

RENDERPRESETS

- 1.
2. <sup>(ByLayer)</sup>

(ByLayer)<sup>(ByLayer)</sup>

- 0
- 1-
- 2 Lux

LIGHTINGUNITS12

- 0
- 1

-1010-1010

-10100

<sup>(ByLayer)</sup>THCAD

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