<?xml version="1.0" encoding="utf-8"?>

<scene version="0.5.0">

<integrator type="path">

<integer name="maxDepth" value="-1"/>

</integrator>

<shape type="serialized">

<string name="filename" value="../matpreview/matpreview.serialized"/>

<integer name="shapeIndex" value="2"/>

<transform name="toWorld">

<matrix value="0.614046 0.614047 0 -1.78814e-07 -0.614047 0.614046 0 2.08616e-07 0 0 0.868393 1.02569 0 0 0 1"/>

<translate z="0.01"/>

</transform>

<bsdf type="irid">

<rgb name="baseColor" value="1 1 1"/>

<float name="specularTransmission" value="0.5"/>

<float name="metallic" value="0.5"/>

<float name="subsurface" value="0.5"/>

<float name="specular" value="0.5"/>

<float name="roughness" value="0.1"/>

<float name="specularTint" value="0.5"/>

<float name="anisotropic" value="0.5"/>

<float name="sheen" value="0.5"/>

<float name="sheenTint" value="0.5"/>

<float name="clearcoat" value="0.5"/>

<float name="clearcoatGloss" value="0.5"/>

<float name="eta" value="1.3"/>

<float name="eta1" value="1"/>

<float name="eta2" value="1.33"/>

<float name="eta3" value="1.3"/>

<float name="kappa3" value="0.3"/>

<boolean name="spectralAntialiasing" value="true"/>

<boolean name="useGaussianFit" value="true"/>

<float name="filmEta" value="2" />

<float name="height" value="500" />

</bsdf>

</shape>

<sensor type="perspective" id="Camera-camera">

<string name="fovAxis" value="smaller"/>

<float name="focusDistance" value="6.0"/>

<float name="fov" value="28.8415"/>

<transform name="toWorld">

<lookAt target="3.04072, -2.85176, 2.80939" origin="3.69558, -3.46243, 3.25463" up="-0.317366, 0.312466, 0.895346"/>

</transform>

<sampler type="independent">

<integer name="sampleCount" value="256"/>

</sampler>

<film type="hdrfilm" id="film">

<integer name="width" value="683"/>

<integer name="height" value="512"/>

<string name="pixelFormat" value="rgb"/>

<boolean name="banner" value="false"/>

<rfilter type="gaussian"/>

</film>

</sensor>

<emitter type="envmap" id="Area\_002-light">

<string name="filename" value="../matpreview/envmap.exr"/>

<transform name="toWorld">

<rotate y="1" angle="-180"/>

<matrix value="-0.224951 -0.000001 -0.974370 0.000000 -0.974370 0.000000 0.224951 0.000000 0.000000 1.000000 -0.000001 8.870000 0.000000 0.000000 0.000000 1.000000 "/>

</transform>

<float name="scale" value="3"/>

</emitter>

<bsdf type="diffuse" id="\_\_diffmat">

<rgb name="reflectance" value="0.18 0.18 0.18"/>

</bsdf>

<texture type="checkerboard" id="\_\_planetex">

<rgb name="color0" value="0.4"/>

<rgb name="color1" value="0.2"/>

<float name="uscale" value="8.0"/>

<float name="vscale" value="8.0"/>

<float name="uoffset" value="0.0"/>

<float name="voffset" value="0.0"/>

</texture>

<bsdf type="diffuse" id="\_\_planemat">

<ref name="reflectance" id="\_\_planetex"/>

</bsdf>

<shape type="serialized" id="Interior-mesh\_0">

<string name="filename" value="../matpreview/matpreview.serialized"/>

<integer name="shapeIndex" value="1"/>

<transform name="toWorld">

<matrix value="1 0 0 0 0 1 0 0 0 0 1 0.0252155 0 0 0 1"/>

</transform>

<ref name="bsdf" id="\_\_diffmat"/>

</shape>

<shape type="serialized" id="Plane-mesh\_0">

<string name="filename" value="../matpreview/matpreview.serialized"/>

<integer name="shapeIndex" value="0"/>

<transform name="toWorld">

<rotate z="1" angle="-4.3"/>

<matrix value="3.38818 -4.06354 0 -1.74958 4.06354 3.38818 0 1.43683 0 0 5.29076 -0.0120714 0 0 0 1"/>

</transform>

<ref name="bsdf" id="\_\_planemat"/>

</shape>

</scene>