

RENDERPRESETS

- 1.
2. ^(ByLayer)

(ByLayer)^(ByLayer)

- 0
- 1-
- 2 Lux

LIGHTINGUNITS12

- 0
- 1

-1010-1010

-10100

^(ByLayer)THCAD

THCAD"Textures"1256 x 2562512 x 51231024 x 1024""TextureMapPath123