

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Collection | imagedtosl\_mesh.001

adb AMD  
Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

Collection Camera imagedtosl\_mesh Light

Material.001

Preview Surface Use Nodes

Surface Principled BSDF  
GGX Random Walk  
Base Color box.jpg  
Subsurface 0.000  
Subsurf... 1.000  
0.200  
0.100  
Subsurf... 1.400  
Subsurf... 0.000  
Metallic 0.000  
Specular 0.500

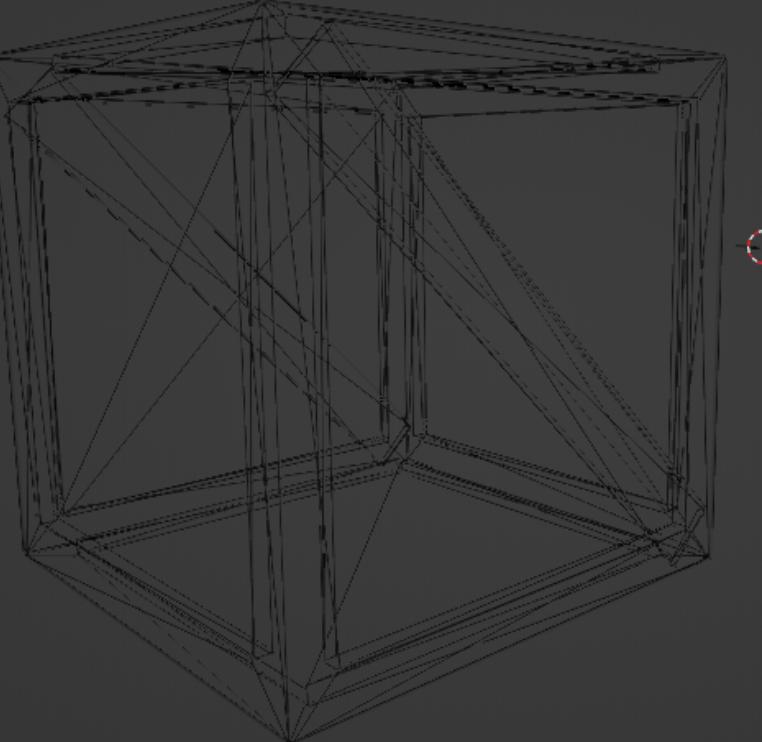
Slot 1 Material.001 Set Active Modifier Pan View Context Menu

This screenshot shows the Blender 3D Editor interface. The main area displays a wooden box model in Object Mode. The material editor panel on the right shows the Principled BSDF node setup for the box, including base color, subsurface scattering, and metallic properties. A preview sphere at the bottom right shows the rendered result.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

View Select Object Mode View Select Add Object Global Options Z X Y

User Perspective  
(1) Collection | imagetostl\_mesh.001



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View Object View Select Add Node Use Nodes Slot 1 Material.001 Subsurface 0.000

Linear imagetostl\_mesh.001 imagetostl\_mesh.001 Material.001

Select Rotate View Object Context Menu

Collection Camera imagetostl\_mesh Light

imat... > Mat... Material.001

Material... Use Nodes

Surface Principled BS...

GGX Random Walk...

Base C... box.jpg

Subsurface 0.000

Subsurfac... 1.000

0.200

0.100

Subsurfac... 1.400

Subsurfac... 0.000

Metallic 0.000

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (0) Collection | Cube.002

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View Object View Select Add Node Use Nodes Slot 1 Material.003 Material.003 Specular 0.500 Specular Tint 0.500 Rotate View Object Context Menu

Collection Cube Cube.001 Cube.002

Material.003

Preview Surface Use Nodes

Surface Principled BSDF GGX Random Walk Base Color 0.000 Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options

User Perspective (0) Collection | Cube.002

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View Object View Select Add Node Use Nodes Slot 1 Material.003

Shading Panel: Collection (Cube, Cube.001, Cube.002), Material.003 (Principled BSDF, GGX, Random Walk, Base Color yellow, Subsurface 0.000, Subsurfac... 1.000, 0.200, 0.100, Subsurfac... 1.400, Subsurfac... 0.000, Metallic 0.000)

Scene Panel: Collection (Cube, Cube.001, Cube.002), Material.003 (Principled BSDF, GGX, Random Walk, Base Color yellow, Subsurface 0.000, Subsurfac... 1.000, 0.200, 0.100, Subsurfac... 1.400, Subsurfac... 0.000, Metallic 0.000)

ViewLayer Panel: Collection (Cube, Cube.001, Cube.002), Material.003 (Principled BSDF, GGX, Random Walk, Base Color yellow, Subsurface 0.000, Subsurfac... 1.000, 0.200, 0.100, Subsurfac... 1.400, Subsurfac... 0.000, Metallic 0.000)

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagedstl\_mesh



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View Select Object Mode View Select Add Object Global Options

mat0 Slot 1 mat0

3.2.1

Scene Collection  
Collection  
imatetstl\_mesh  
imatetstl\_mesh  
imatetstl\_mesh

mat0  
Preview  
Surface  
Use Nodes  
Base Color  
Metallic 1.000  
Specular 0.500  
Roughness 0.400  
Settings  
Backface Culli...  
Blend Mode Opaque  
Shadow Mo... Opaque  
Clip Thresh... 0.500  
Screen Space ...  
Refraction ... 0 m  
Subsurface Tra...  
Pass Index 0  
Line Art  
Viewport Display  
Custom Properties

Select Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagedstl\_mesh

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Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

View Object View Select Add Node Use Nodes Slot 1 mat0

Scene Collection Collection imagedstl\_mesh imagedstl\_mesh imagedstl\_mesh

mat0 Preview Surface Use Nodes

Base Color Metallic 1.000 Specular 0.500 Roughness 0.400

Settings Backface Culli... Blend Mode Opaque Shadow Mo... Opaque Clip Thresh... 0.500 Screen Space ... Refraction ... 0 m Subsurface Tra... Pass Index 0

Line Art Viewport Display Custom Properties

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh.008

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Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

View Select Object Mode View Select Add Object Global Options

Scene Collection Collection imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh

Material Mat... 3 Preview Surface Use Nodes Surface Principled Bl... GGX Random Walk Base Color Subsurface Subsurfac... 0.000 1.000 0.200 0.100

3.2.1

3D Viewport with a green metal trash bin model. The model has a brown wooden base and a black handle. The material properties panel on the right shows a Principled BSDF node setup with various parameters like GGX, Random Walk, and Base Color.

File Edit Render Window Help Layout Modeling UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh.008

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Rotate View Object Context Menu

Scene Collection Collection imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh

Material Mat... 3 Surface Use Nodes Principled BS... GGX Random Walk Base Color 0.000 Subsurface 1.000 0.200 0.100

3.2.1

File Edit Render Window Help 1-Animation 2-Model 3-Material 4-Sequence 5-Scripting Layout Shading + Scene 1 RenderLayer

User Perspective  
(232) Collection 10 | Sport\_Bottle

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View Object View Select Add Node Use Nodes Slot 1 SP\_BTL

Rotate View Object Context Menu

Collection 1 Sport\_Bottle Collection 10 Empty

SP\_BTL

Preview Surface Use Nodes

Base Color Metallic Specular Roughness

0.000 0.400 0.200

Settings Backface Culli...

Blend Mode Opaque

Shadow Mo... Opaque

Clip Thresh... 0.000

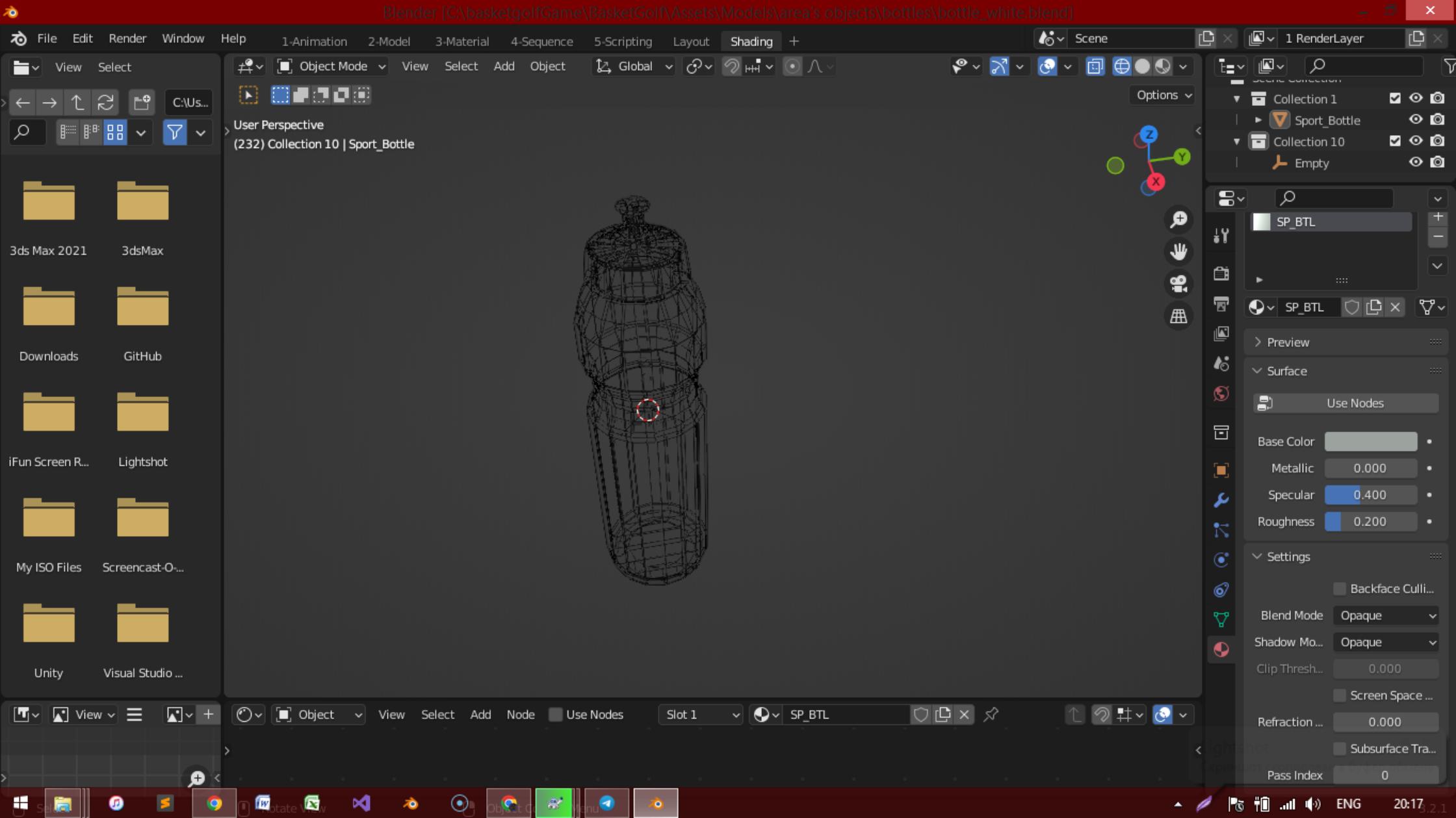
Screen Space ...

Refraction... 0.000

Subsurface Tra...

Pass Index 0

3.2.1



File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

Object Mode View Select Global Options User Perspective (157) Collection Application D... Public xxidix\_000 Диана

Scene Collection Collection back tires Cube front tires

World Surface Use Nodes Surface Background Color Strength 0.500 Volume Viewport Display Custom Properties

View Object Rotate View Object Context Menu 3.2.1

A 3D model of a yellow school bus is centered in the main 3D Viewport. The bus is oriented with its front facing left and its side windows visible. It has a grey front bumper and black tires. The background is a simple brown gradient. In the top right corner of the interface, there is a 3D cursor icon with a coordinate system (X, Y, Z) and a rotation handle.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

View Select Object Mode View Select Add Object Global Options User Perspective (157) Collection

Application D... Public

xxdix\_000 Диана

Scene Collection  
Collection  
back tires  
Cube  
front tires

Scene World

Surface Use Nodes  
Surface Background  
Color Blue  
Strength 0.500

Volume  
Viewport Display  
Custom Properties

View Object Select Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting Scene View Layer

Object Mode View Select Global

User Perspective (1) Collection | car9

Application D... Public

xxdix\_000 Диана

Scene Collection Collection car2 car9

Scene World Surface Use Nodes

Surface Background Color Strength 1.000

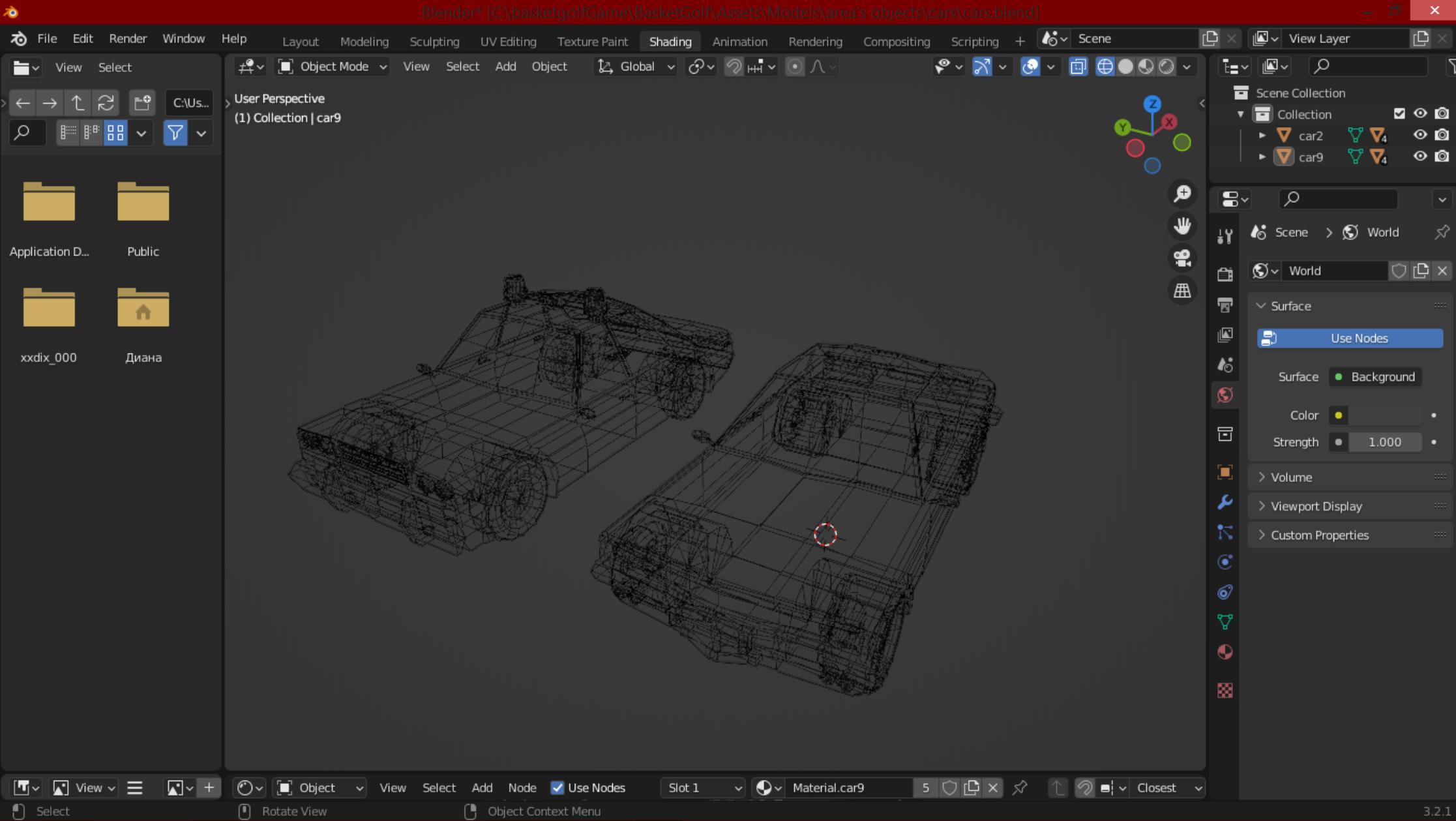
Volume Viewport Display Custom Properties

View Select Node Use Nodes Slot 1 Material.car9 Closest

Rotate View Object Context Menu

3.2.1

The image shows a 3D scene in Blender's User Perspective view. Two cars are positioned in the center: an orange police car with the number '01' on its side and a white police car with a blue stripe and a red roof light. The background is a simple brown gradient. The right side of the interface displays the Outliner, Properties, and Render properties panels. The Outliner panel shows a collection named 'car9' containing two objects: 'car2' and 'car9'. The Properties panel on the far right shows the 'Surface' settings for the selected object, with 'Background' selected. The Render properties panel shows settings for 'Volume', 'Viewport Display', and 'Custom Properties'.



File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Collection | Cylinder.002

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Unity Visual Studio ...

Rotate View Object Context Menu

Scene Collection Collection Cylinder.002 Cylinder.003

Cylinder.002 Material.001

Material... Preview Surface Use Nodes

Surface Principled BSDF GGX Random Walk Base Color 0.000 Subsurface 0.000 0.200 0.100 Subsurfac... 1.400 0.000 Metallic 0.000

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cylinder.001

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Unity Visual Studio ...

Cylinder.001

Material.001

Principled BSDF GGX Random Walk Base Color 0.000 Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh.004

adb AMD Android art-QA Autodesk basketgolfGa... c CS edb EPAM

Collection imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh

Scene World Surface Use Nodes Surface Background Color Strength 1.000 Volume Viewport Display Custom Properties

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh.004

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

View Object View Select Add Node Use Nodes Slot 1 Material 4 Rotate View Object Context Menu 3.2.1

The main workspace displays a wireframe model of a hanging punching bag. The bag is suspended from a horizontal strap by two vertical ropes. The model consists of numerous small triangles forming a mesh. A small circular selection tool is visible near the bottom center of the bag. The background is dark gray.

Collection

- imagetostl\_mesh
- imagetostl\_mesh
- imagetostl\_mesh

Scene

World

Surface

Use Nodes

Surface Background

Color Strength 1.000

Volume

Viewport Display

Custom Properties

3D Viewport Controls

Object Mode

View

Select

Add

Node

Use Nodes

Slot 1

Material

4

Rotate View

Object Context Menu

File Edit Render Window Help 3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing Scene RenderLayer

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Scene Collection | Cylinder

3ds Max 2021 3dsMax

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My ISO Files Screencast-O...

Unity Visual Studio ...

View Object View Select Add Node Use Nodes Slot 1 Blk Rotate View Object Context Menu

Scene Collection  
Collection 1  
Cylinder  
Cylinder.001  
Cylinder.008

Scene  
Render Engine Cycles  
Feature Set Supported  
Device CPU  
Sampling  
Viewport  
Noise Thres... 0.1000  
Samples 10  
Denoise  
Render  
Noise Thres... 0.0100  
Samples 100  
Time Limit 0.00  
Denoise  
Advanced  
Light Paths  
Volumes  
Curves  
Simplify

3.2.1

File Edit Render Window Help 3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing Scene RenderLayer

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Scene Collection | Cylinder

Scene Collection  
Collection 1  
Cylinder  
Cylinder.001  
Cylinder.008

Scene  
Render Engine Cycles  
Feature Set Supported  
Device CPU  
Sampling  
Viewport  
Noise Thres... 0.1000  
Samples 10  
Denoise  
Render  
Noise Thres... 0.0100  
Samples 100  
Time Limit 0.00  
Denoise  
Advanced  
Light Paths  
Volumes

Lightshot Curves  
Скриншот скопирован в буфер обмена

Slot 1 Blk Simplify

View Rotate View Object Node Use Nodes ENG 20:22

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh.001

adb AMD  
Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

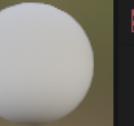
View Select Object Mode View Select Add Object Global Options

Scene Collection Collection imagetostl\_mesh imagetostl\_mesh

Random Walk Base Color (Orange)  
Subsurface (0.000)  
Subsurfac... (1.000)  
Subsurfac... (0.200)  
Subsurfac... (0.100)  
Subsurfac... (White)  
Subsurfac... (Blue) 1.400  
Subsurfac... (0.000)  
Metallic (0.000)  
Specular (Blue) 0.200  
Specular T (0.000)  
Roughness (Blue) 1.000  
Anisotropic (0.000)  
Anisotropi... (0.000)  
Sheen (0.000)  
Sheen Tint (Blue) 0.500  
Clearcoat (0.000)  
Clearcoat ... (0.030)  
IOR (1.450)  
Transmiss... (0.000)  
Transmiss... (0.000)  
Emission (Yellow)

View Object Node Use Nodes Slot 1 Material 2 Material Emission

Select Rotate View Object Context Menu



File Edit Render Window Help Layout Modeling UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagedostl\_mesh.001

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

Scene Collection Collection imagedostl\_mesh imagedostl\_mesh

Random Walk Base Color

Subsurface 0.000

Subsurfac... 1.000

0.200

0.100

Subsurfac... 1.400

Subsurfac... 0.000

Metallic 0.000

Specular 0.200

Specular T 0.000

Roughness 1.000

Anisotropic 0.000

Anisotropi... 0.000

Sheen 0.000

Sheen Tint 0.500

Clearcoat 0.000

Clearcoat ... 0.030

IOR 1.450

Transmiss... 0.000

Transmiss... 0.000

Emission

Slot 1 Material 2

View Object Node Use Nodes Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh.004

adb AMD  
Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

View Select Object Mode View Select Add Object Global Options

Scene Collection Collection imagetostl\_mesh imagetostl\_mesh

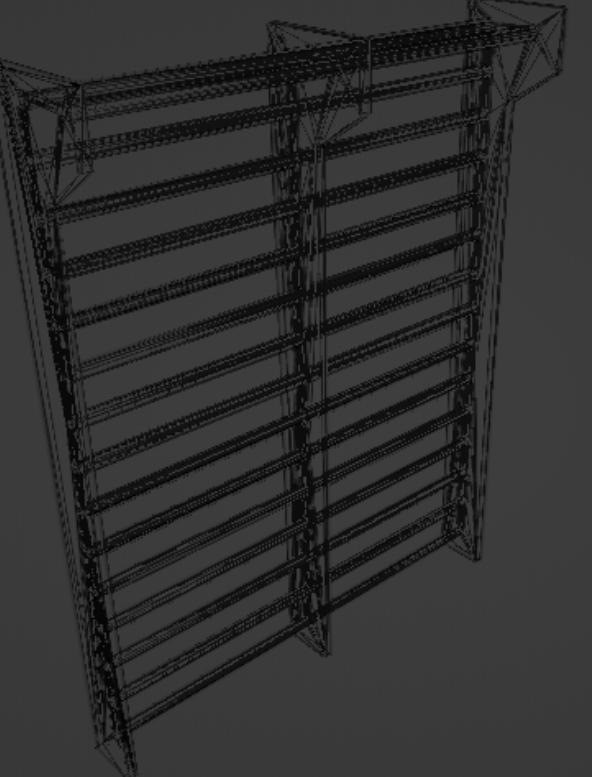
GGX Random Walk  
Base Color (Yellow)  
Subsurface (White) 0.000  
Subsurfac... (Blue) 1.000  
0.200  
0.100  
Subsurfac... (Yellow)  
Subsurfac... (Blue) 1.400  
Subsurfac... (White) 0.000  
Metallic (White) 0.000  
Specular (Blue) 0.200  
Specular T (White) 0.000  
Roughness (Blue) 1.000  
Anisotropic (White) 0.000  
Anisotropi... (White) 0.000  
Sheen (White) 0.000  
Sheen Tint (Blue) 0.500  
Clearcoat (White) 0.000  
Clearcoat ... (Blue) 0.030  
IOR (Blue) 1.450  
Transmiss... (White) 0.000

View Object Node Use Nodes Slot 1 Material 2 Material Transpose UVs

Select Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh.004



Options

Scene Collection

Collection

imatetostl\_mesh

imatetostl\_mesh

GGX

Random Walk

Base Color

Subsurface

Subsurf...

Subsurf...

Subsurf...

Subsurf...

Subsurf...

Metallic

Specular

Specular T

Roughness

Anisotropic

Anisotropi...

Sheen

Sheen Tint

Clearcoat

Clearcoat ...

Lightshot

IOR

Скриншот скопирован в буфер обмена

Transmiss...

ENG

20:25

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh.003

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Autodesk basketgolfGa...  
c CS  
edb EPAM

View Select Object Mode View Select Add Object Global Filter Options

Random Walk Base Color  
Subsurface 0.000  
Subsurfac... 1.000  
0.200  
0.100  
Subsurfac...  
Subsurfac... 1.400  
Subsurfac... 0.000  
Metallic 0.000  
Specular 0.000  
Specular T 0.000  
Roughness 1.000  
Anisotropic 0.000  
Anisotropi...  
Sheen 0.000  
Sheen Tint 0.500  
Clearcoat 0.000  
Clearcoat ... 0.030  
IOR 1.450  
Transmiss... 0.000  
Transmiss... 0.000  
Emission

Slot 1 Material 2 Material Emission

Select Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | imagedstl\_mesh.003

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Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

Options

Scene Collection  
Collection  
imagedstl\_mesh  
imagedstl\_mesh

Random Walk  
Base Color  
Subsurface  
Subsurfac...  
Subsurfac...  
Subsurfac...  
Subsurfac...  
Subsurfac...  
Metallic  
Specular  
Specular T  
Roughness  
Anisotropic  
Anisotropi...  
Sheen  
Sheen Tint  
Clearcoat  
Clearcoat ...  
IOR

Lightshot  
Transmiss...  
Скриншот скопирован в буфер обмена

View Select Object Mode View Select Add Object Global Options

Rotate View

object denu

ENG 20:26

Render Window Help 3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing Shading Lay Scene

User Perspective (0) Scene Collection | Plane

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Unity Visual Studio ...

Object Mode View Select Add Node  Use Nodes Slot 1 Material 2 Normal Displacement

Plane > Material

Rotate View Object Context Menu

Scene Collection

- Collection 1
  - Cube.031
  - Plane
  - Cube

Material

Surface

- Surface Diffuse BSDF
- Color (Red)
- Roughness 1.000
- Normal Default

Volume

Displacement

- Displace... Default

Settings

Line Art

Viewport Display

Custom Properties

3.2.1

The image shows a 3D rendering of a target object in the Blender 3D Viewport. The target consists of a vertical cylindrical pole standing on a red, polygonal base. A 3D cursor is positioned at the center of the base. The background is a blurred gradient. The right side of the screen displays the Blender interface, including the Outliner, Properties, and Render properties panels. The Outliner panel shows a collection named 'Collection 1' containing three objects: 'Cube.031', 'Plane', and 'Cube'. The Properties panel shows the material settings for the selected object, which is a red plane. The Render properties panel shows settings for 'Surface', 'Volume', 'Displacement', and other options.

dit Render Window Help 3D View Full Animation Compositing Default Game Logic Motion Tracking Scripting UV Editing Video Editing Shading Lay Scene

View Select Object Mode View Select Add Object Global Options

User Perspective (0) Scene Collection | Plane

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Unity Visual Studio ...

Scene Collection Collection 1 Cube.031 Plane Cube

Material Preview Surface Surface Diffuse BSDF Color (Red) Roughness (1.000) Normal (Default)

Volume Displacement Displace... (Default)

Settings Line Art Viewport Display Custom Properties

Slot 1 Material 2 Normal Displacement

Plane > Plane > Material

Normal Displacement

ENG 20:27 3.2.1

The image shows a Blender 3D Viewport with the 3D View Full tab selected. In the center, there is a wireframe model of a target object, which appears to be a stylized figure or a marker. The target has a red outline at its base. The Material Properties panel on the right is open, showing the material settings for the target. The 'Surface' section is expanded, displaying a 'Diffuse BSDF' node with a color swatch set to red. Other settings like 'Roughness' (1.000) and 'Normal' (Default) are also visible. The Outliner panel on the left shows a collection named 'Collection 1' containing three objects: 'Cube.031', 'Plane', and 'Cube'. The 'Plane' object is currently selected. The bottom status bar shows the path 'Plane > Plane > Material'.

dit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh

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Scene World Surface Use Nodes Surface Background Color Strength 1.000 Volume Viewport Display Custom Properties

3.2.1

A red humanoid target object is centered in the 3D Viewport. It has a simple stick-figure-like body with arms and legs, standing on a small rectangular base. A small circular rotation gizmo is visible near its feet. The background is a plain brown gradient. The right-hand side panel shows the Outliner, Properties, and Shading Editor, while the bottom panel shows the Tool Shelf and various Blender UI buttons.

dit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh

adb AMD Android art-QA Autodesk basketgolfGa... c CS edb EPAM

Lightshot Скриншот скопирован в буфер обмена

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene View Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cube.001

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iFun Screen

Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cube.001

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3dsMax  
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GitHub  
iFun Screen

Shading Animation Rendering Compositing Geometry Node Scene View Layer

Collection  
Cube  
Cube.001  
Cylinder.001  
Material.004  
Material...  
Material...  
Preview  
Surface  
Use Nodes  
Surface Principled BSDF  
GGX Random Walk  
Base Color  
Subsurface 0.000  
Subsurf... 1.000  
0.200  
0.100  
Subsurf...  
Subsurf... 1.400  
Subsurf... 0.000  
Metallic 0.100

Object Context Menu

3.2.1

The image shows the Blender 3D Editor interface. In the center, there is a 3D viewport displaying a dark green cube with black graffiti on its side. The cube is positioned at approximately [270, 300, 630, 650]. To the right of the 3D viewport is a Material Editor panel titled "Material.004". The "Use Nodes" button is selected. The "Surface" tab is active, showing a "Principled BSDF" node with "GGX" and "Random Walk" settings. Below the surface settings, there is a "Base Color" slot with a color swatch set to yellow. A context menu is open over this slot, listing "Surface", "Volume", and "Displacement". At the bottom of the Material Editor, there are buttons for "GGX", "Random Walk", and "Base Color". The bottom left of the screen shows the Blender header bar with various menu items like File, Edit, Render, etc., and some tool icons. The bottom right corner displays the Blender version "3.2.1".

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene View Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cube.001

3ds Max 2019  
3dsMax  
Downloads  
GitHub  
iFun Screen

Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cube.001

3ds Max 2019  
3dsMax  
Downloads  
GitHub  
iFun Screen

Object Mode View Select Add Node Use Nodes Slot 1 Material.004 Subsurf Base Color

Material.004  
GGX Random Walk  
Base Color: Yellow  
Subsurface: 0.000  
Subsurfac...: 1.000  
Subsurfac...: 0.200  
Subsurfac...: 0.100  
Subsurfac...: Yellow  
Subsurfac...: Blue  
Subsurfac...: 0.000  
Subsurfac...: 1.400  
Subsurfac...: 0.000  
Metallic: 0.100

Rotate View Object Context Menu

3.2.1

The image shows a Blender 3D modeling interface. In the center, there is a large cube object with a complex internal mesh structure, possibly a wireframe or a multi-resolution model. The Material Properties panel on the right side of the screen displays a node setup for 'Material.004'. The 'Surface' tab is selected, showing a 'Principled BSDF' node with 'GGX' and 'Random Walk' settings. Below these are parameters for 'Base Color' (set to yellow), 'Subsurface' (set to 0.000), and three levels of 'Subsurfac...' (set to 1.000, 0.200, and 0.100). A context menu is open at the bottom right, listing 'Surface', 'Volume', and 'Displacement'. The top bar shows the file path 'C:\basketgolfGame\BasketGolf\Assets\Models\area's objects\trash\trash\_2.blend'. The left sidebar lists recent folders: '3ds Max 2019', '3dsMax', 'Downloads', 'GitHub', and 'iFun Screen'. The bottom bar includes standard Blender navigation tools: 'Object Mode', 'View', 'Select', 'Add', 'Node', 'Use Nodes', 'Slot 1', 'Material.004', and 'Subsurf'.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options

User Perspective (1) Collection | Cube

3ds Max 2021 3dsMax

Downloads GitHub

iFun Screen R... Lightshot

My ISO Files Screencast-O...

Unity Visual Studio ...

View Object View Select Add Node Use Nodes Slot 2 Material.004 Alpha

C:\Us... Filter

Collection

- Cube
- Cube.001
- Cylinder

Material.001 Material.004

Material... Preview Surface Use Nodes

Surface Principled BSDF GGX Random Walk

Base Color trash logo.jpg

Subsurface 0.000 1.000 0.200 0.100

Subsurfac... 1.400

Displacement

3.2.1

Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | Cube

3ds Max 2021 3dsMax Downloads GitHub iFun Screen R... Lightshot My ISO Files Screencast-O... Unity Visual Studio ...

View Object View Select Add Node Use Nodes Slot 2 Material.004 Alpha

C:\Us... Filter User Perspective (1) Collection | Cube

Collection Cube Cube.001 Cylinder

Material.001 Material.004

Material... Preview Surface Use Nodes

Surface Principled BSDF GGX Random Walk Base Color trash logo.jpg Subsurface 0.000 Subsurf... 1.000 0.200 0.100 Subsurf... 1.400

Subsurf... Subsurf...

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Collection | imagedostl\_mesh.005

adb AMD Android art-QA Autodesk basketgolfGa... c cs edb EPAM

Scene Collection Collection imagedostl\_mesh imagedostl\_mesh

imat... Ma

Material

Preview Surface Use Nodes

Surface Principled BS... GGX Random Walk Base Color 0.000 Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000

Slot 1 Material 2

View Layer

View Select Object Mode View Select Add Object Global Options

User Perspective  
(1) Collection | imagedostl\_mesh.005

adb AMD Android art-QA Autodesk basketgolfGa... c cs edb EPAM

Scene Collection Collection imagedostl\_mesh imagedostl\_mesh

imat... Ma

Material

Preview Surface Use Nodes

Surface Principled BS... GGX Random Walk Base Color 0.000 Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000

Slot 1 Material 2

View Layer

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene View Object Mode View Select Global Options User Perspective (1) Collection | imagetostl\_mesh.001



adb AMD  
Android art-QA  
Autodesk basketgolfGa...  
c CS  
edb EPAM

Scene Collection Collection imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh

imatetos... > Mat... Material.002 Material.005

Preview Surface Use Nodes

Surface Principled BSDF  
GGX Random Walk  
Base Color (yellow)  
Subsurface 0.000  
Subsurfac... 1.000  
0.200  
0.100  
Subsurfac... 1.400  
Subsurfac... 1.400

Slot 3 Material.005

Select Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection

Application D... Public

xxdix\_000 Диана

Scene Collection Collection Cube.023

Scene World Surface Use Nodes Surface Background Color Strength 1.000 Volume Viewport Display Custom Properties

View Object Rotate View Object Context Menu

3.2.1

The image shows a 3D model of a referee's tower in the Blender software. The tower is a blue metal structure with a curved, dark canopy. It is positioned in the center of the 3D Viewport. The Blender interface shows various toolbars and panels on the left and right sides, including the Outliner, Properties, and Render properties panels. The status bar at the bottom displays file paths and version information.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting + Scene View Layer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection

C:\Us... Search Filter

Application D... Public

xxdix\_000 Диана

3D Viewport: Referee Tower Model

3D Viewport Controls: View, Rotate View, Object Context Menu

Properties Panel: Scene Collection, Collection, Cube.023, World, Surface, Use Nodes, Surface (Background), Color (Yellow), Strength (1.000), Volume, Viewport Display, Custom Properties

Bottom Bar: 3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagedstl\_mesh.001

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

Lightshot Скриншот скопирован в буфер обмена

Scene World Surface Use Nodes Surface Background Color Strength 1.000 Volume Viewport Display Custom Properties

19:57 ENG

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagetostl\_mesh.001

adb AMD Android art-QA Autodesk basketgolfGa... c CS edb EPAM

Collection imagetostl\_mesh imagetostl\_mesh imagetostl\_mesh

Scene World Surface Use Nodes Surface Background Color Strength 1.000 Volume Viewport Display Custom Properties

Slot 1 mat0

Select Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting Scene View Mode Object Mode View Select Global Options User Perspective (1) Collection | woodPallet

Application D... Public xxidix\_000 Диана

3D Viewport: woodPallet

Properties Panel:

- Scene Collection
- Collection
- woodPallet

Shading Panel:

- Search
- woodPallet > lambert1
- lambert1
- Preview
- Surface
- Use Nodes

Node Editor:

- Surface Principled BSDF
- GGX
- Christensen...
- Base Color (Yellow)
- Subsurface (0.000)
- Subsurfac... (1.000, 0.200, 0.100)
- Subsurfac...
- Metallic (0.000)
- Specular (0.500)
- Specular T (0.000)

Bottom Bar:

- View
- Object
- View
- Select
- Add Node
- Use Nodes
- Slot 1
- lambert1
- Rotate View
- Object Context Menu

Version: 3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting Scene View Layer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | woodPallet

Application D... Public

xxdix\_000 Диана

woodPa... > lambert1

lambert1

Preview Surface Use Nodes

Surface Principled BSDF

GGX Christensen...

Base Color (Yellow)

Subsurface 0.000

Subsurfacing 1.000  
0.200  
0.100

Subsurfacing 0.000

Metallic 0.000

Specular 0.500

Specular T 0.000

Select View Object View Select Add Node Use Nodes Slot 1 lambert1 Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

User Perspective  
(1) Collection | Kyб.003

3ds Max  
3dsM  
Downl  
GitH  
iFun Scr

Object Mode View Select Add Object Global

Collection  
Torus.002  
Куб  
Куб.001

Material.002

Preview

Surface

Use Nodes

Surface Principled BSDF  
GGX Random Walk  
Base Color (Red)  
Subsurface 0.000  
Subsurfacing 1.000  
0.200  
0.100  
Subsurfacing 1.400  
Subsurfacing 0.000  
Metallic 30.000

Transmission 1.000  
Transmission Roughness 0.000  
Emission

Slot 1 Материал.002

Object Kyб.003 > Kyб.004 > Материал.002

Select Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

User Perspective  
(1) Collection | Kyб.003

3ds Max

3dsM

Downl

GitH

iFun Scr

Object Mode View Select Add Object Global

Collection Torus.002 Куб Куб.001

Material.002

Preview Surface Use Nodes

Surface Principled BS... GGX Random Walk Base Color 0.000 Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... Subsurfac... 1.400 Subsurfac... 0.000 Lightshot Скриншот скопирован в буфер обмена

Transmission 1.000 Transmission Roughness 0.000 Emission

Object View Rotate View

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

User Perspective  
(1) Collection | Kyб.003

3ds Max

3dsM

Downl

GitH

iFun Scr

Object Mode View Select Add Node Use Nodes Slot 1 Материал.002

Transmission 1.000 Transmission Roughness 0.000 Emission

Lightshot Скриншот скопирован в буфер обмена

Metallic 30.000 ENG 20:38

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | imagedstl\_mesh

adb AMD Android art-QA Autodesk basketgolfGa... c CS edb EPAM

Scene Collection Collection imagedstl\_mesh imagedstl\_mesh

Material Mat... 2 Use Nodes Surface Principled B... GGX Random Walk Base C... Basketball... Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... 0.000 Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000 Specular 0.500

View Select Node Material Slot 1 Material 2 Rotate View Object Context Menu 3.2.1

The image shows the Blender 3D modeling interface. The main workspace displays a 3D view of a basketball hoop and backboard assembly. The scene includes a tall vertical cylinder, a horizontal ring, and a tilted rectangular backboard. A small circular target icon is positioned near the base of the hoop. The right side of the screen features the Properties panel, which is set to the 'Material' tab. Under the 'Surface' section, the 'Principled BSDF' material is selected, showing settings for GGX reflection, Random Walk sampling, and various subsurface parameters. The bottom of the screen contains the standard Blender navigation and toolbars.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Noc Scene ViewLayer

User Perspective  
(1) Collection | imagetostl\_mesh

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

Scene Collection  
Collection  
-> imagetostl\_mesh  
-> imagetostl\_mesh

Material

Mat... 2

Preview

Surface

Use Nodes

Surface Principled BSDF

GGX Random Walk

Base Color Basketball...

Subsurface 0.000

Subsurfacing 1.000  
0.200  
0.100

Subsurfacing 1.400

Subsurfacing 0.000

Lightshot Metallic 0.000

Скриншот скопирован в буфер обмена

View Select Object Mode View Select Add Object Global Properties Tools

Rotate View

object data menu

ENG 20:39

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Node Scene ViewLayer

User Perspective  
(1) Collection | Сфера

3ds Ma:  
3dsf  
Down  
Gift  
iFun Sc:

Object Mode View Select Add Object Global Options

Scene World

World

Surface Use Nodes

Surface Background

Color Strength 1.000

Volume Viewport Display Custom Properties

Slot 1 Материал

Invert

Emission

Strength 0.200

Distance 1.000

Emission Strength 1.000

Alpha 1.000

Scale 55.000

Vector

Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Noc Scene ViewLayer

User Perspective  
(1) Collection | Сфера

3ds Ma:  
3ds:  
Down:  
Git:  
iFun Sc:

Object Mode View Select Add Object Global Options

Scene World Surface Use Nodes

Surface Background Color Strength 1.000

Volume Viewport Display Custom Properties

Object Node Slot 1 Material

Invert Emission Transmission Roughness 0.000

Strength 0.200 Emission Strength 1.000

Distance 1.000 Alpha 1.000

Scale 55.000 Vector

Rotate View Object Context Menu

3.2.1

The screenshot displays the Blender 3D interface. The main area shows a wireframe sphere. A red circle highlights a specific point on the sphere's surface. The Outliner panel on the left lists a collection named 'Сфера' with one object. The Properties panel on the right shows material settings for the sphere, including 'Emission' with 'Strength' set to 0.200. The Shader Editor at the bottom shows a node setup with a Vector input connected to a Material output.

User Perspective  
(22) Collection | Икосфера

3ds Max 2021 3dsMax

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View Object View Select +

Slot 1 Material.001

Material.001

Preview Surface Volume Settings Line Art Viewport Display Custom Properties

3.2.1

Header: Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting + Scene ViewLayer

Toolbar: View Select Object Mode View Select Add Object Global Options User Perspective (22) Collection | Икосфера

File Browser: C:\Us... User Perspective (22) Collection | Икосфера

Content Shelf: 3ds Max 2021 3dsMax Downloads GitHub iFun Screen R... Lightshot My ISO Files Screencast-O... View Object View Select Add Node Use Nodes Slot 1 Material.001

Properties Panel: Scene Collection Collection Икосфера Material.001 Preview Surface Volume Settings Line Art Viewport Display Custom Properties

Shading Editor: Икосфера Икосфера.003 Material.001

Bottom Bar: Select Rotate View Object Context Menu 3.2.1

The image shows a Blender 3D modeling interface. The main area displays a large, dark gray icosphere object with a complex, faceted surface. In the top-left corner, there's a file browser showing local folder contents like '3ds Max 2021', 'Downloads', and 'My ISO Files'. The top bar includes standard application menus and tool buttons. The right side features a properties panel with sections for scene collection, material settings (Material.001), and various display options. At the bottom, a shading editor panel shows the material stack for the selected object, listing components like 'Surface' and 'Volume'.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

View Select Object Mode View Select Add Object Global Options

User Perspective (1) Collection | Икосфера

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Unity Visual Studio ...

View Object View Select Add Node Use Nodes Slot 3 Материал.001

Икосфера Икосфера Материал.001

Subsurface Anisotropy: 0.000  
Metallic: 0.000  
Specular: 0.000  
Specular Tint: 0.000  
Roughness: 1.000

Scene Collection Collection Икосфера

Scene World

World

Surface Use Nodes

Surface Background

Color: Yellow Strength: 1.000

Volume

Viewport Display

Custom Properties

Select Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | Икосфера

3ds Max 2021 3dsMax Downloads GitHub iFun Screen R... Lightshot My ISO Files Screencast-O... View Object View Select Add Node Use Nodes Slot 1 Материал spider.jpg 2 Linear Flat Repeat Base Color Subsurface 0.000 Subsurface Radius Subsurf... 1.000 0.200 0.100 Subsurf... 1.400 Displacement

Scene Collection Collection Икосфера

Икосф... Матер... Материал Материал.001 Матери... Preview Surface Use Nodes Surface Principled B... GGX Random Walk... Base C... spider.jpg Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... 1.400 Subsurfac...

Rotate View Object Context Menu 3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scene ViewLayer

View Select Object Mode View Select Add Object Global Options User Perspective (5) Collection | Икосфера

3ds Max 2021 3dsMax Downloads GitHub iFun Screen R... Lightshot My ISO Files Screencast-O... Unity Visual Studio ...

Scene Collection Collection Икосфера

Material... Material.011 Material.012 Material.013 Material.014 Material.015

Preview Surface Use Nodes

Surface Principled BSDF GGX Random Walk Base C... witcher.png Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... 1.400 Subsurfac...

Slot 15 Material.015

View Select Rotate View Object Context Menu

3.2.1

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | Куб

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View Layer ViewLayer

Scene Collection Collection | Куб Материал

Материал  
Материал.001  
Материал.002  
Материал.003  
Материал.004  
...

Preview Surface Use Nodes  
Surface Principled BS...  
GGX Random Walk...  
Base Color  
Subsurface 0.000  
Subsurfac... 1.000  
0.200  
0.100  
Subsurfac...  
Subsurfac... 1.400

Slot 1 Материал

View Select Node Use Nodes Rotate View Object Context Menu

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene

View Select Object Mode View Select Add Object Global Options User Perspective (1) Collection | Куб

3ds Max 2021 3dsMax Downloads GitHub iFun Screen R... Lightshot My ISO Files Screencast-O... Unity Visual Studio ...

View Object View Select Add Node Use Nodes Slot 5 Материал.004 Rotate View Object Context Menu

Scene Collection Collection Куб Материал... Материал Материал.001 Материал.002 Материал.003 Материал.004 Материал... Preview Surface Use Nodes Surface Principled BS... GGX Random Walk Base C... spider fone.j... Subsurface 0.000 Subsurfac... 1.000 0.200 0.100 Subsurfac... 1.400 Subsurfac... 1.400

A 3D rendering of a red basketball with a white spider web pattern, centered in the 3D Viewport. The ball is suspended in a dark, slightly blurred background. A 3D cursor is positioned at the center of the ball. To the right of the ball is a material editor panel showing the "Material" tab selected. The "Material.004" node setup is visible, featuring a "Principled BSDF" node with "GGX" roughness and "Random Walk" subsurface settings. The "Base Color" slot contains a texture labeled "spider fone.j...". Below the main node tree are sliders for "Subsurface" values (0.000, 1.000, 0.200, 0.100, 1.400). At the bottom of the panel are three preview spheres showing different lighting conditions: a metallic sphere, a white sphere, and a sphere with a green and blue gradient.

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nod Scene ViewLayer

User Perspective  
(1) Collection | Куб

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My ISO Files Screencast-O...

View Select Object Mode View Select Add Object Global Options

Scene Collection Collection | Куб Материал...

Material  
Material.001  
Material.002  
Material.003  
Material.004

Preview Surface Use Nodes

Surface Principled BS...  
GGX Random Walk  
Base C... smile.webp  
Subsurface 0.000  
Subsurfac... 1.000  
Subsurfac... 0.200  
Subsurfac... 0.100  
Subsurfac... 1.400

Slot 5 Material.004 Alpha  
Random Walk  
Base Color  
Subsurface 0.000  
Subsurface Radius

Select Rotate View Object Context Menu