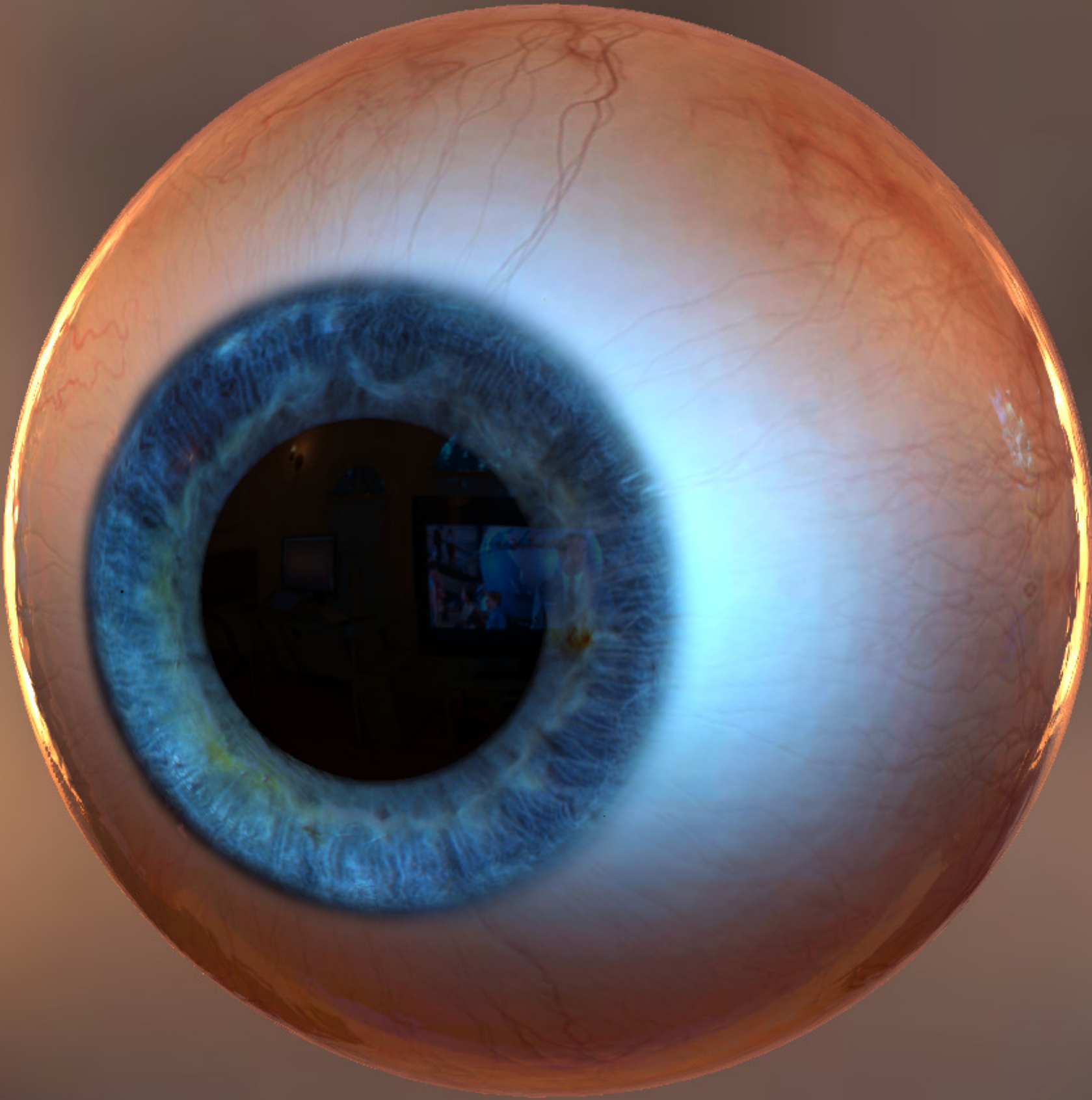


Eye texture raytracer. Artur Vill @Shaderology. Mouse L is camera



▸ Eye properties

▾ Lighting / Shading

Color\_Tex\_Map ☒

Eye\_Texture Blue ▴ ▾

Environment Alex ▴ ▾

▸ Camera lens

Close Controls