Hi!

Thank you for purchasing PaulsedDesign 3d assets.

Info

I added 4 same models. First has normal glass, and the the others have some variations and color tint. If you prefer more noisy glass just decrease refractive glossiness lower than 1, but be careful, since that increases render times significantly. You can control glass color in fog color parameter. In case you prefer strong color tint I recommend saturation value 255. Frame uses aluminium material.

I exported vray materials with vray mat converter and added them to each zip folder. Because of the nature of export formats and possible problems with import, you may need to load vray materials manually.

In case you can’t use vray you still can use standard materials, but standard materials may give different results as seen on preview images.

Hope you like it!

PaulsenDesign