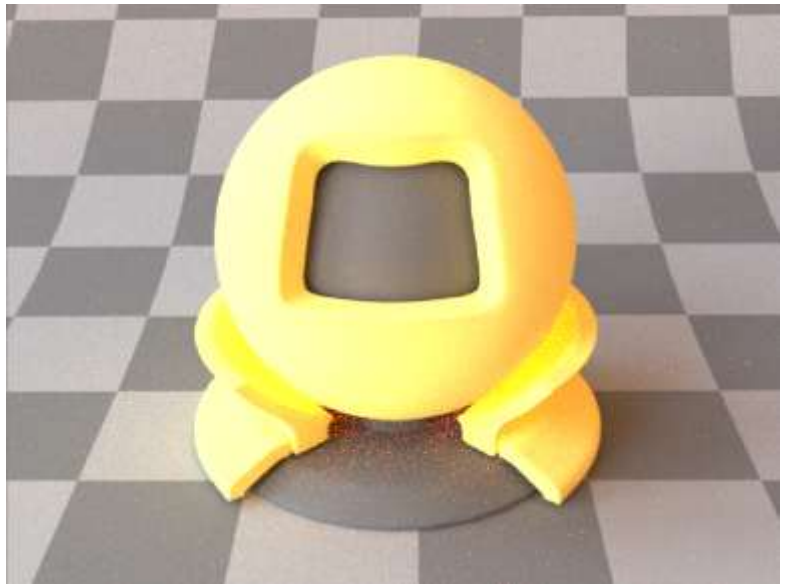
f_lambertian



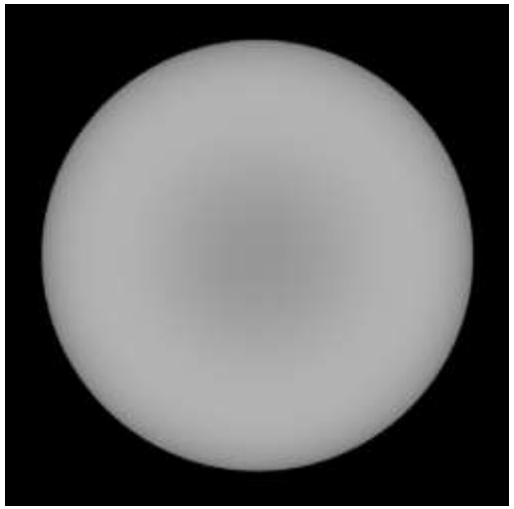
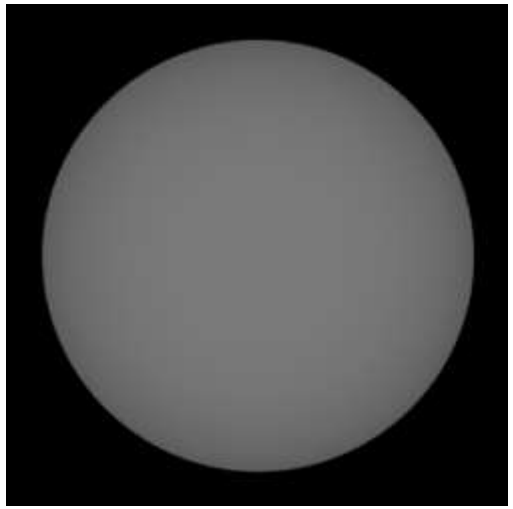
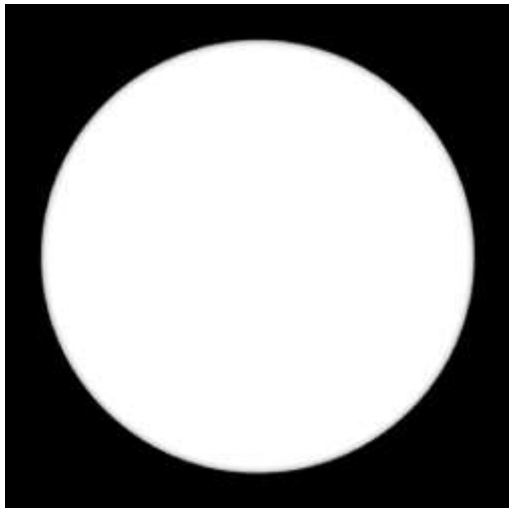
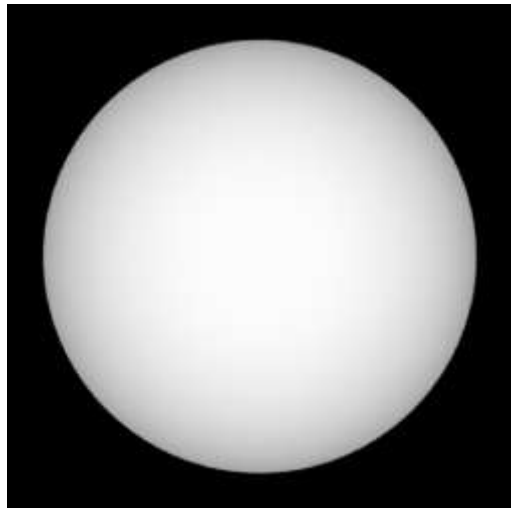
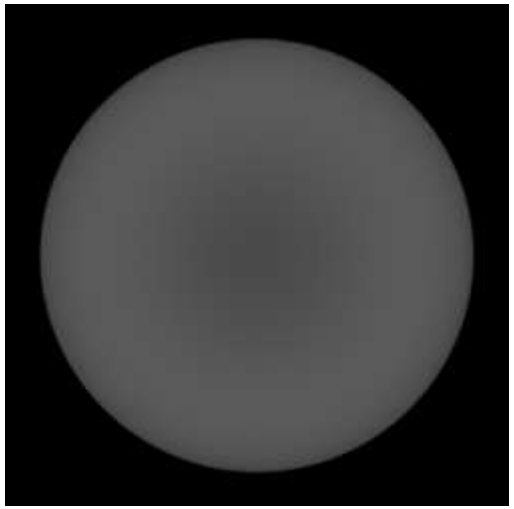
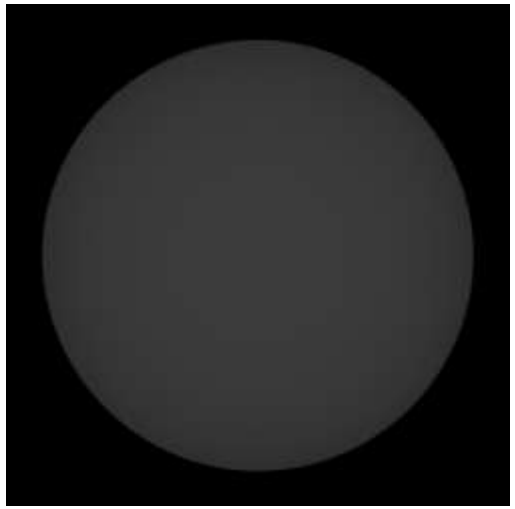
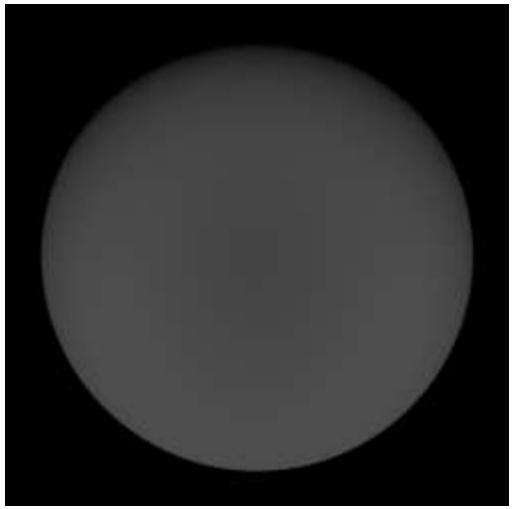
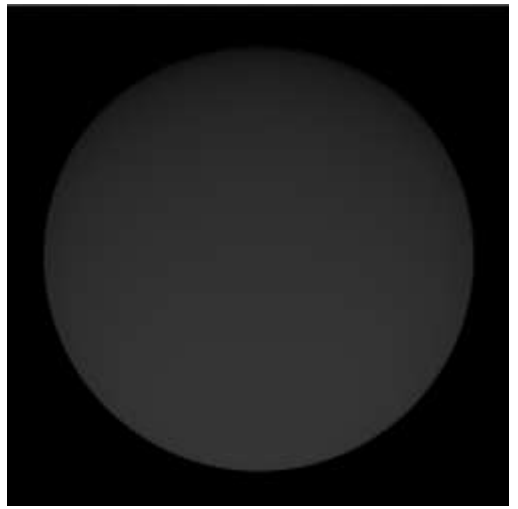
Roughness = 0.1



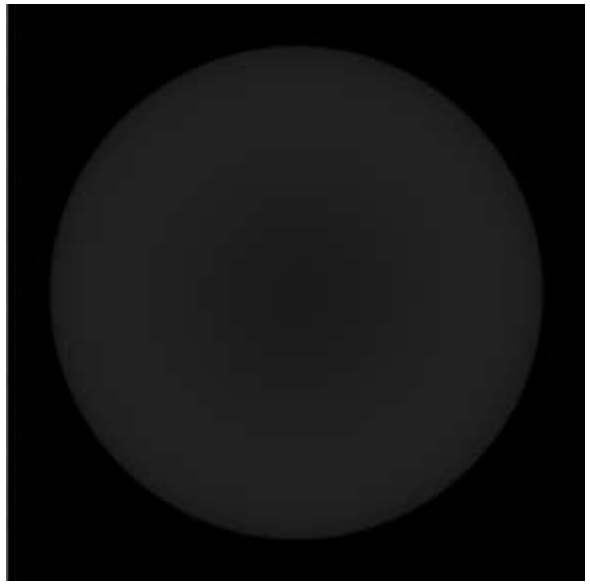
0.5



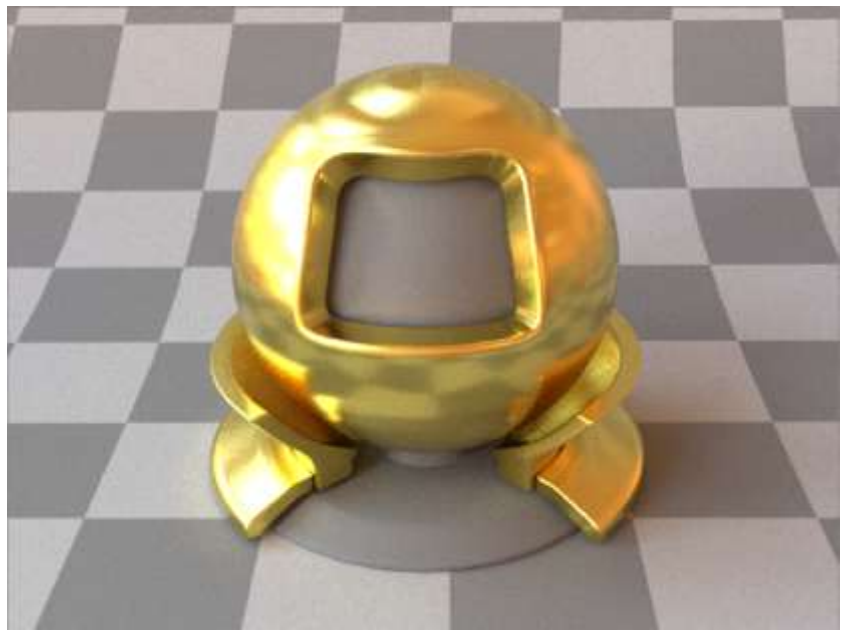
0.9

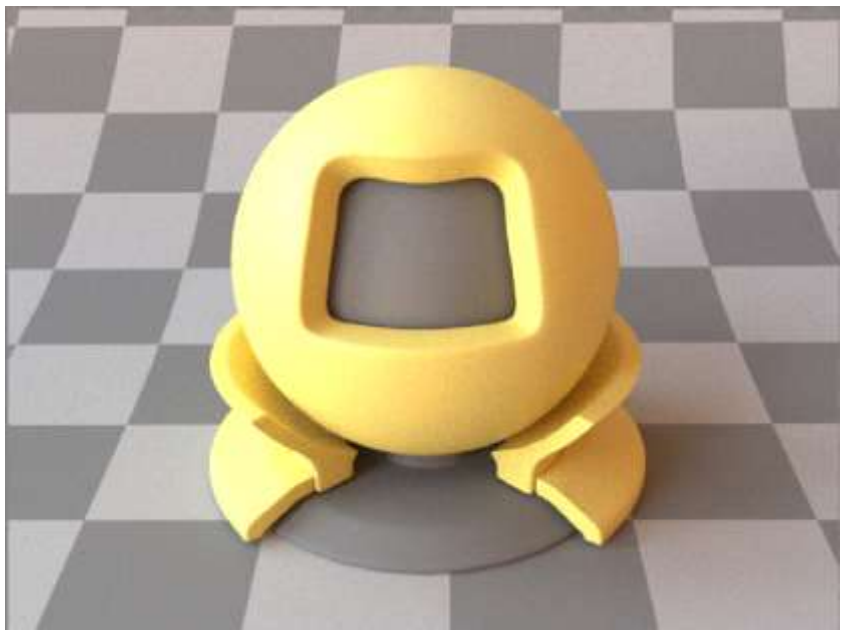
Base – subsurface
Z =-10 | z = -5
Z = -20 | z = -20 y= -10



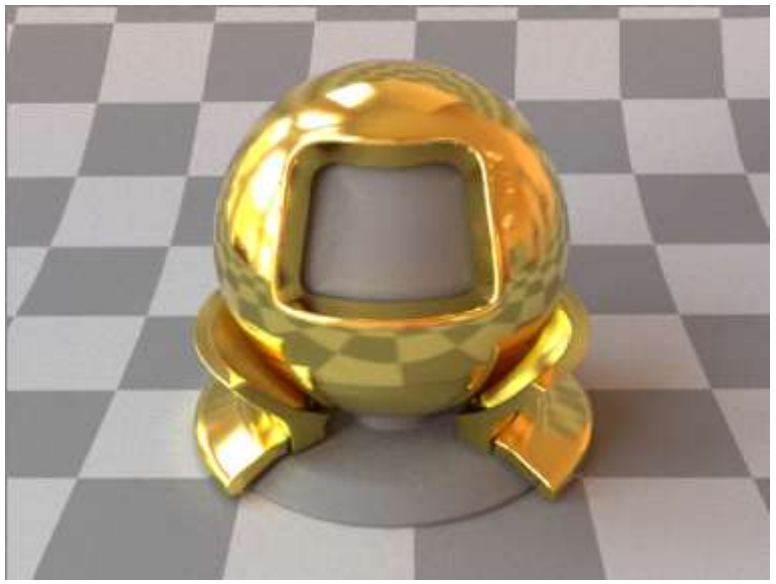
Base – subsurface
Z = -50



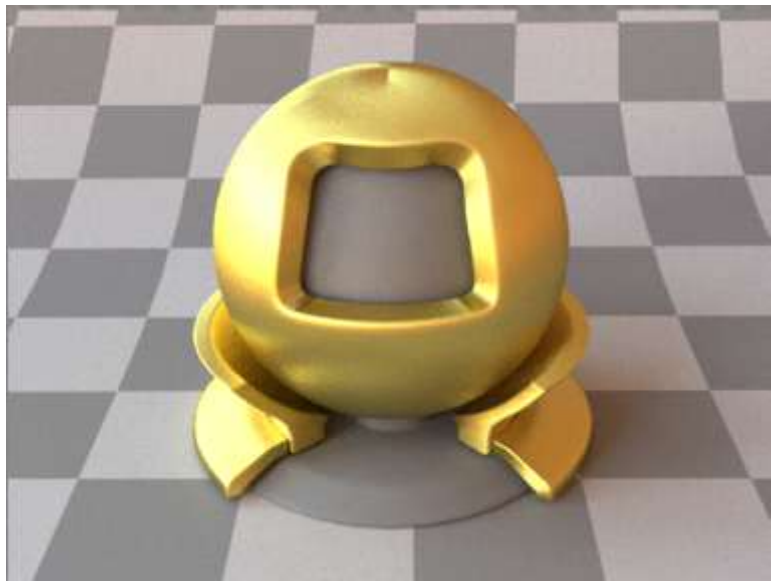
f_metal



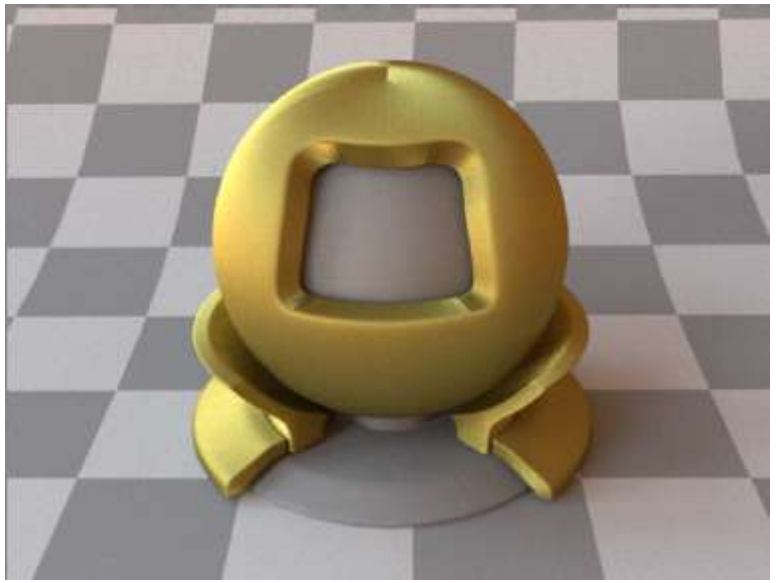
f_roughtplastic



Roughness = 0.1



0.5



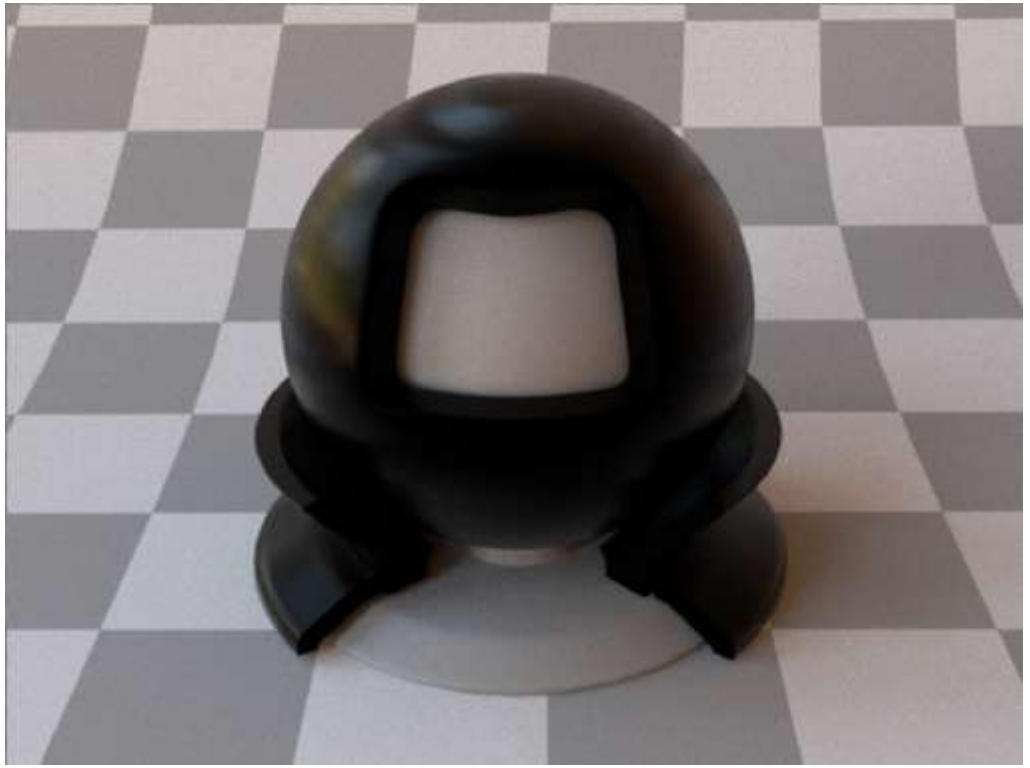
0.9

Clearcoat = 0.1

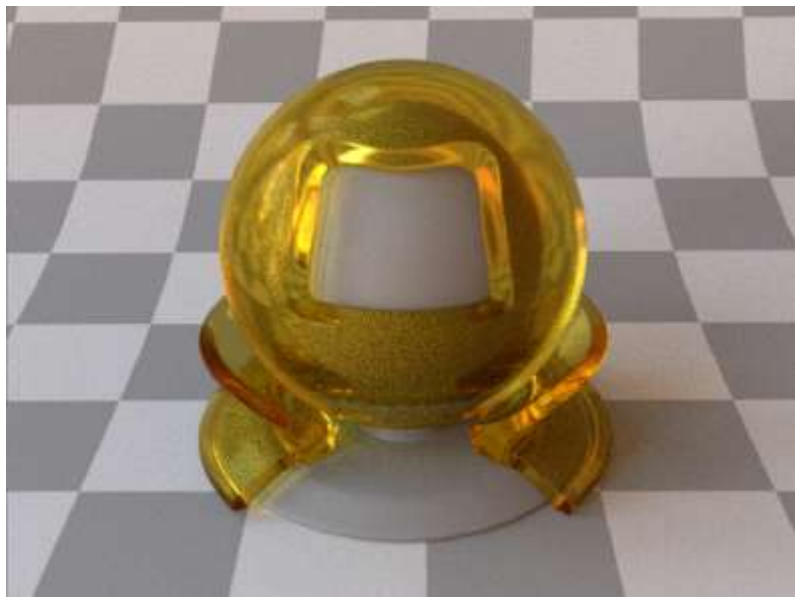
0.5

0.9

clearcoat



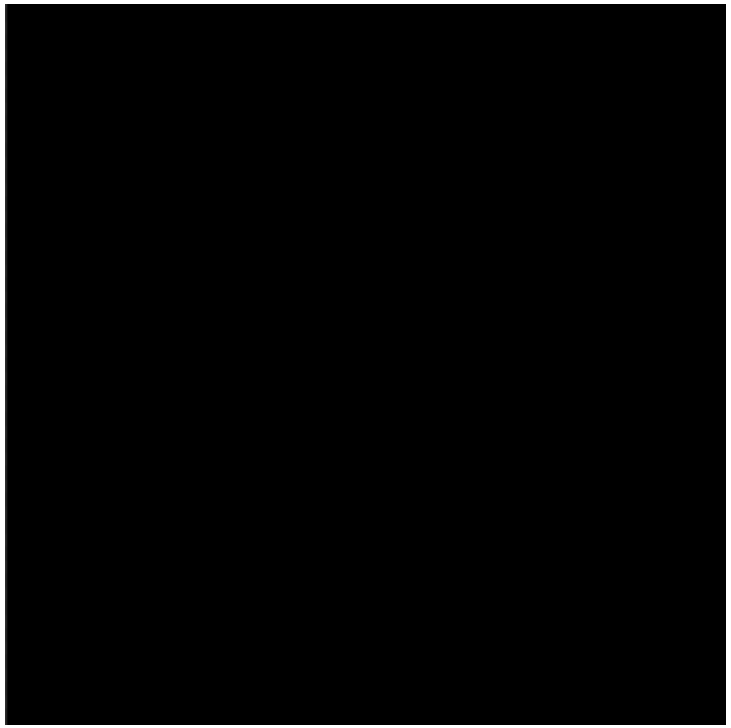
metal



Eta= 1.2

Eta= 1.5

Eta= 1.8



Sheen simple_sphere

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 <point name="center"
x="0" y="0" z="-10"/>
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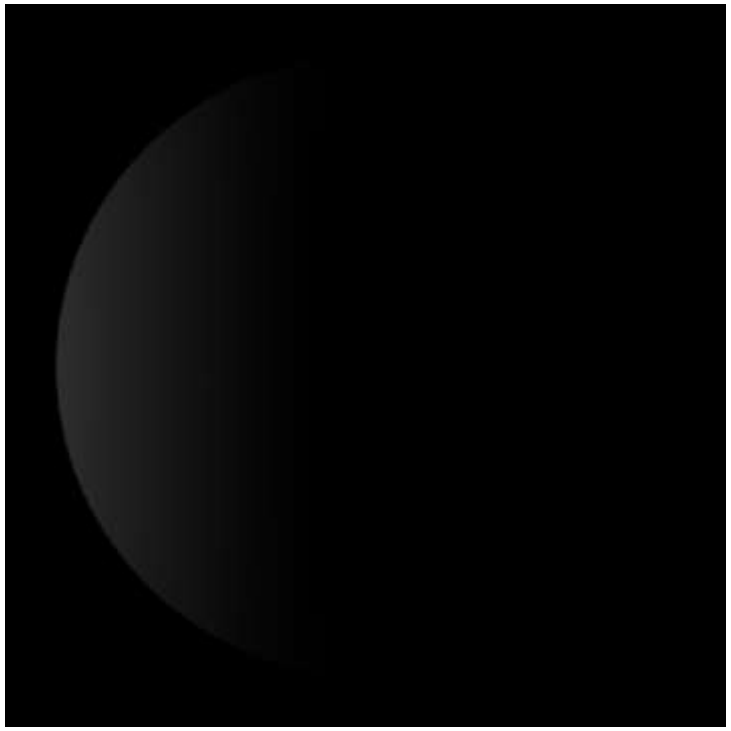

Sheen simple_sphere

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 <point name="center"
x="10" y="0" z="0"/>
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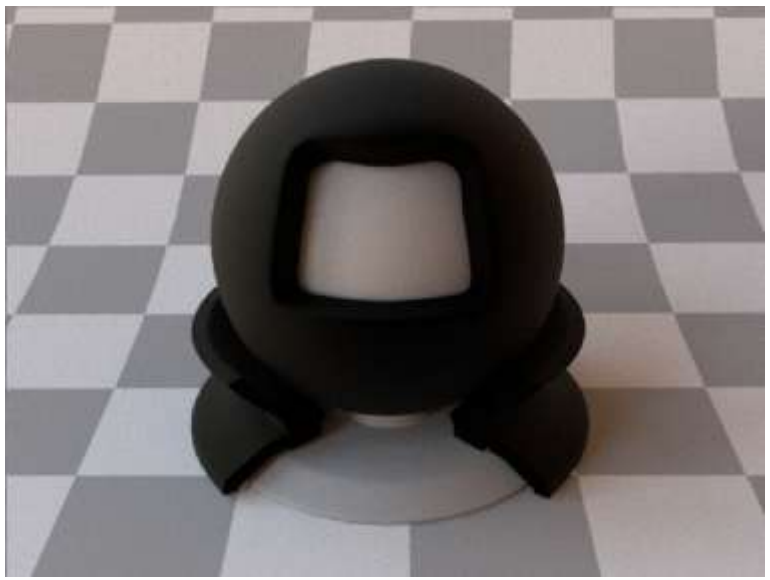
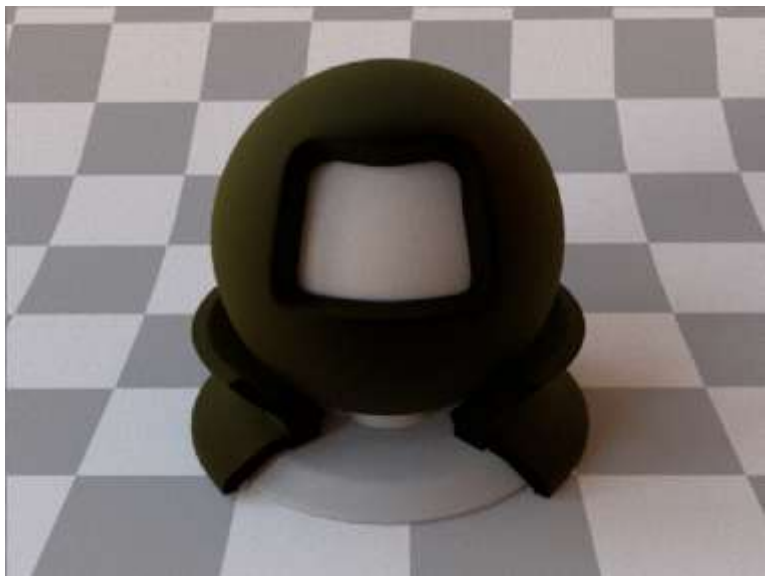


sheenTint = 0.1

sheenTint = 0.5

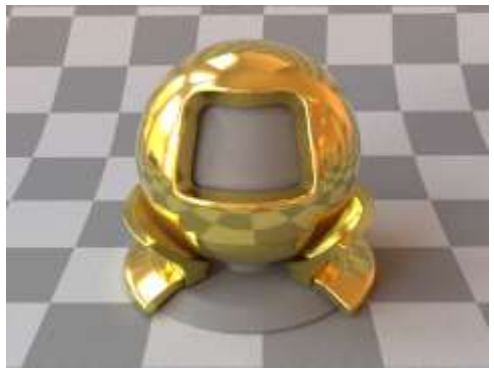


sheenTint = 0.9

Specular
0.1

0.5

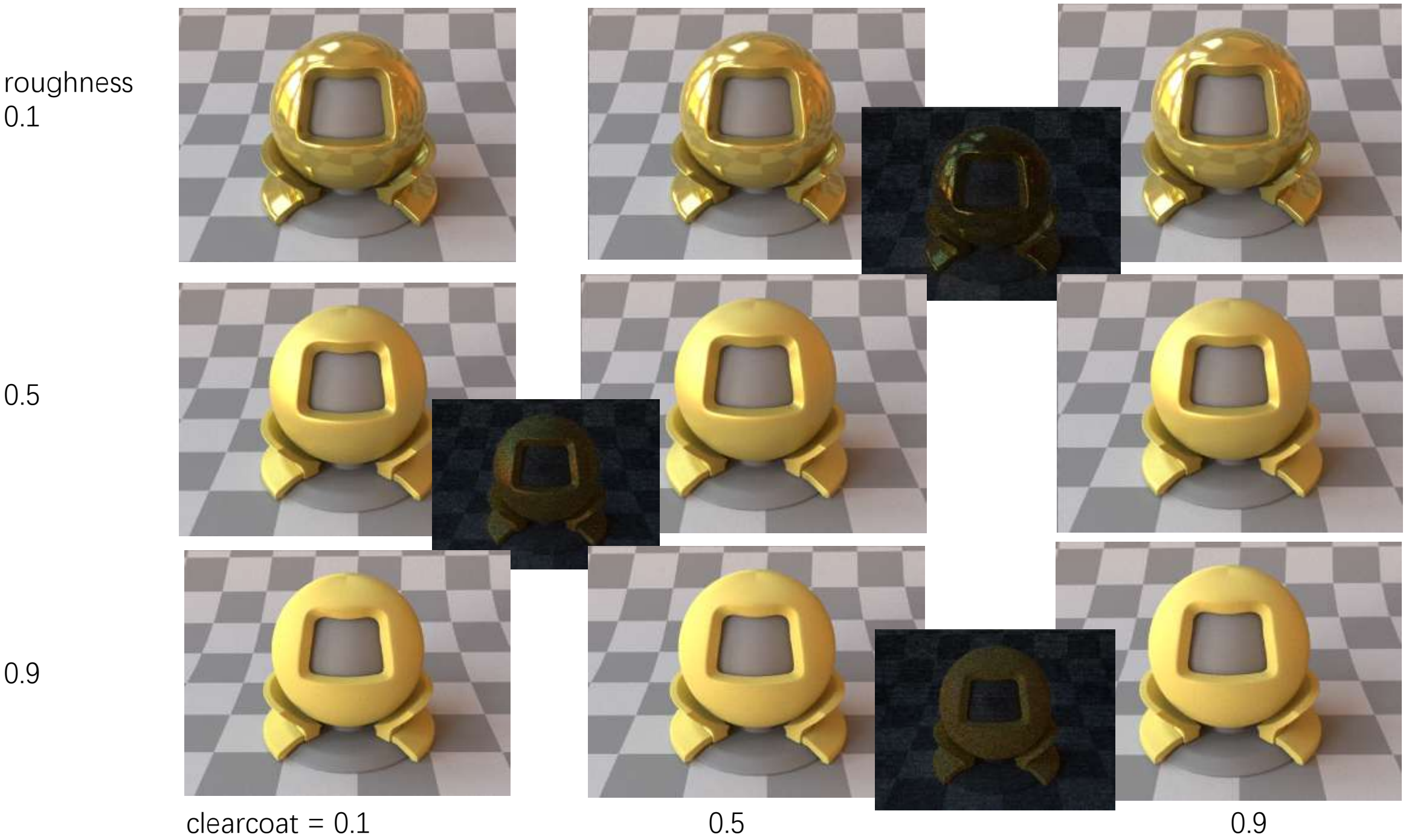
0.9

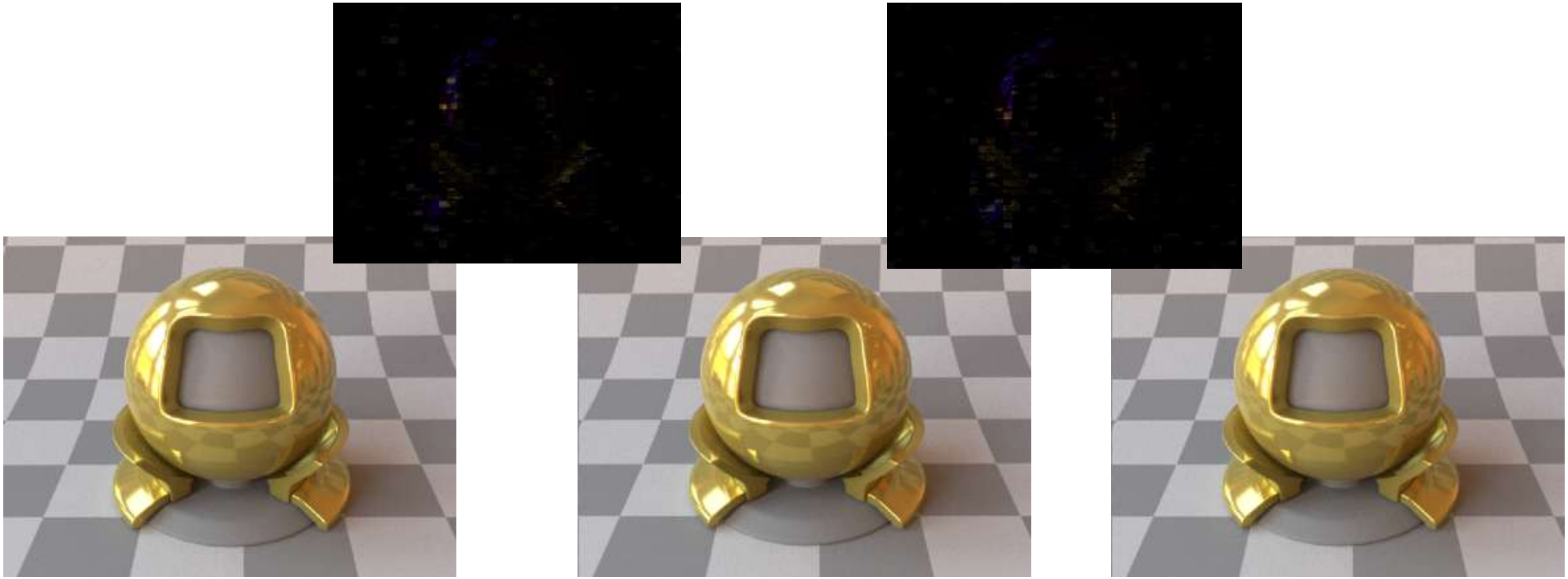


Metallic = 0.1

0.5

0.9


roughness
0.1
0.5
0.9
clearcoat = 0.1
0.5
0.9



`specularTint` = 0.1

`specularTint` = 0.5

`specularTint` = 0.9