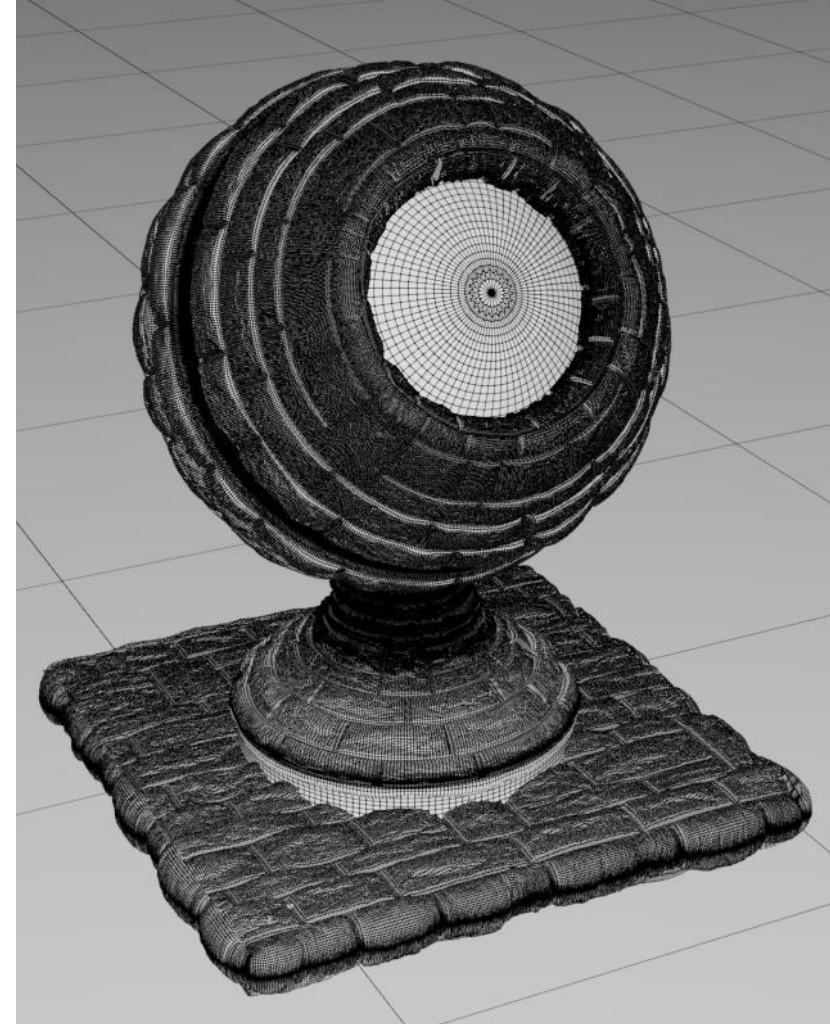# Rendering Shader-Template
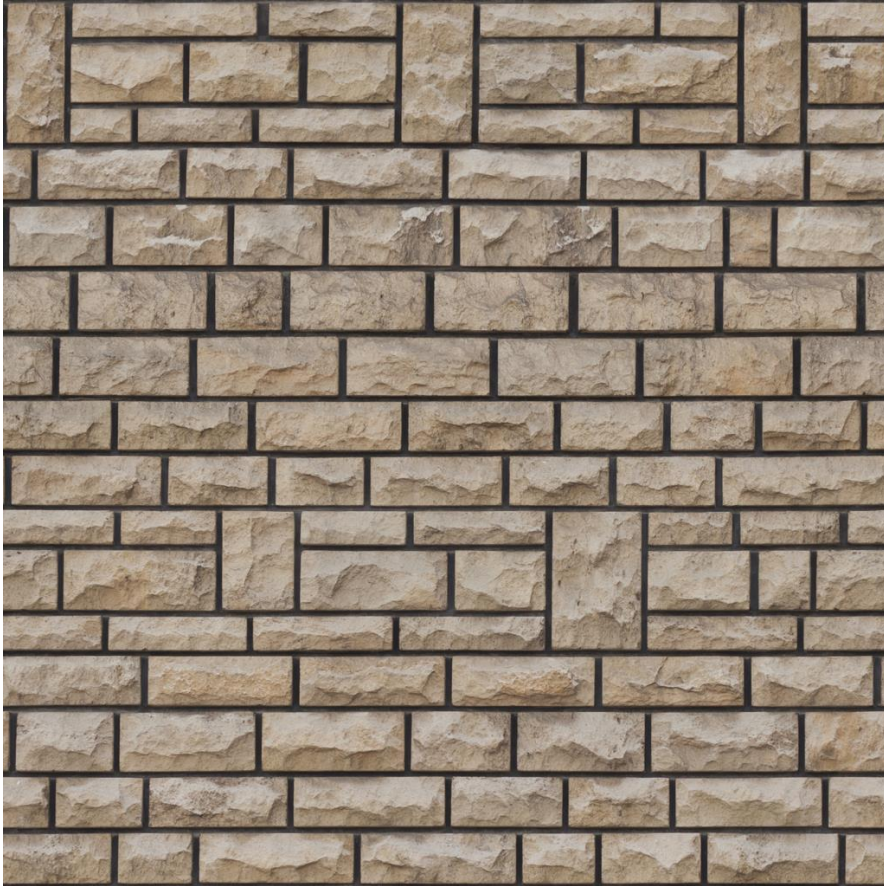
Rendering Shader-Template
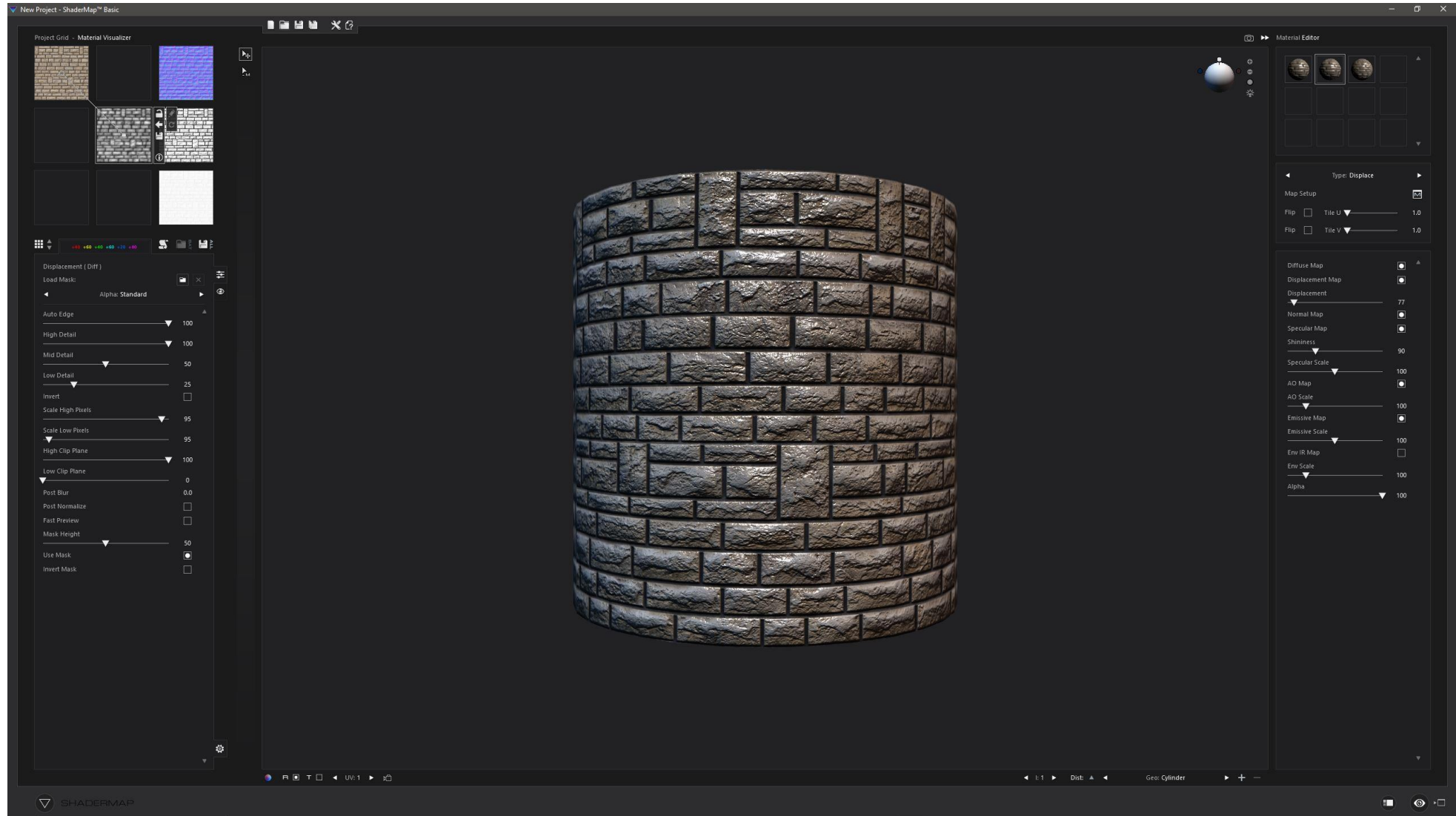
Brick-Facade (Steinfassade)

TexturesCom_BrickFacade0037_1_seamless_S.jpg

Quelle: Internet
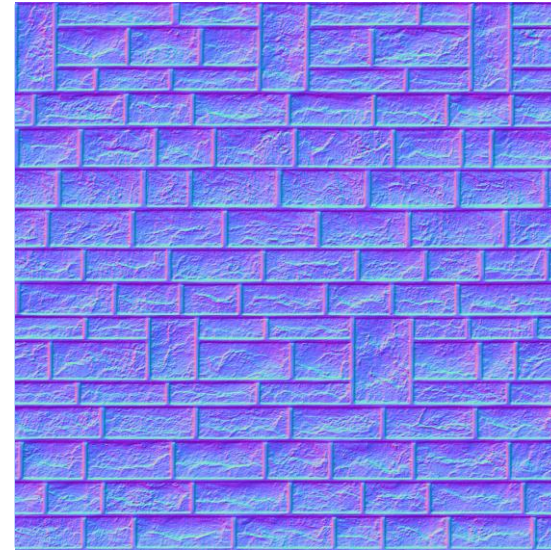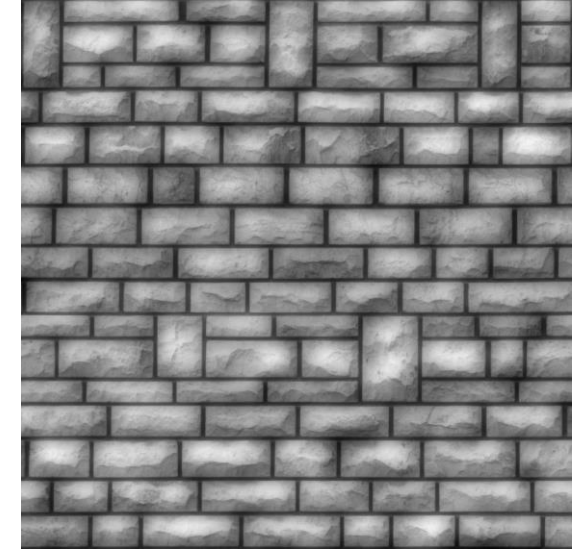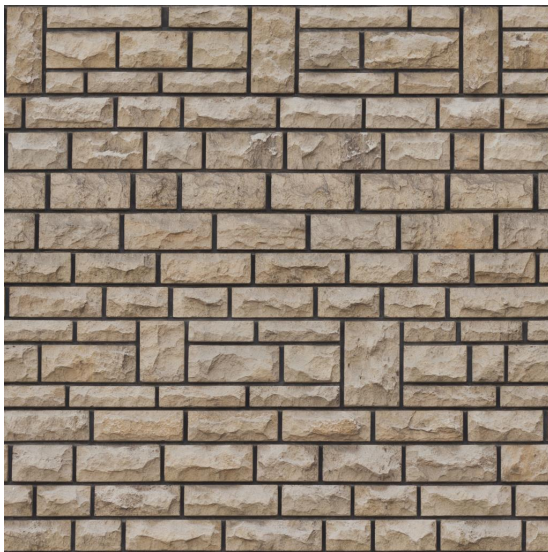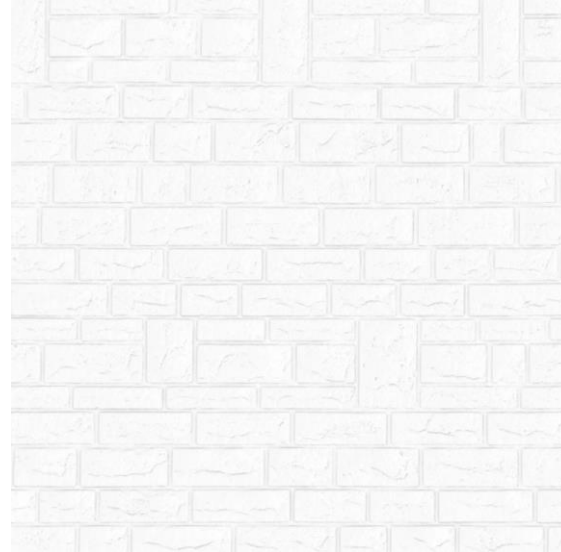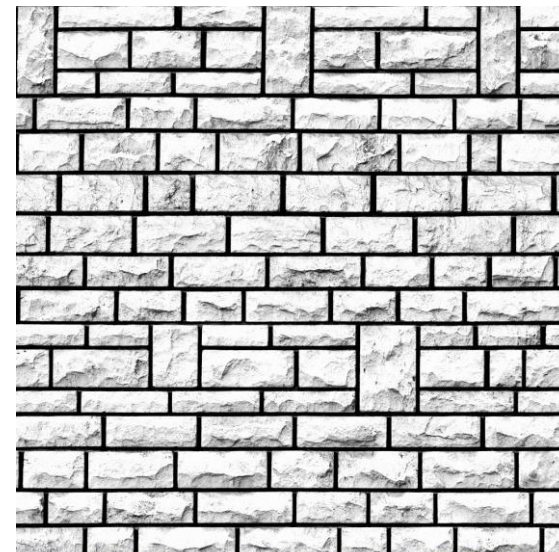
Texturing

Texturen

Erzeugt mit: ShaderMap4
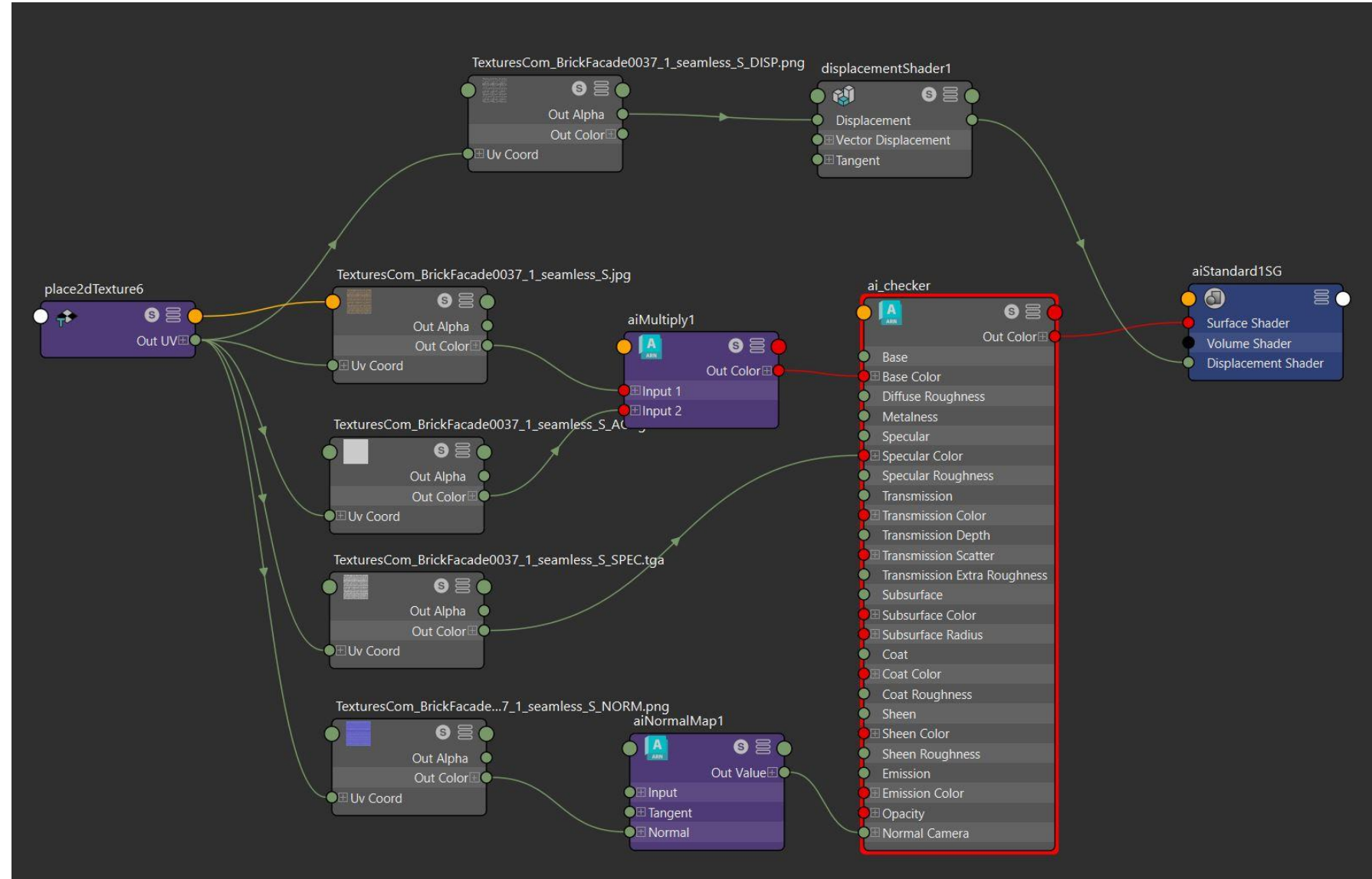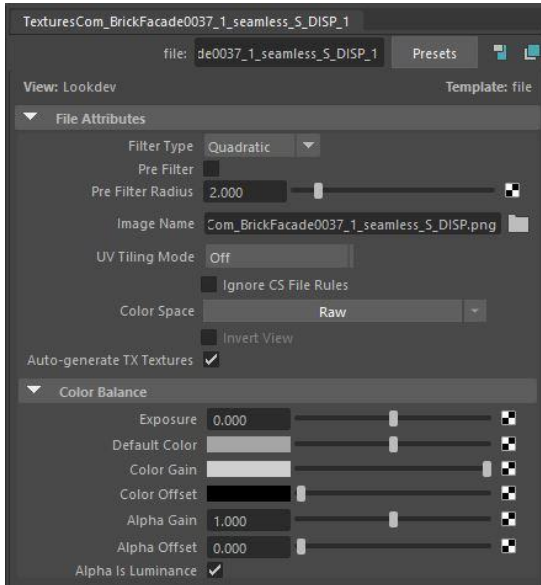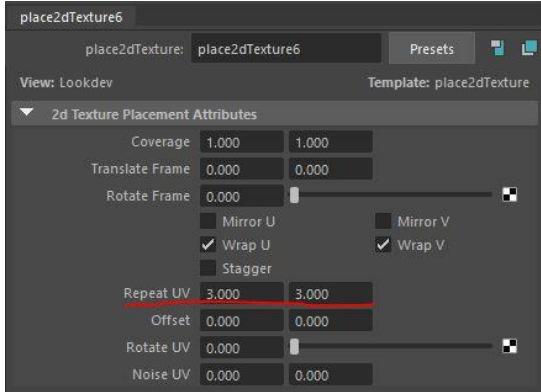

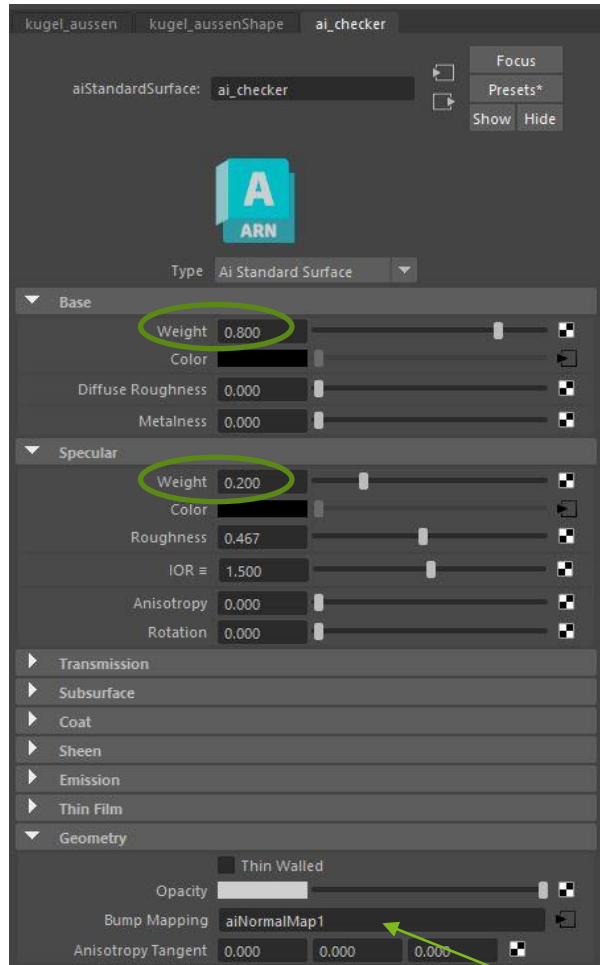Normal Map

Height Map als Displacement

Base Color

Ambioent Occlusion

Specular

Graph-Network

Attribut-Editor

Strength : 0.300