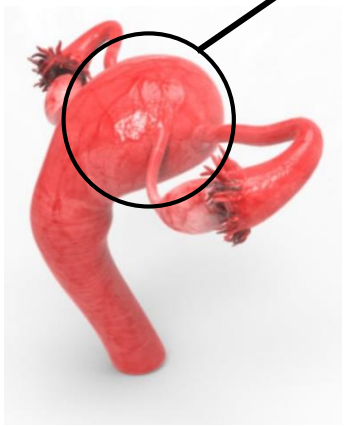
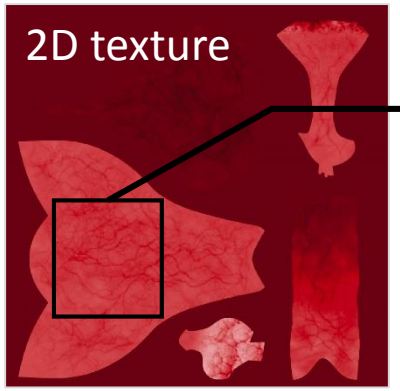
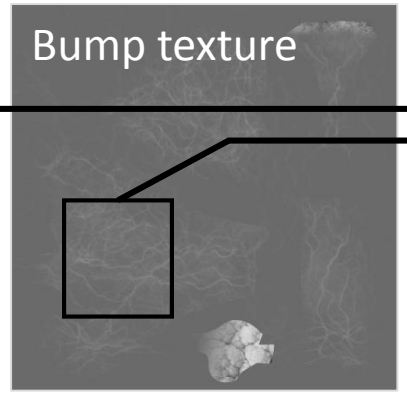
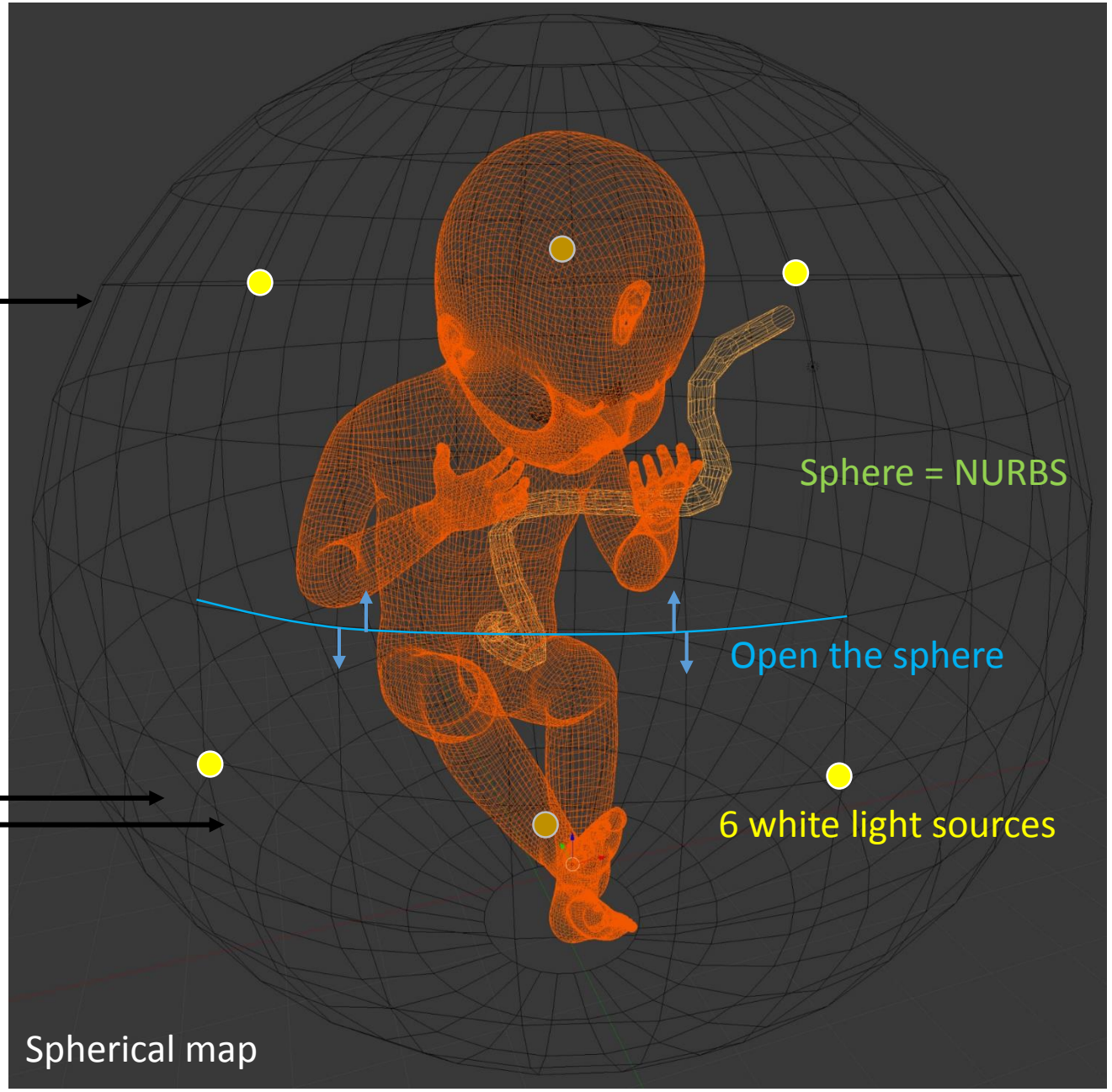
3D model

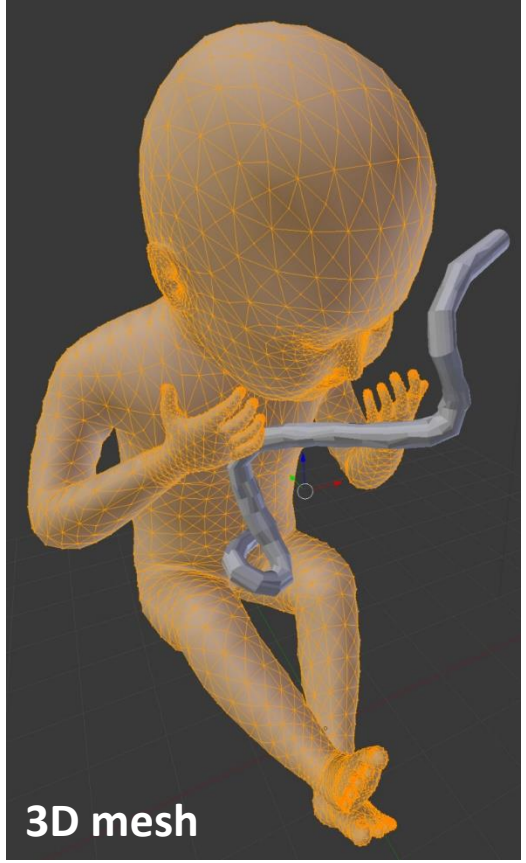


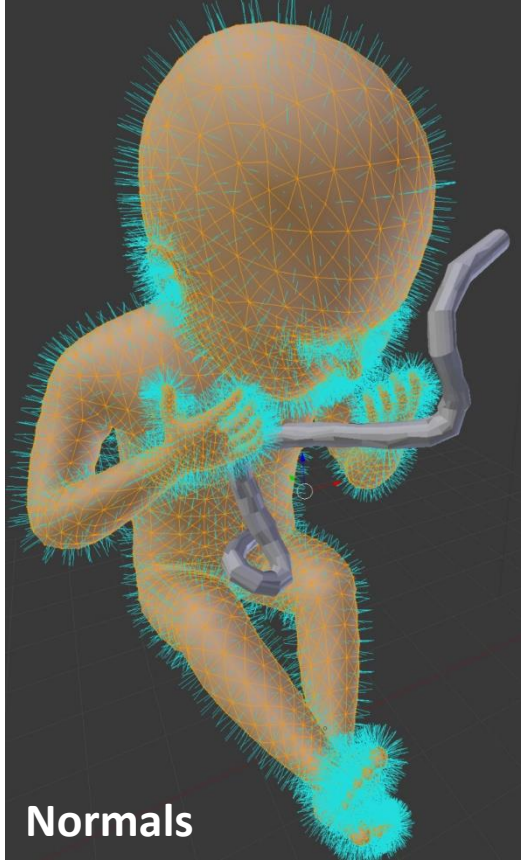
3D mesh

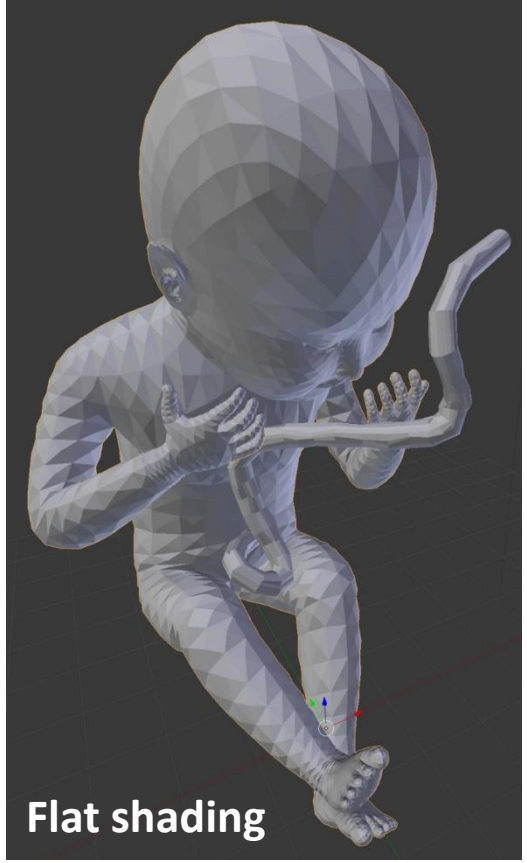

2D texture


Bump texture

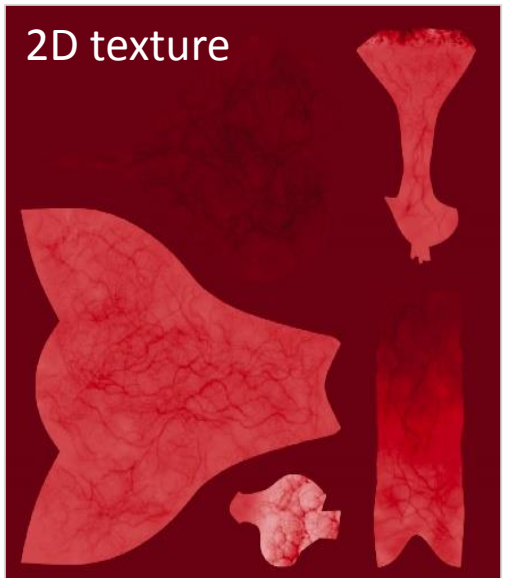

Sphere = NURBS
Open the sphere
6 white light sources
Spherical map

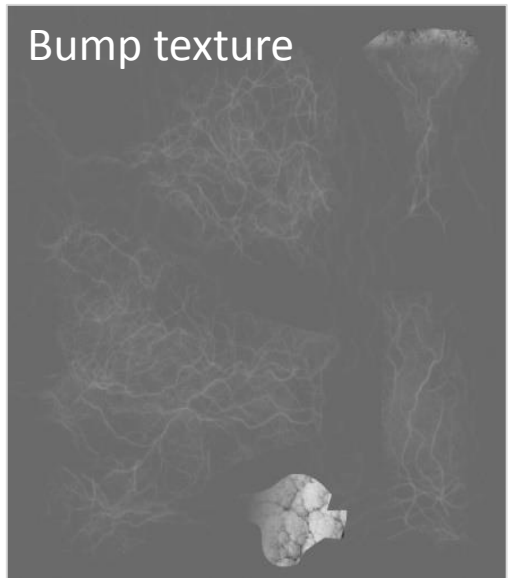

3D mesh


Normals


Flat shading

Smooth shading


2D texture


Bump texture