

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

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

Set Active Modifier Pan View Context Menu

Slot 1 Material.001

Collection Camera imagedtosl_mesh Light

Material.001

Preview Surface Use Nodes

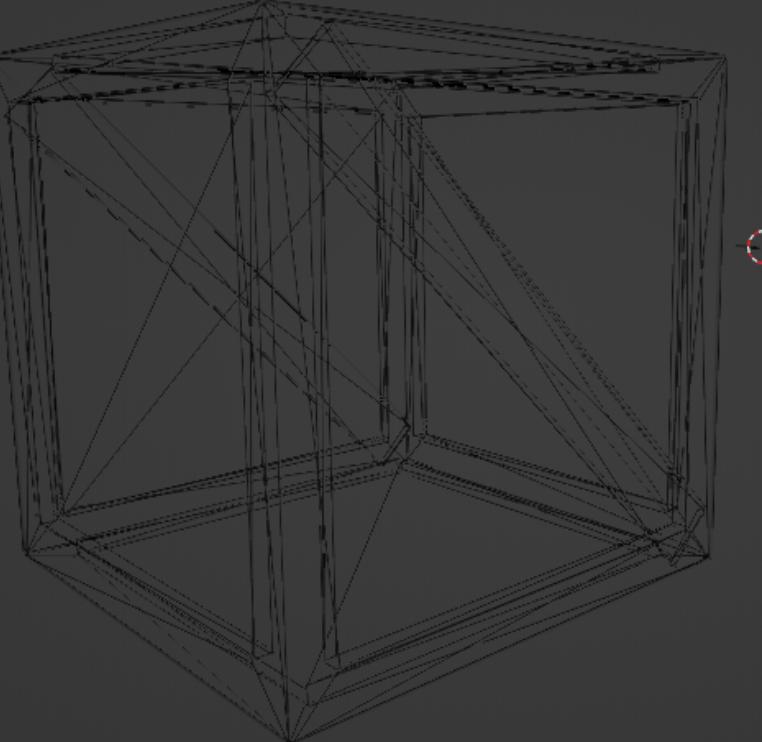
Surface Principled BSDF GGX Random Walk Base Color box.jpg Subsurface 0.000 1.000 0.200 0.100 Subsurfacing 1.400 0.000 Metallic 0.000 Specular 0.500

The image shows a 3D rendering of a wooden box in the Blender interface. The box has a light brown wood grain texture and a dark brown frame. It is positioned in the center of the 3D Viewport. In the Properties panel on the right, under the 'Surface' tab, the 'Principled BSDF' material is selected. The 'GGX' reflection type is chosen. The 'Base Color' slot is set to 'box.jpg'. The 'Subsurface' slider is set to 1.000. Other settings like 'Metallic' and 'Specular' are at 0.000 and 0.500 respectively. A preview of the material is shown at the bottom right, displaying a shiny sphere with a wood grain texture.

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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c CS

edb EPAM

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

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 Material.003 Material.003 Specular 0.500 Specular Tint 0.500 Rotate View Object Context Menu

Collection

- Cube
- Cube.001
- Cube.002

Material.003

Surface 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

The image shows a screenshot of the Blender 3D modeling software interface. The main workspace displays a floor lamp object in Object Mode, consisting of a rectangular lampshade, a long cylindrical neck, and a square base. The lamp is positioned in a dark brown studio environment. To the right, the Properties panel is open, showing the material settings for the lamp's body, which uses a Principled BSDF node with GGX reflection and Random Walk roughness. The Base Color is set to yellow. The Subsurface slider is at 0.000, and the Subsurfac... sliders are at 1.000, 0.200, and 0.100. The Subsurfac... slider for the neck is at 1.400, and the Subsurfac... slider for the base is at 0.000. The Metallic slider is at 0.000. The Blender version shown is 3.2.1. The top menu bar includes 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, and User Perspective. The left sidebar lists various folder locations such as 3ds Max 2021, 3dsMax, Downloads, GitHub, iFun Screen R..., Lightshot, My ISO Files, Screencast-O..., Unity, and Visual Studio ...

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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Unity Visual Studio ...

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

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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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

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 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

3ds Max 2021 3dsMax

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Unity Visual Studio ...

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 1-Animation 2-Model 3-Material 4-Sequence 5-Scripting Layout Shading + Scene 1 RenderLayer

View Select Object Mode View Select Add Object Global Options

User Perspective (232) Collection 10 | Sport_Bottle

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 SP_BTL

1 RenderLayer

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

20:17 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. The car on the left is white with a blue horizontal stripe and a red roof-mounted emergency light. The word "POLICE" is printed in red on its front door. The car on the right is orange with the number "01" in large black digits on its side and a red roof-mounted emergency light. Both cars have a classic boxy design. The background is a plain brown gradient. On the right side of the interface, the Outliner panel shows a collection named "car9" containing two objects: "car2" and "car9". The Properties panel on the far right is set to the "Surface" tab, with "Use Nodes" selected. A node editor panel is partially visible above the properties. At the bottom, the footer bar includes buttons for View, Select, Node, and Closest, along with a "Rotate View" button and an "Object Context Menu" button.

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

C:\Us... 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 Object Mode Global

Object View Select Add Object Rotate View Object Context Menu

Slot 1 Material.car9 Closest 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 | 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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My ISO Files Screencast-O...

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 Node 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 central workspace displays a wireframe model of a hanging punching bag. The bag is suspended from a horizontal strap by two vertical ropes. The model is composed of numerous small triangles, creating a mesh-like appearance. A small circular selection tool is visible near the bottom center of the bag. The background is dark, and the scene is set in the 'Shading' workspace of Blender.

Collection

- imagetostl_mesh
- imagetostl_mesh
- imagetostl_mesh

Scene World

Surface Use Nodes

Surface Background

Color Strength 1.000

Volume Viewport Display Custom Properties

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

Downloads GitHub

iFun Screen R... Lightshot

My ISO Files Screencast-O...

Unity Visual Studio ...

View Select 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

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

Random Walk
Base Color: Brown
Subsurface: 0.000
Subsurfac...: 1.000
0.200
0.100
Subsurfac...: White
Subsurfac...: Blue
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: Yellow

Slot 1 Material 2 Material Emission

Select View Object Node Use Nodes Rotate View Object Context Menu

3.2.1

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 | imagedtosl_mesh.001

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

Scene Collection Collection imagedtosl_mesh imagedtosl_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

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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

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

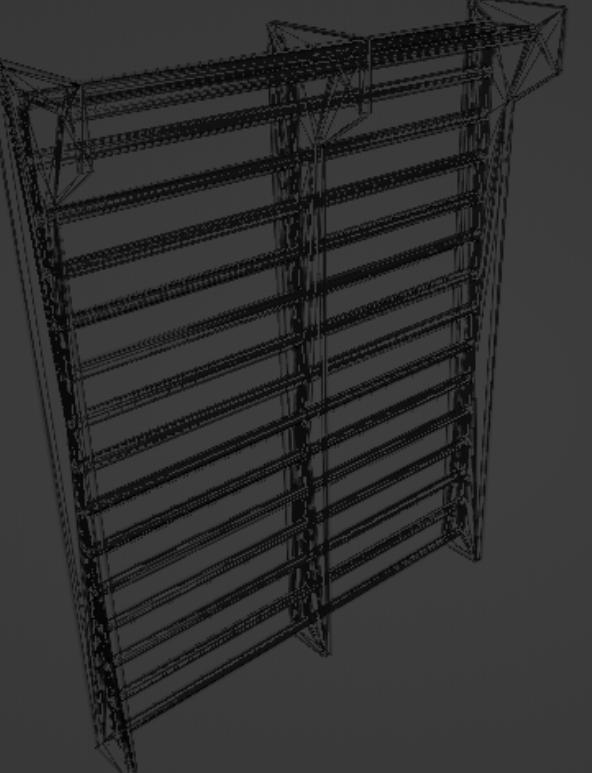
View Object Node Use Nodes Slot 1 Material 2 Material Transmiss...

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 Noc Scene ViewLayer

User Perspective
(1) Collection | imagetostl_mesh.004



Scene Collection
Collection
imagetostl_mesh
imagetostl_mesh

Options

GGX Random Walk
Base Color: #8B4513
Subsurface: 0.000
Subsurfac...: 1.000
0.200
0.100
Subsurfac...: 0.000
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
Lightshot IOR: 1.450
Скриншот скопирован в буфер обмена

Transmiss...: 0.000

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 Node Scene ViewLayer

User Perspective
(1) Collection | imagedstl_mesh.003

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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

Slot 1 Material

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

3ds Max 2021 3dsMax

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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

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

3ds Max 2021 3dsMax

Downloads GitHub

iFun Screen R... Lightshot

My ISO Files Screencast-O...

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 a wireframe target object centered in the scene. The target is mounted on a small rectangular base. A red circle highlights the base area. The Material Properties panel on the right is open, showing the 'Surface' tab with a 'Diffuse BSDF' node set to a red color. Other tabs like 'Volume' and 'Displacement' are also visible. The bottom bar shows the material slot as 'Slot 1' and the current node as 'Material'. The status bar at the bottom right shows the time as '20:27' and the build number as '3.2.1'.

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

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

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

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3dsMax
Downloads
GitHub
iFun Screen

Shading Animation Rendering Compositing Geometry Nod Scene View Layer ViewLayer

Collection
Cube
Cube.001
Cylinder.001
Material.004
Material...
Material...
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
Subsurfac... 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 3D cursor and some tool icons. The top menu bar includes "File", "Edit", "Render", "Window", "Help", "Layout", "Modeling", "Sculpting", "UV Editing", "Texture Paint", "Shading", "Animation", "Rendering", "Compositing", "Geometry Nod", "Scene", and "ViewLayer". On the far left, there is a vertical sidebar with folder icons labeled "3ds Max 2019", "3dsMax", "Downloads", "GitHub", and "iFun Screen". The bottom navigation bar includes "Object Mode", "View", "Select", "Add", "Node", "Use Nodes", "Slot 1", "Material.004", and "Rotate View".

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 screenshot shows the Blender 3D Editor interface. In the center, a wireframe cube is displayed. On the right, the Material Properties panel is open, showing the setup for Material.004. The 'Use Nodes' button is selected. The node setup includes a GGX node connected to a Random Walk BSDF node, which is then connected to a Principled BSDF node. The base color of the Principled BSDF is set to yellow. The subsurface slider is at 0.000, while the subsurface and metallic sliders are at 1.000. The material is applied to the cube object in the scene.

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

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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 Object Node Use Nodes View Select Add Node Slot 1 Material 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 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... 0.100

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, Surface, Use Nodes, 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 Nod Scene View Layer

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:

- woodPa... > Lambert
- 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

3D Viewport Tools: View, Rotate View, Object, Select, Object Context Menu.

Properties Panel:

- Scene Collection: Collection woodPallet
- Collection: woodPallet
- Material: lambert1
- Preview Surface Use Nodes
- Surface Principled BSDF (selected):
 - GGX
 - Christensen...
 - Base Color: Brown
 - Subsurface: 0.000
 - Subsurfacing: 1.000, 0.200, 0.100
 - Subsurface: 0.000
 - Metallic: 0.000
 - Specular: 0.500
 - Specular T: 0.000

Bottom Bar: Slot 1, lambert1, Select, 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
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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... Subsurfac... 1.400 Subsurfac... 0.000 Metallic 0.000 Specular 0.500

View Select Node Material Slot 1 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 panel representing the backboard. A small circular icon with a crosshair is positioned near the base of the vertical cylinder. The right side of the interface features the Properties panel, which is currently 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 shows the standard Blender navigation bar with icons for View, Select, Node, and Material, along with a slot indicator for materials.

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

adb AMD

Android art-QA

Autodesk basketgolfGa...

c CS

edb EPAM

Scene Collection

Collection

imatetostl_mesh

imatetostl_mesh

Material

Mat... 2

Preview

Surface

Use Nodes

Surface Principled B...

GGX Random Walk...

Base C... BasketBall...

Subsurface 0.000

Subsurfac... 1.000

0.200

0.100

Subsurfac... 1.400

Subsurfac... 0.000

Lightshot Metallic 0.000

Скриншот скопирован в буфер обмена

View Select Object Mode View Select Add Object Global Options

Rotate View

object denu

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

The 3D Viewport displays a detailed golf ball model with a dimpled surface. A 3D cursor is positioned at the center of the ball. To the right, a 3D transform cube shows the local coordinate system (X red, Y green, Z blue). The Viewport shading mode is set to 'Material'.

Scene Collection
Collection
Икосфера

Material.001

Material.001

Preview
Surface
Volume
Settings
Line Art
Viewport Display
Custom Properties

Slot 1

Material.001

Shininess: 0.000
Shininess Color: #0000FF
Shininess Intensity: 1.00
Shininess Velocity: 0.000
Metallic: 0.000
Specular: 0.000
Specular Intensity: 0.000
Roughness: 0.000
Anisotropic: 0.000
Anisotropic Rotation: 0.000
Sheen: 0.000
Sheen Intensity: 0.000

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

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 Material.001

3D Viewport: A large sphere object with a complex subdivision surface mesh. A small red circle highlights a specific point on the sphere's surface.

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

Shading Editor: Shows the material settings for Material.001. The "Surface" tab is selected, showing parameters like Shininess, Specular, and Anisotropic.

Bottom Bar: 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

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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

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 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

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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

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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

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 | Куб

3ds Max 2021 3dsMax

Downloads GitHub

iFun Screen R... Lightshot

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

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

Object Mode View Select Add Object



Global Options Transform Item View Tool

Cylinder.023
Cylinder.026
Cylinder.027
Cylinder.028
Cylinder.029
Cylinder.030
Cylinder.031
Cylinder.032
Cylinder.033
Empty

Cylinder Material

Material Mate 2 Preview Surface Use Nodes

Surface Principled BSDF GGX Christensen-Bull...

Base Color (Red) Subsurface 0.000 1.000 0.200 0.100

Subsurf... 0.200 0.100

Subsurf...

Playback Keying View Marker

40 49 60 80 100 120 140 160 180 200 220 240 260 280 250

Start End 250

Select Lasso Select Zoom View Lasso Select

2.90.0

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

Object Mode View Select Add Object Options

Global

Plane

Point Point.001 Point.002 Sphere Spot

Plane

New

Playback Keying View Marker

1 20 40 60 80 100 120 140 160 180 200 220 240 250 Start End

1 20 40 60 80 100 120 140 160 180 200 220 240 250

Select Box Select Rotate View Object Context Menu

2.90.0

The image shows the Blender 3D modeling interface. The main workspace displays a character model in Edit Mode, with various tools and panels visible. The top menu bar includes File, Edit, Render, Window, Help, Layout, Modeling, Sculpting, UV Editing, Texture Paint, Shading, Animation, Rendering, Compositing, Scripting, and Scene. The left sidebar contains tool icons for selection, transformation, and editing. The right sidebar includes the Outliner panel listing objects like Cylinder.006, Cylinder.007, Empty, Plane, Point, Point.001, Point.002, Sphere, and Spot, and a Properties panel showing settings for the selected Plane object. The bottom navigation bar features playback controls, keying, view, marker, and timeline controls for frames 1 to 250.