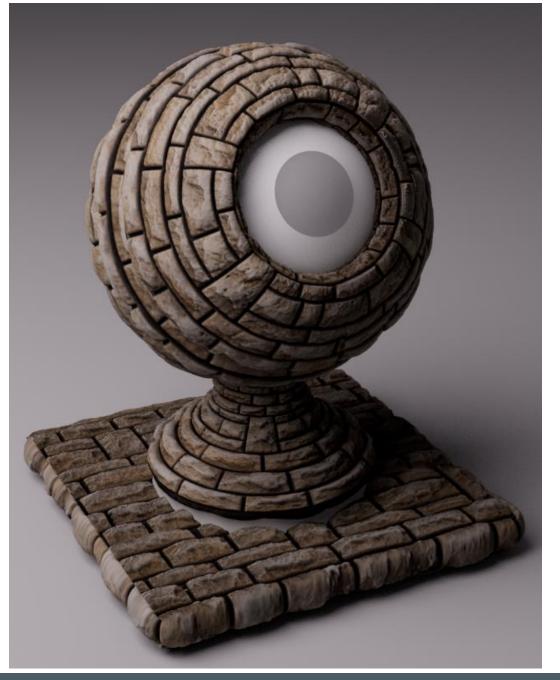




Rendering Shader-Template



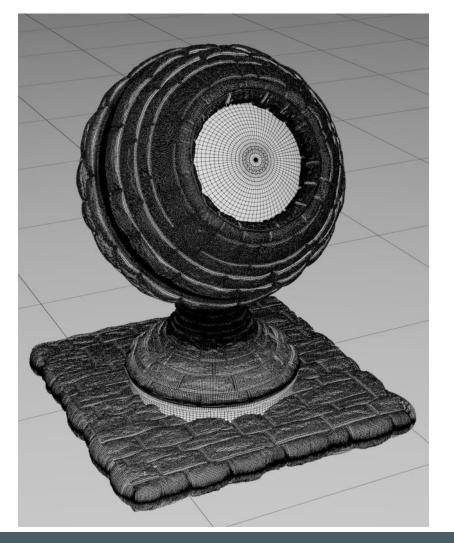
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Rendering Shader-Template









Brick-Facade (Steinfassade)

TexturesCom_BrickFacade0037_1_seamless_S.jpg





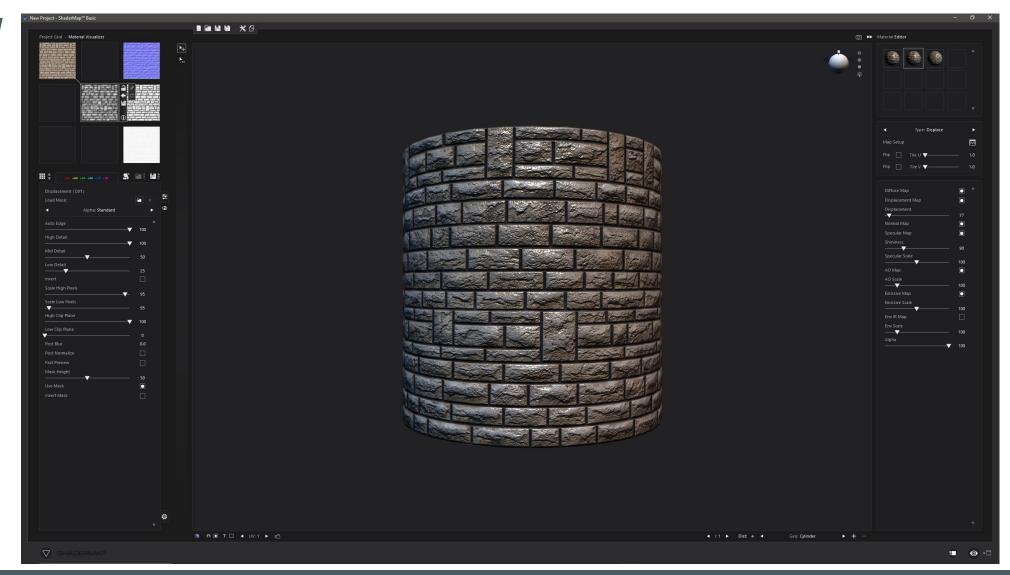
Quelle: Internet

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IEM InformationstechnikElektrotechnik-Mechatronik

Texturing



UNIVERSITY OF APPLIED SCIENCES



IEM Informationstechnik-Elektrotechnik-Mechatronik

Texturen

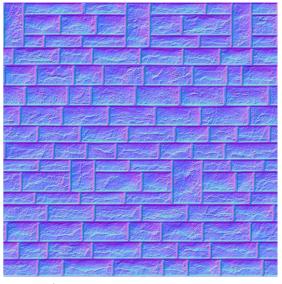
Erzeugt mit: ShaderMap4



Base Color

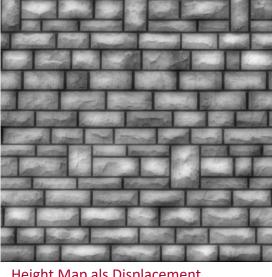


Ambioent Occlusion



Normal Map



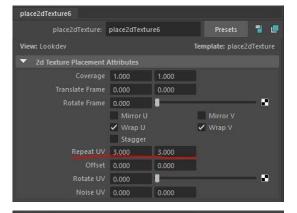


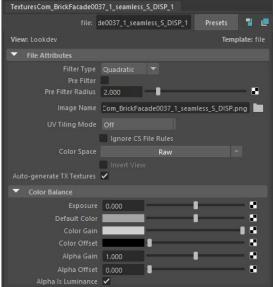
Height Map als Displacement

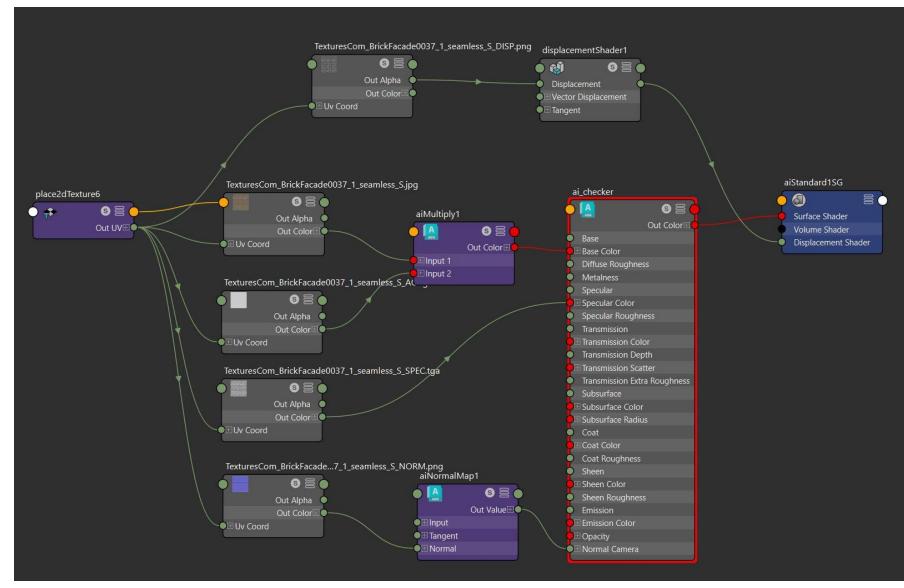


IEM Informationstechnik-

Graph-Network







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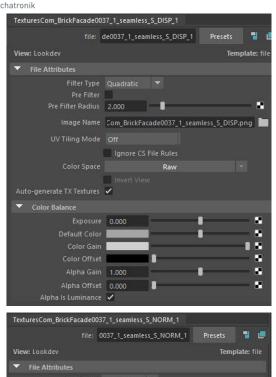


IEM Informationstechnik-

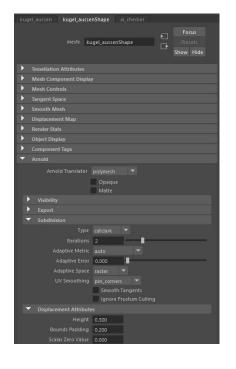
Elektrotechnik-Mechatronik

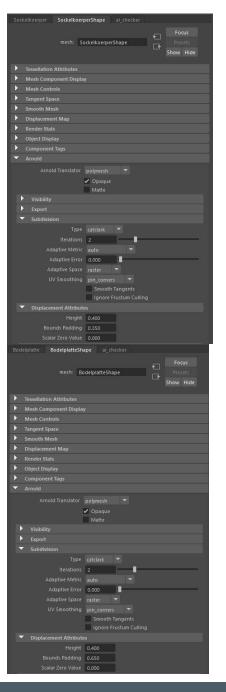
Attribut-Editor





| TexturesCom_BrickFacade0037_1_seamless_S_NORM_1 | |
|---|---|
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| ▼ File Attributes | |
| Filter Type Pre Filter | Quadratic 🔻 |
| Pre Filter Radius | 2.000 |
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| Auto-generate TX Textures | Invert View ✓ |
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| | |





Strength: 0.300