





1. Custom Material (Granite)
2. Custom Material (Ceramic)
3. Custom Material (Duo)

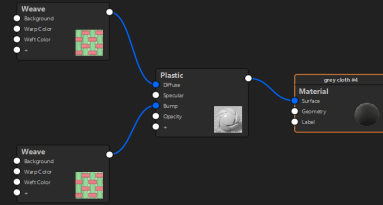
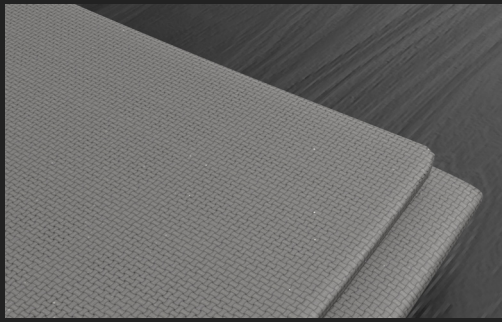
4. Library Coffee
5. Caustic Reflection
6. Custom Material (Wood)

7. Custom Material (Cloth)
8. Custom Material (Salt)
9. Library Material (Glass)

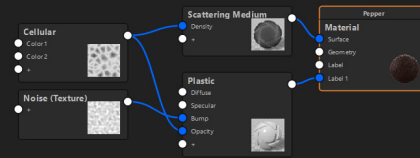
10. Area light Shadow
11. Custom Material (Pepper)
12. HDRI (Grey/Medium Overhead)

Render Settings: 2560x1600 at 256 samples

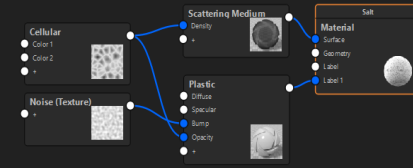
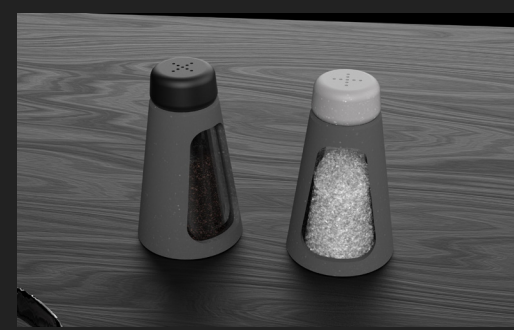
Area Light: Angled at 45 Degrees Centered above



CLOTH



PEPPER



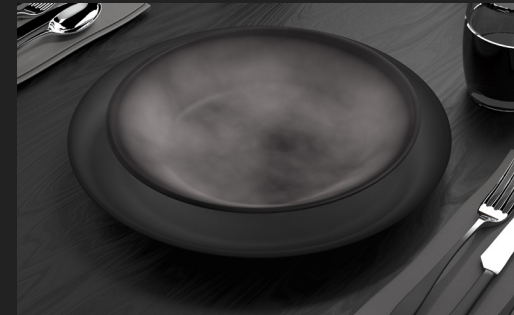
SALT



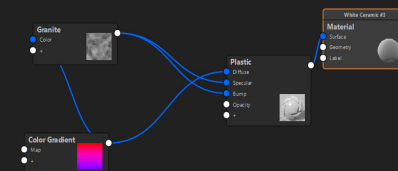
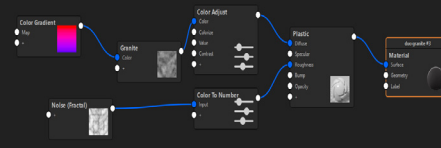
SILVERWARE



PLATE



BOWL





RENDERS

INSPIRATOINS

