

# Overall



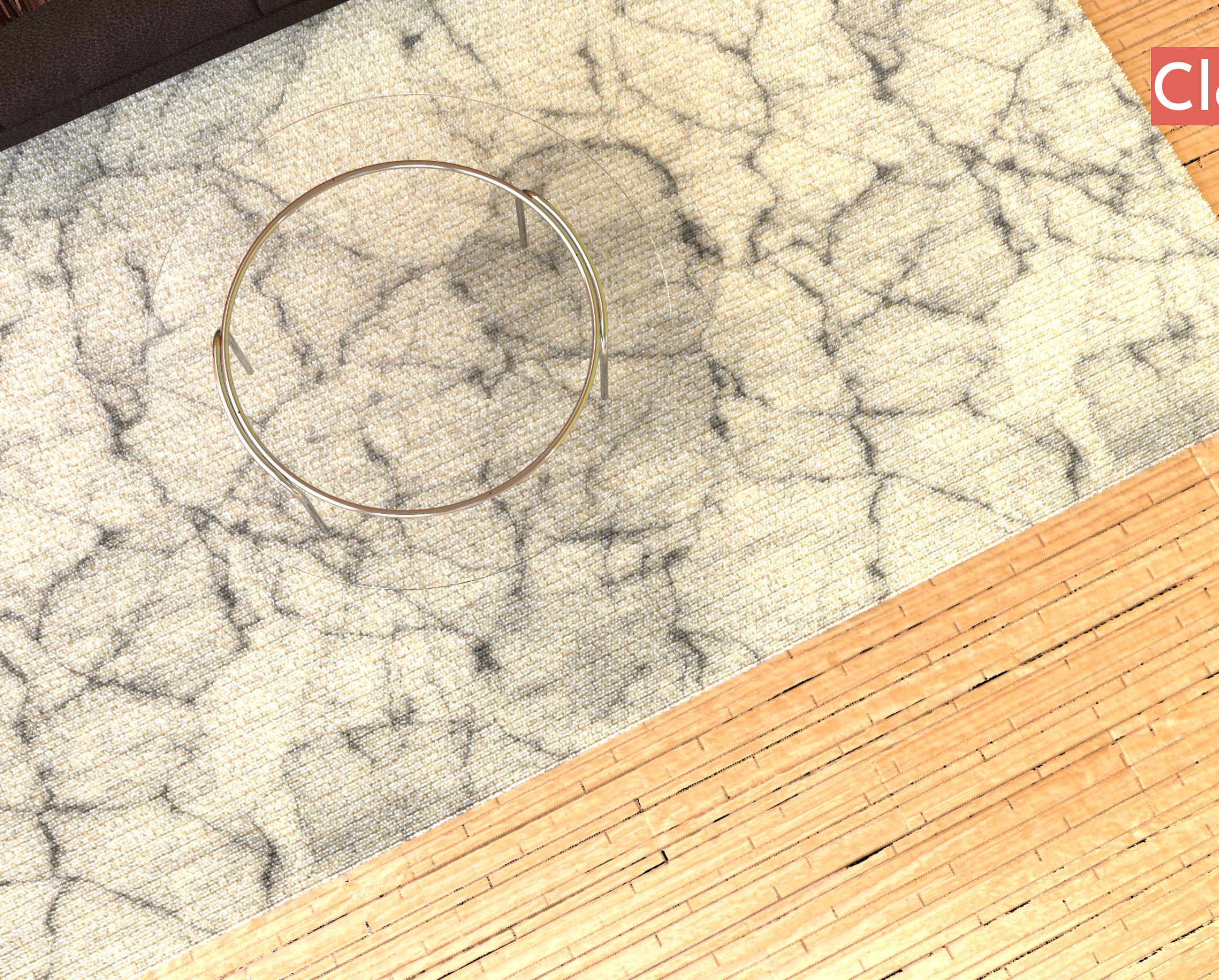


Close Up 1

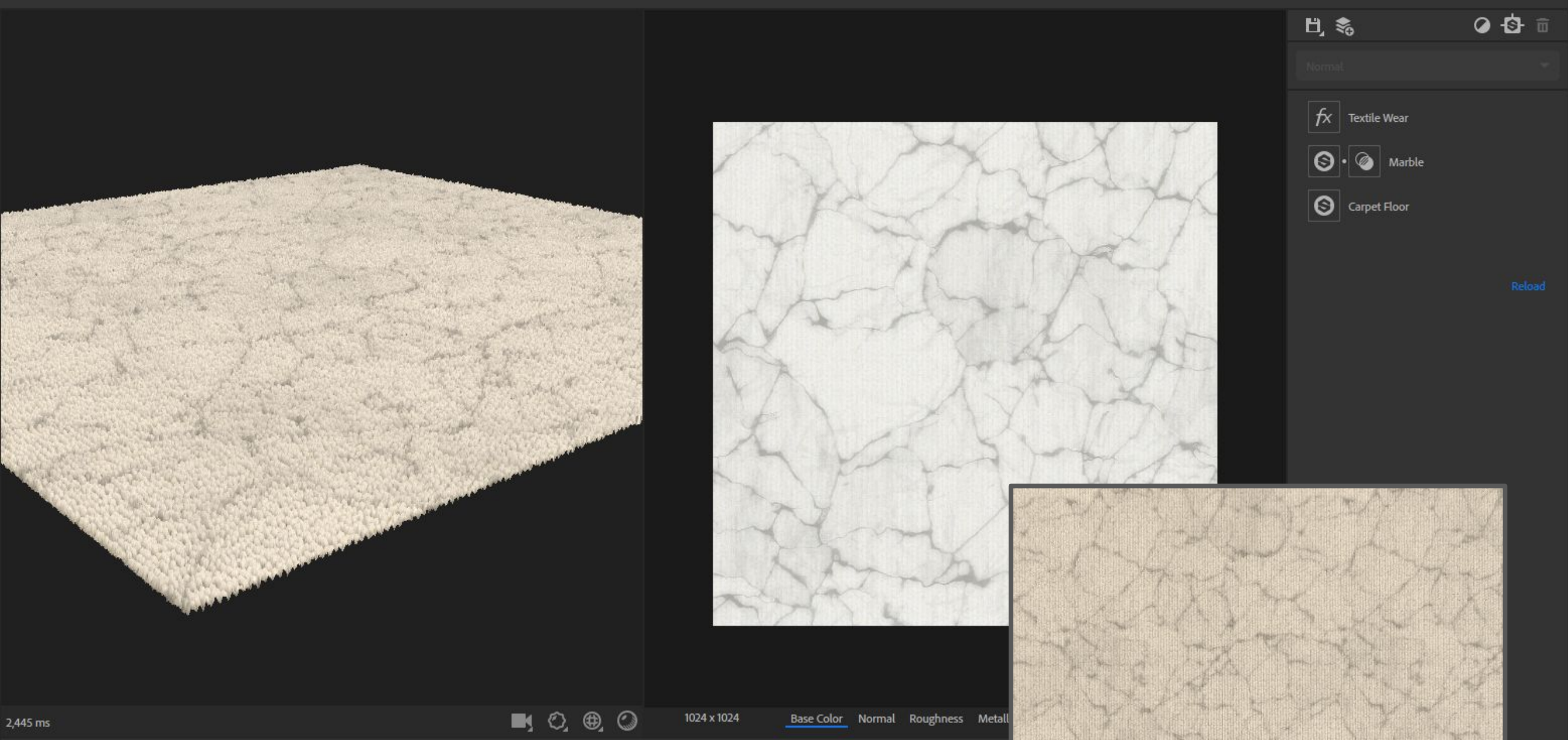




# Close Up 2

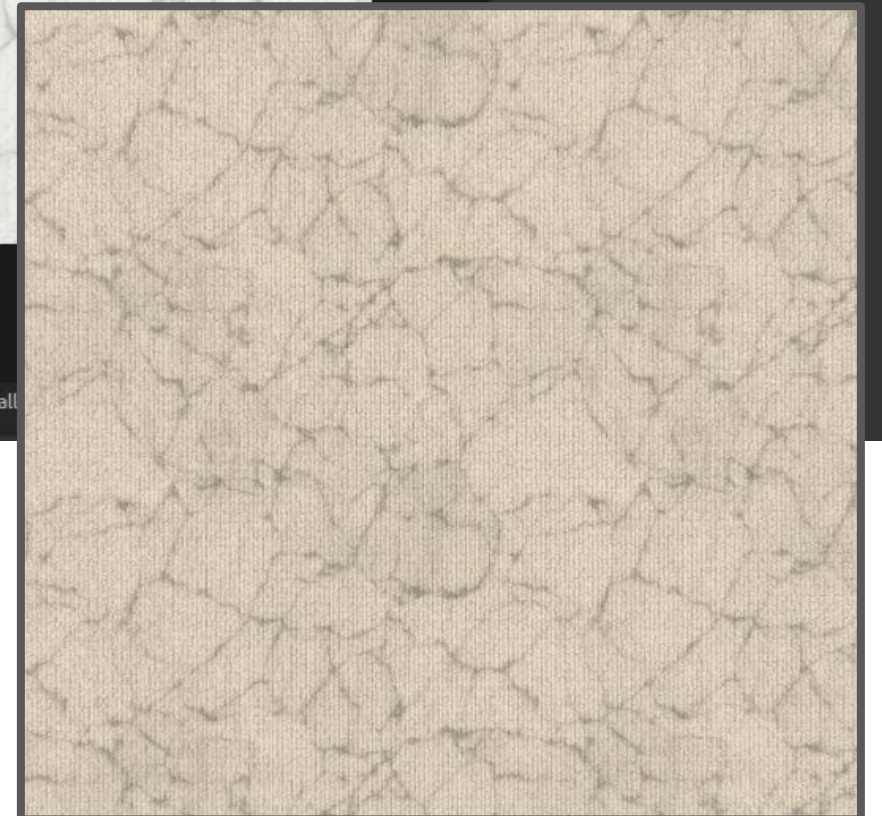


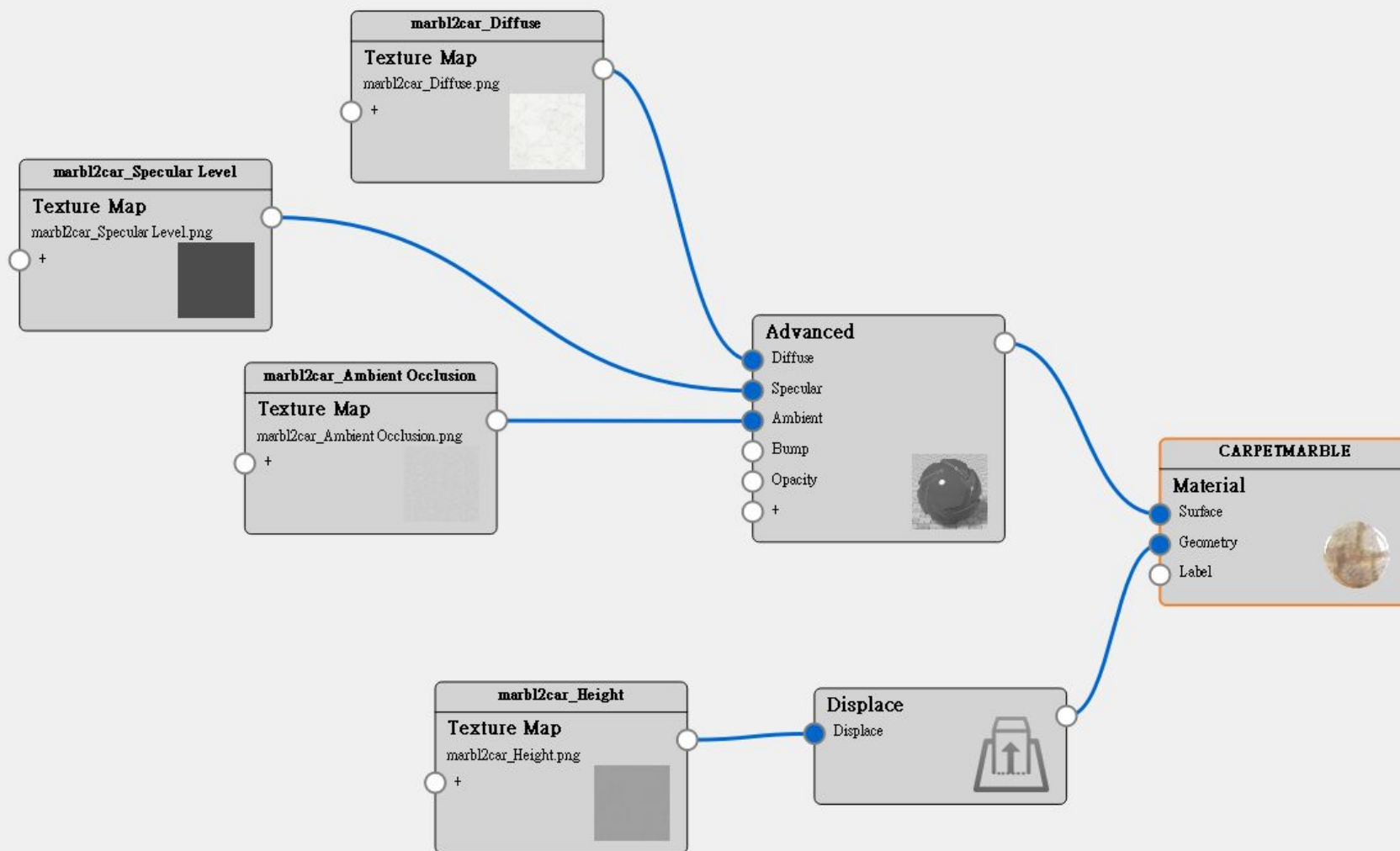




# Alternate Material

Marble + Carpet Floor





### Material Properties

Node Name:

Type:

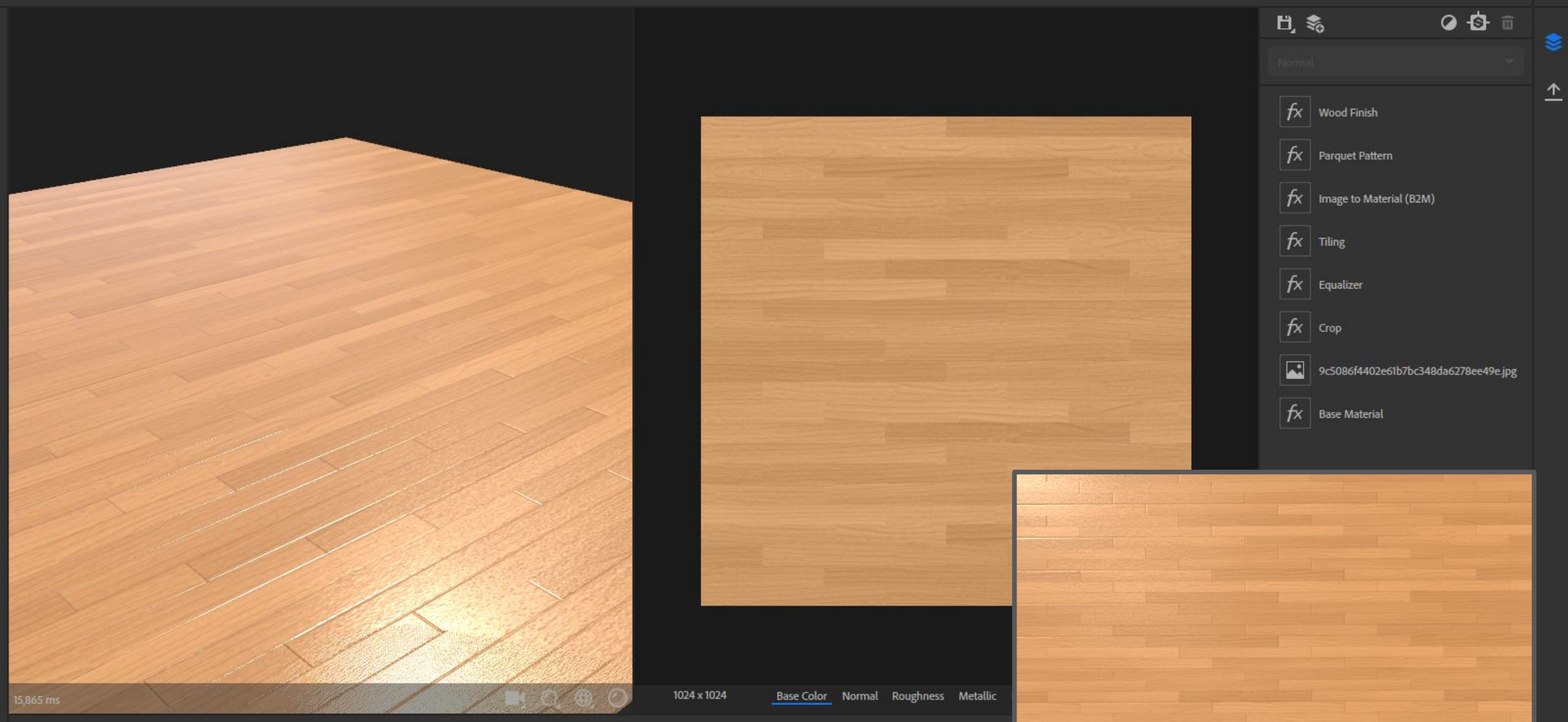
Properties	Textures	Labels
Diffuse		<input type="text"/>
Specular		<input type="text"/>
Ambient		<input type="text"/>
Roughness		<input type="text" value="0"/>
Refractive Index		<input type="text" value="1.5"/>
Diffuse Transmission		<input type="text"/>
Specular Transmission		<input type="text"/>
Roughness Transmission		<input type="text" value="0"/>
Samples		<input type="text" value="128"/>
<input type="checkbox"/> Fresnel		
<input type="checkbox"/> Use Diffuse Map Alpha		
Opacity Mode		<input type="text" value="None"/>

Material

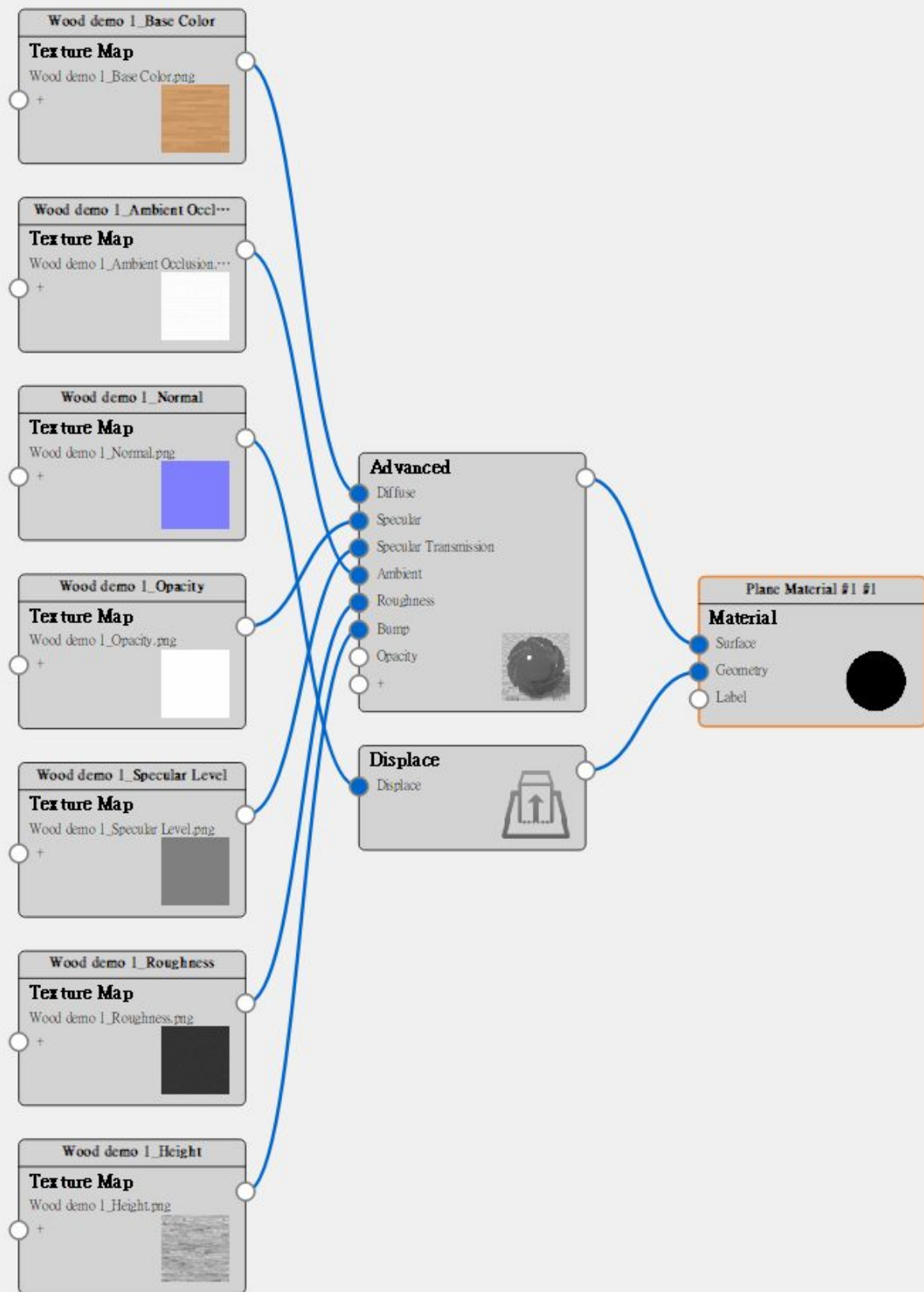
Advanced (Surface)

marbl2car\_Ambient Oc...





Wood Flooring




### Material Properties



Name	Type
Plane Material #1 #1	Advanced

Node Name: Plane Material #1 #1  
Type: Advanced

Properties | **Textures** | Labels



Wood demo 1\_Base Color.png 

Mapping Type: Planar  
Center On: ☒ Model ☐ Part

 Move Texture  Reset


**Size and Mapping**

Scale Mode: ☒ Scene Units ☐ DPI

 Width: 200 cm  
 Height: 200 cm  
Depth: 200 cm  
Angle: 90 °

☐ Flip Horizontal ☒ Repeat Horizontal  
☐ Flip Vertical ☐ Repeat Vertical  
☐ Two Sided ☒ Sync

**Color**

Brightness: 0.8  
Contrast: 0.6  
☐ Blend with Color 

Material  
Advanced (Surface)