

coeur > Material

Material

Material F + X Data

Surface Wire Volume Halo

Preview



Diffuse

Intensity: 0.800 Lambert Ramp

Specular

Intensity: 0.500 CookTorr Ramp

Hardness: 50

Shading

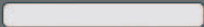
Emit: 0.00 Shadeless

Ambient: 1.000 Tangent Shading

Translucency: 0.000 Cubic Interpolation

- Transparency
- Mirror
- Subsurface Scattering
- Strand
- Options
- Shadow
- Custom Properties

▼ Diffuse



Intensity: 0.767

Lambert



Ramp



RGB

HSV

Hex

R 0.800

G 0.800

B 0.800



Roughness : 3.14



Roughness : 0



▼ Preview



▼ Diffuse



Toon

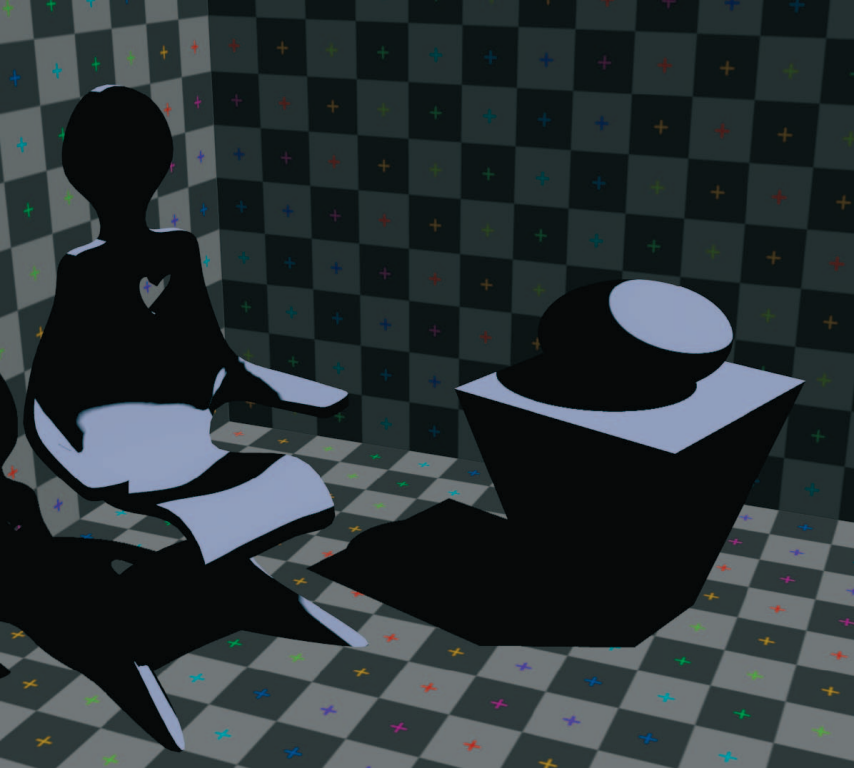


Intensity: 0.800

Ramp

Size: 0.800

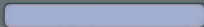
Smooth: 0.010



▼ Preview



▼ Diffuse



Minnaert



Intensity: 0.303

Ramp

Darkness: 0.000

Darkness : 0



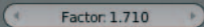
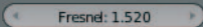
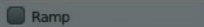
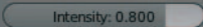
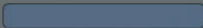
Darkness : 2

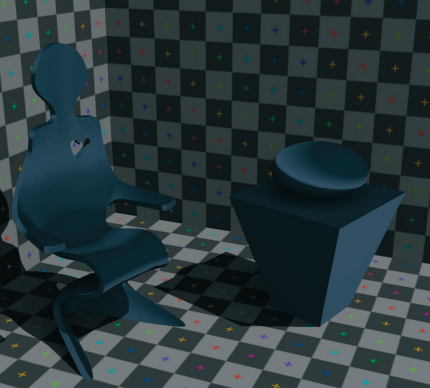


▼ Preview



▼ Diffuse





▼ Specular



CookTorr



Intensity: 0.500



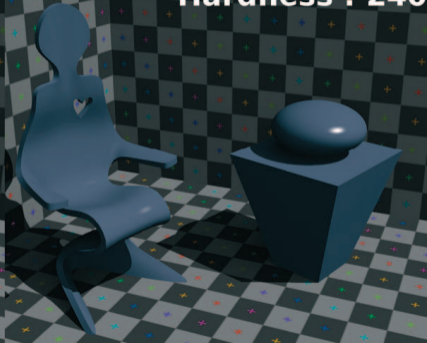
Ramp

Hardness: 50

Hardness : 10



Hardness : 240



▼ Preview



▶ Diffuse

▼ Specular



Intensity: 1.000

Hardness: 511

Blinn

Ramp

IOR: 10.000

▼ Specular



Intensity: 0.620

Size: 0.500

Toon

Ramp

Smooth: 0.010

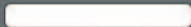


▼ Preview



▶ Diffuse

▼ Specular

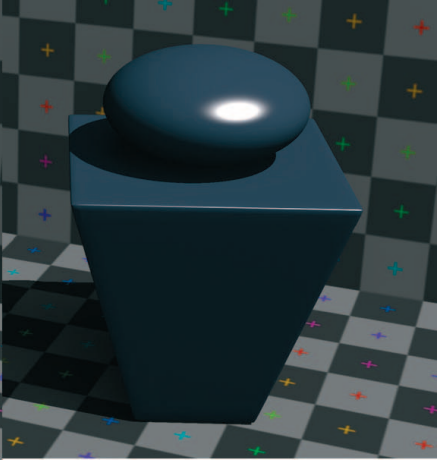
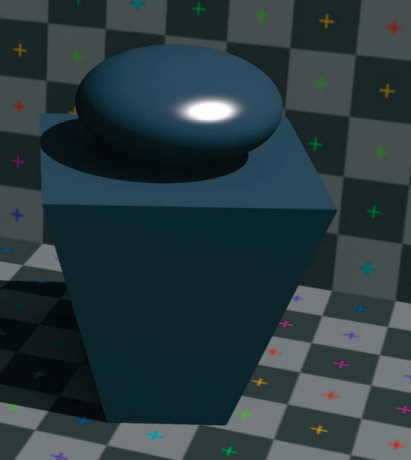


WardIso

Intensity: 1.000

Ramp

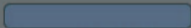
Slope: 0.01879



▼ Preview



▼ Diffuse



Lambert



Intensity: 0.444

Ramp

Add

Delete

F

1

Linear



Pos: 1.000

Input:

Shader



Blend:

Mix



Factor: 1.000

Intensity: 0.444
Diffuse Ramp Input

Result

Add

Delete

F

Normal

Energy

Pos: 0.000

Shader

Input:

Shader



▼ Shading

Emit: 0.00

Ambient: 1.000

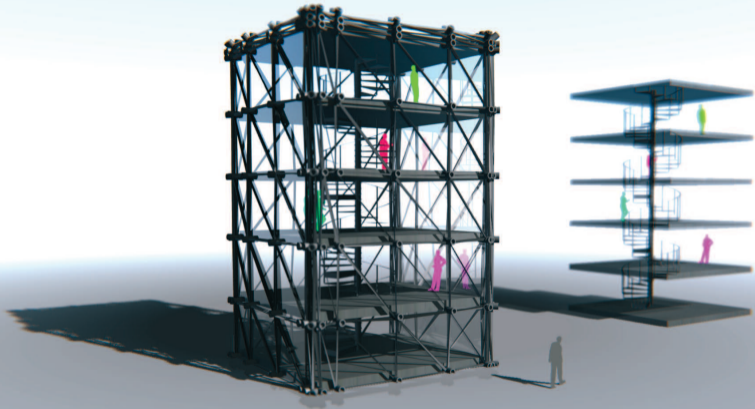
Translucence: 1.000

Shadeless

Tangent Shading

Cubic Interpolatio





▼ Transparency

Mask

Z Transparency

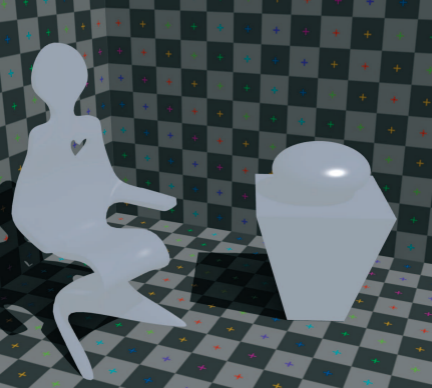
Raytrace

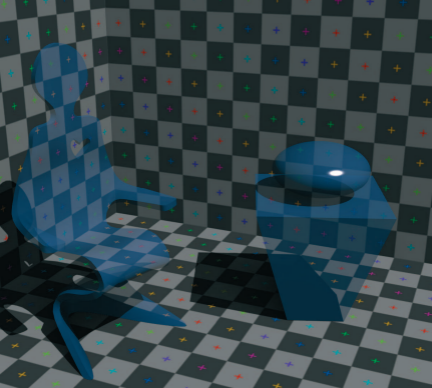
Alpha: 0.338

Fresnel: 0.000

Specular: 1.000

Blend: 1.250





▼ Transparency

Mask

Z Transparency

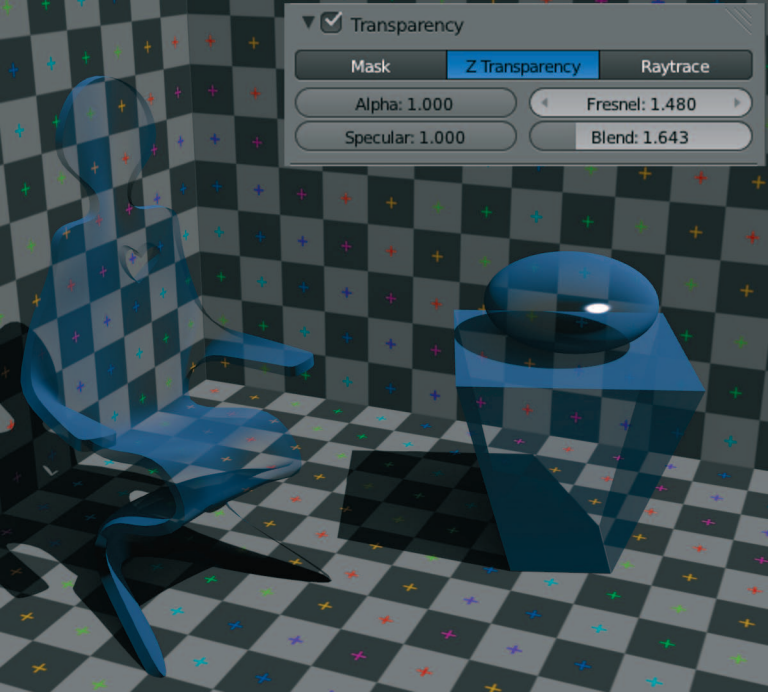
Raytrace

Alpha: 1.000

Fresnel: 1.480

Specular: 1.000

Blend: 1.643



▼ Transparency

Mask

Z Transparency

Raytrace

Alpha: 0.02817

Fresnel: 0.000

Specular: 1.000

Blend: 1.643

IOR: 1.315

Gloss:

Filter: 0.000

Amount: 1.000

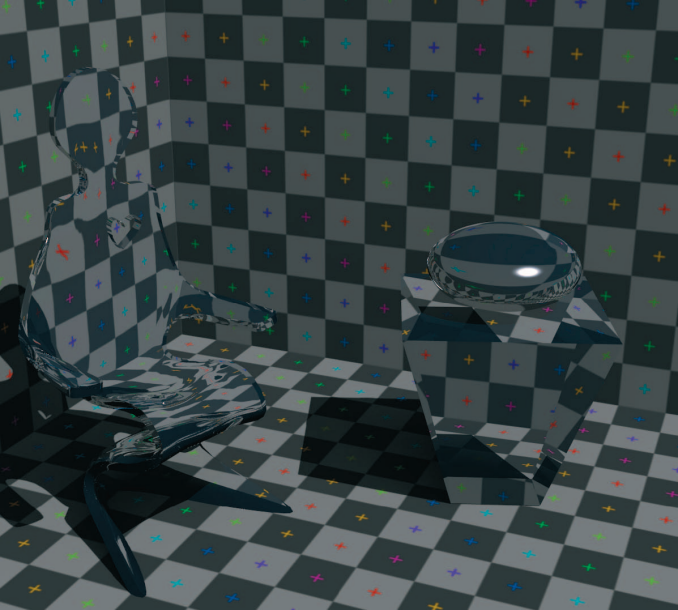
Falloff: 0.100

Threshold: 0.005

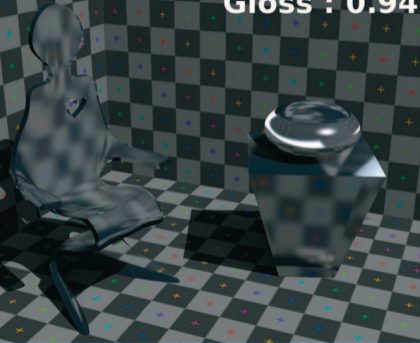
Limit: 0.000

Samples: 18

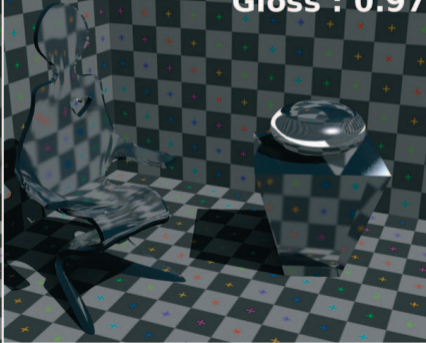
Depth: 2



Gloss : 0.94



Gloss : 0.97



▼ Mirror

Reflectivity: 0.900

Fresnel: 0.000

Blend: 1.250

Depth: 2

Gloss:

Amount: 1.000

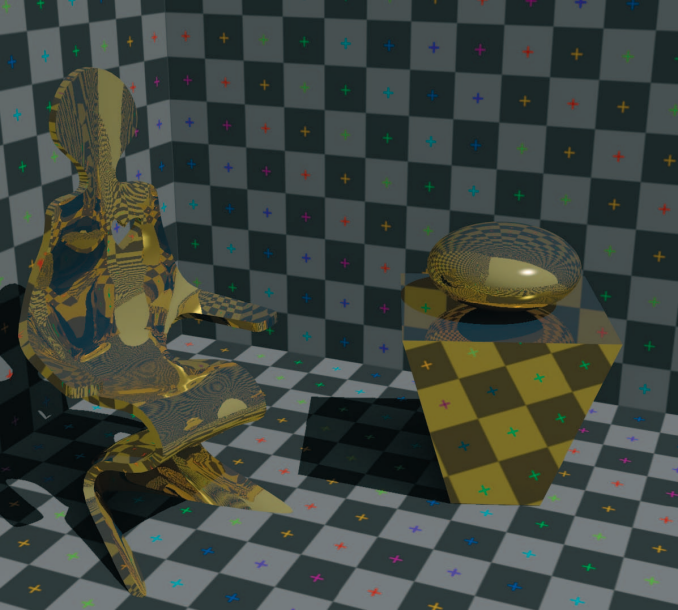
Max Dist: 0.000

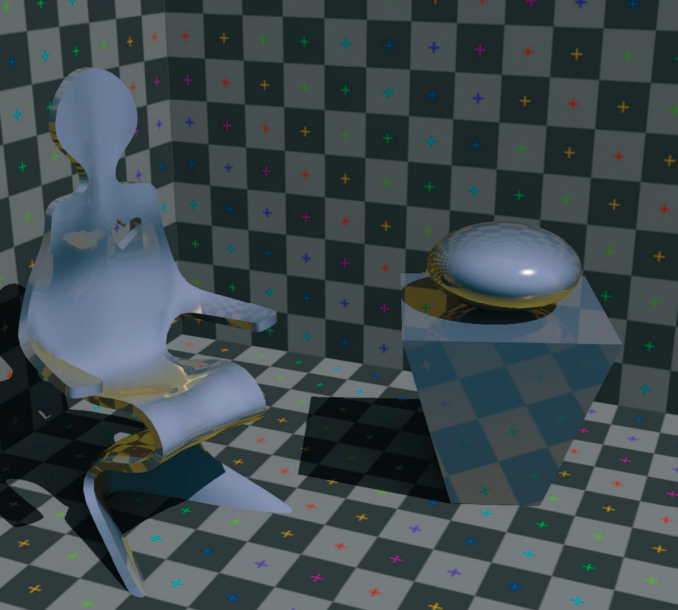
Threshold: 0.005

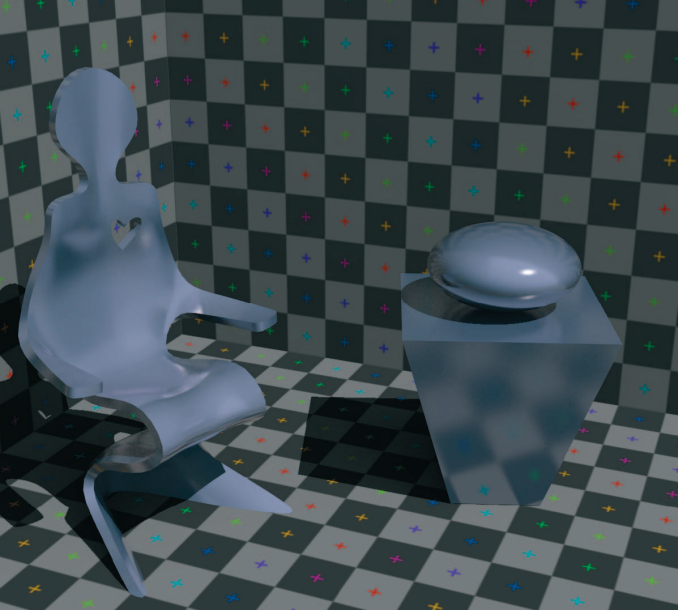
Fade To: Sky

Samples: 18

Anisotropic: 0.000







▼ Subsurface Scattering

Cream



IOR: 1.300

Scale: 0.100

RGB Radius:

15.028

4.664

2.541

Blend:

Color: 1.000

Texture: 0.000

Scattering Weight:

Front: 1.000

Back: 1.000

Error: 0.050

Subsurface Scattering

Apple



Apple

Size: 1300

Blend

Chicken

Size: 0.100

Color:

Cream

Texture

Ketchup

Scattering We

Marble

Size: 11.605

Front:

Potato

Size: 3.884

Back:

Skim Milk

Size: 1.754

Error:

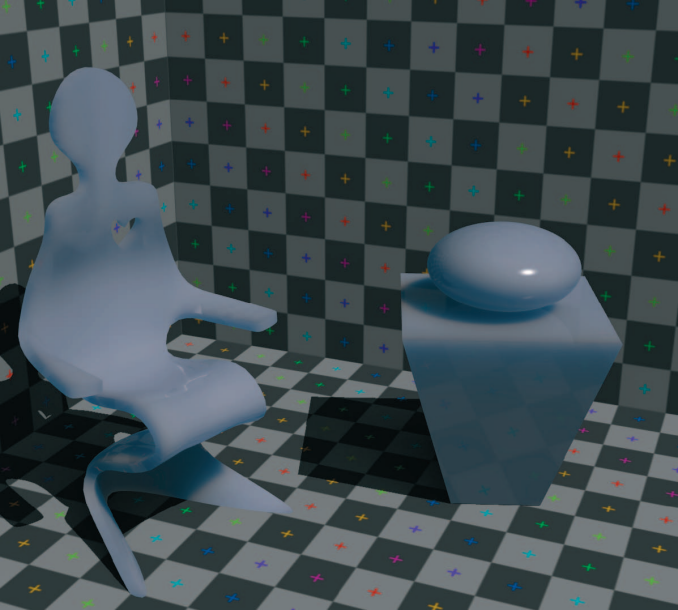
Skin1

Skin2

Whole Milk

Size:

Shading:



Shadow

Receive

Receive Transparent

Cast Only

Casting Alpha: 1.000

Shadows Only

Shadow and Distance

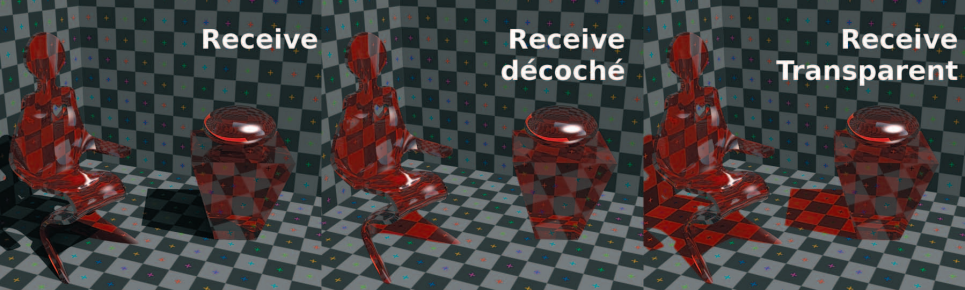
Cast Buffer Shadows

Buffer Bias: 0.000

Auto Ray Bias

Ray Bias: 0.000

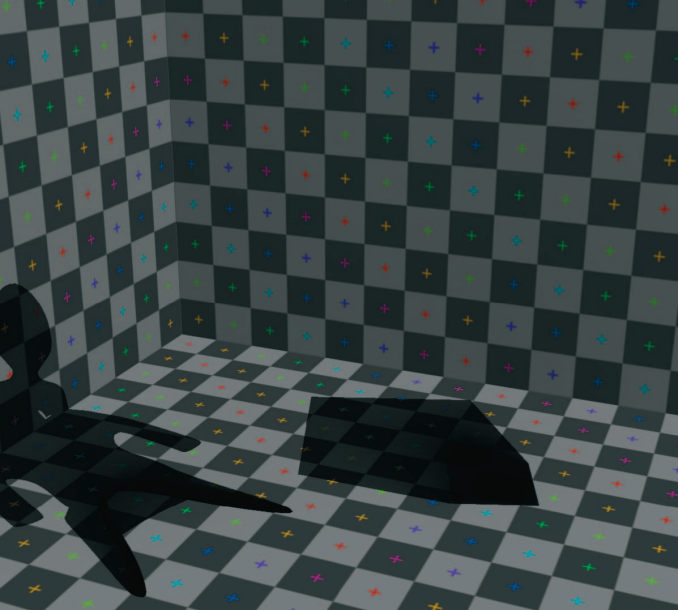
Cast Approximate

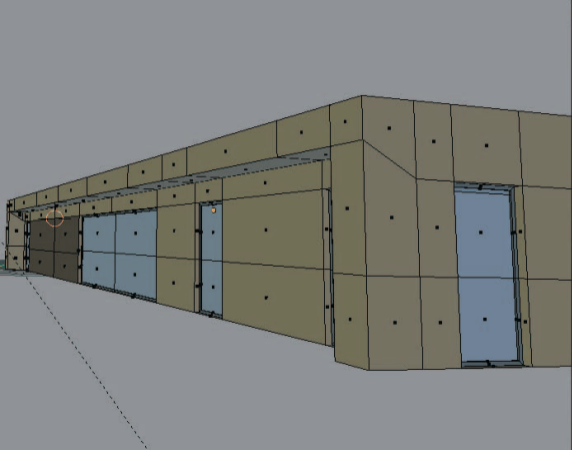


Receive

**Receive
décoché**

**Receive
Transparent**





Plane.017 vitresopaque

- bardages
- vitresopaque
- menuiserie
- Murspis
- vitres.0C1

Assign Select Deselect

vitresopaque F + X Data

Surface Wire Volume Halo

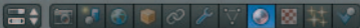
Preview

Diffuse

Lambert

Intensity: 0.800 Ramp

Specular



📌 🌐 ▶️ 📦 Sphere ▶️ 🌐 premiermateriau

🌐 premiermateriau

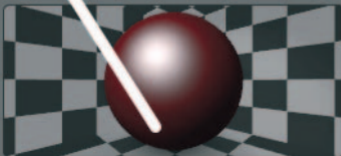


🌐 miermateriau 5

Surface Wire






- 📄 Copy Material to Others
- 📄 Copy Material
- 📄 Paste Material

▼ Preview






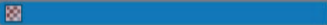



▼ Diffuse





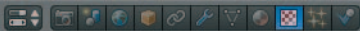
   maison   vitres.001 







  New



maiso > vitres.00 > Texture.00



Texture.003

Texture.001

Texture.002

Texture.003

Texture.004



Texture.003 F + X

Type: Clouds

Preview



- None
- Blend
- Clouds
- Distorted Noise
- Environment Map
- Image or Movie
- Magic
- Marble
- Musgrave
- Noise
- Point Density
- Stucci
- Voronoi
- Voxel Data
- Wood

Texture Material Both

Show Alpha

Colors

Clouds

Gre Color

Noise:

Hard

Type Blender Original

▼ Preview



Texture

Material

Both

Show Alpha

▼ Influence

Diffuse:

- Intensit: 1.000
- Color: 1.000**
- Alpha: 1.000
- Transluc: 1.000

Specular:

- Intensit: 1.000
- Color: 1.000
- Hardnes: 1.000

Blend:

Mix

- RGB to Intensity

Bump Mapping:

Metho

Default

Shading:

- Ambient: 1.000
- Emit: 1.000
- Mirror: 1.000
- Ray Mirr: 1.000

Geometry:

- Normal: 1.000
- Warp: 0.000
- Displac: 0.200

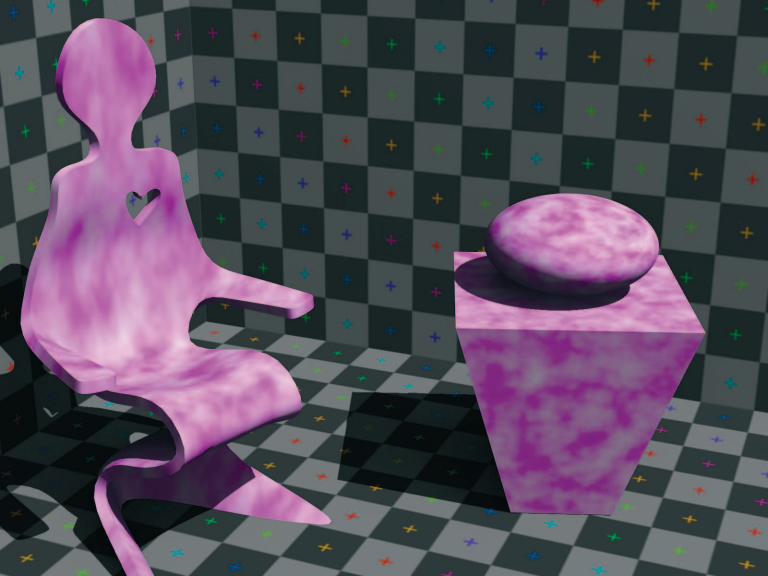
- Negative

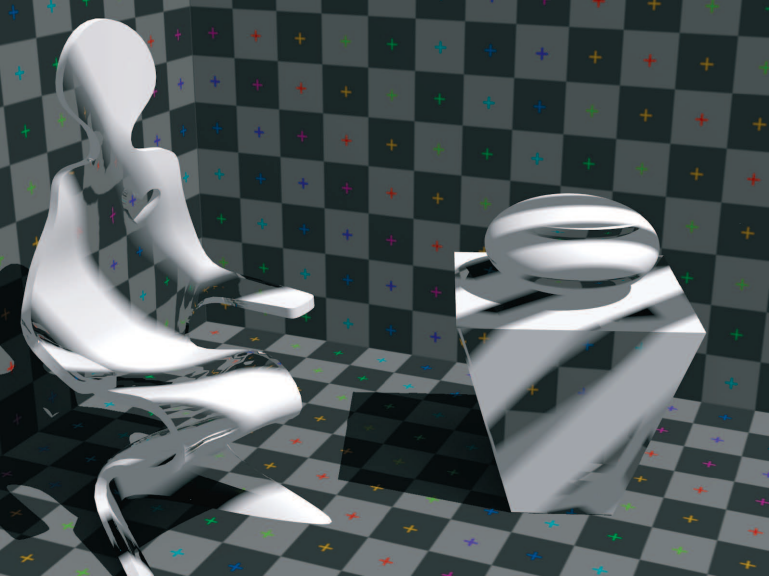
- Stencil

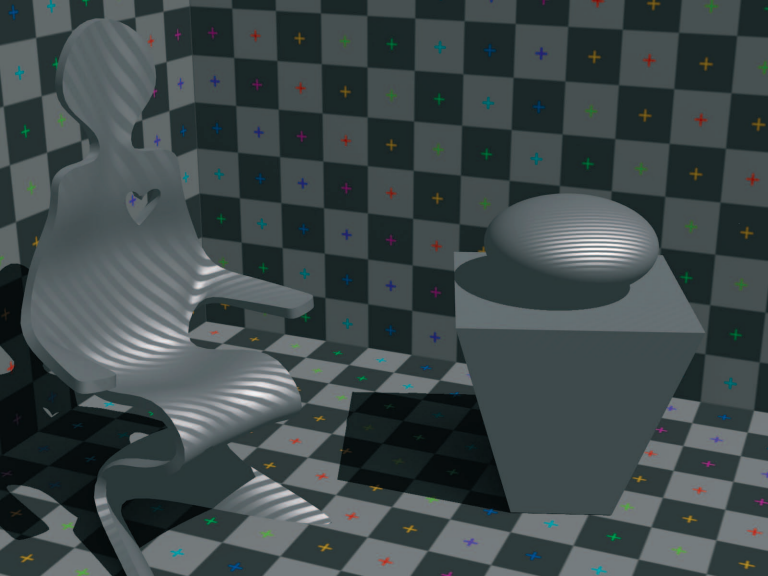
DVar: 1.000

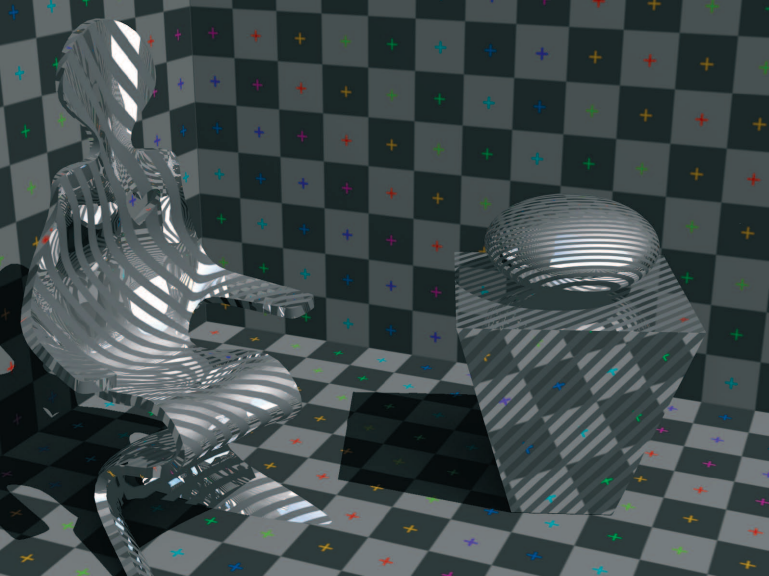
Space:

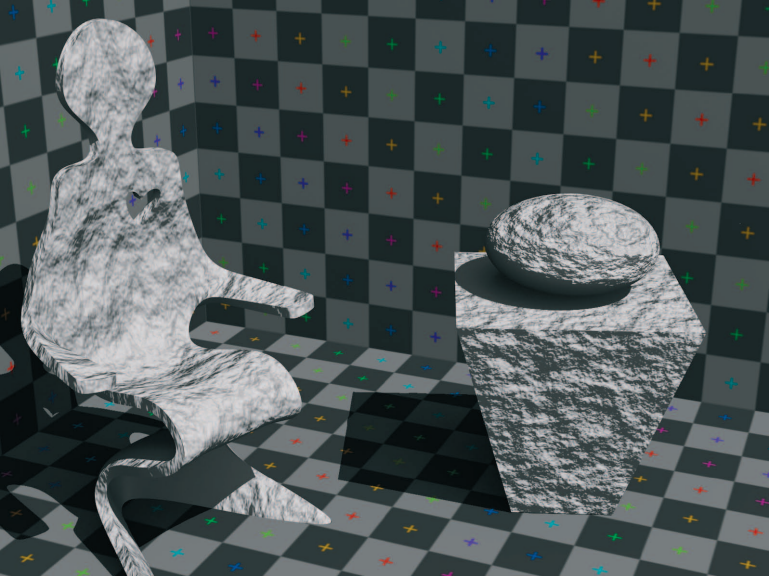
ObjectSpa

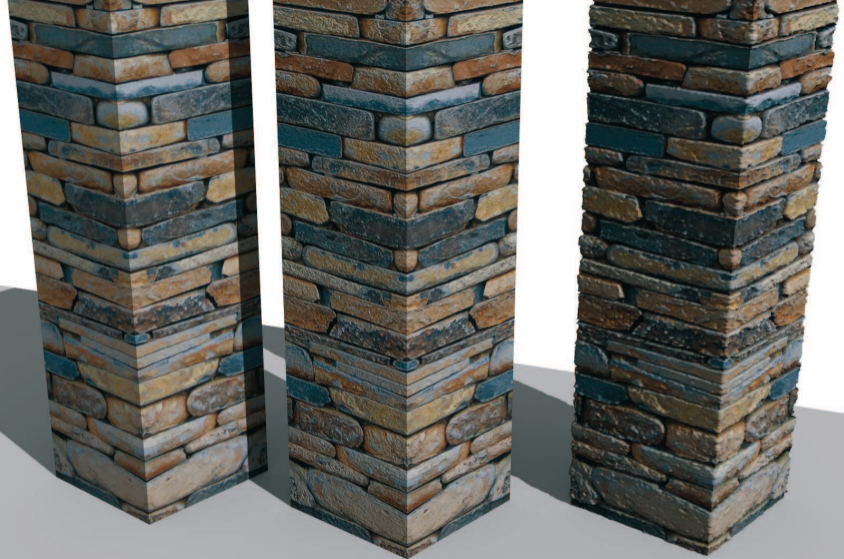


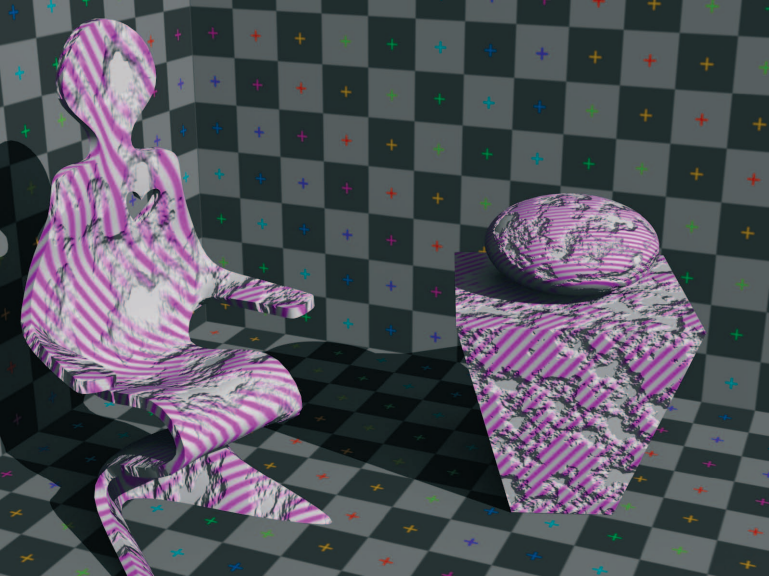












▼ Colors

Ramp

RGB Multiply:

◀ R: 1.000 ▶

◀ G: 1.000 ▶

◀ B: 1.000 ▶

Adjust:

◀ Brightness: 1.000 ▶

◀ Contrast: 1.000 ▶

◀ Saturation: 1.000 ▶



cercles

F



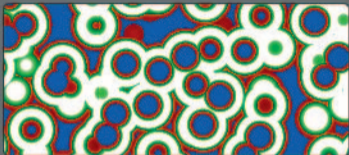
Type:



Musgrave



▼ Preview



Texture

Material

Both



Show Alpha

▼ Colors



Ramp

Add

Delete

F

2

Linear



Pos: 0.408



RGB Multiply:

R: 1.000

G: 1.000

B: 1.000

Adjust:

Brightness: 1.096

Contrast: 2.000

Saturation: 1.000



Bois

F



Type:



Wood



▼ Preview



Texture

Material

Both



Show Alpha

► Colors

▼ Wood

Sine

Saw

Tri

Bands

Rings

Band Noise

Ring Noise

Noise:

Soft

Hard

Basis:

Blender Original



Size: 0.91



Nabla: 0.025



Turbulence: 4.06





Bois

F



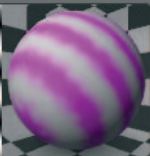
Type:



Wood



▼ Preview



Texture

Material

Both

Show Alpha

► Colors

▼ Wood

Sine

Saw

Tri

Bands

Rings

Band Noise

Ring Noise

Noise:

Soft

Hard

Basis:

Blender Original



Size: 0.14

Nabla: 0.025

Turbulence: 0.98



cercles

F



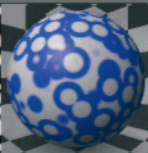
Type:



Musgrave



▼ Preview



Texture

Material

Both

Show Alpha

▼ Colors

Ramp

RGB Multiply:

Adjust:

◀ R: 1.000 ▶

◀ G: 1.000 ▶

◀ B: 1.000 ▶

◀ Brightness: 1.096 ▶

◀ Contrast: 5.000 ▶

◀ Saturation: 1.000 ▶

▼ Musgrave

Type:

Ridged Multifractal



◀ Dimension: 1.536 ▶

◀ Lacunarity: 6.000 ▶

◀ Octaves: 1.840 ▶

◀ Offset: 0.952 ▶

◀ Intensity: 1.000 ▶

◀ Gain: 1.000 ▶

Noise:

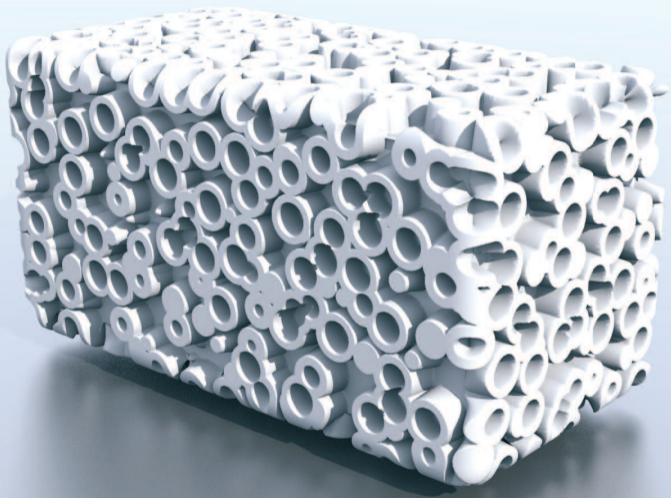
Basis:

Voronoi F1



◀ Size: 0.25 ▶

◀ Nabra: 0.025 ▶





briques

A scrollable list containing one item labeled 'briques' with a checked checkbox and four checkered icons below it. A vertical scrollbar is on the right.



briques 3 F + X

A horizontal bar with a checkered icon, the text 'briques', the number '3', the letter 'F', a plus sign, and an 'X' icon.

Type: Image or Movie

A dropdown menu showing 'Image or Movie' with a small image icon and a double-headed arrow on the right.

▶ Preview

▶ Colors

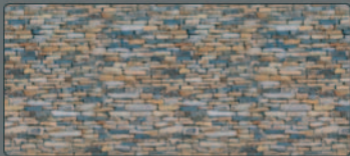
▼ Image

+ New Open

A horizontal bar with an image icon, a plus sign, the text 'New', a folder icon, and the text 'Open'.

▶ Image Sampling

▼ Preview



Texture


Material

Both

Show Alpha

▶ Colors

▼ Image

 brick_06_diff.png

Source:

Single Image


 ../Sourcesimageslivre/brick_06_diff.png

Image: size 2592 x 1944, RGBA byte

Fields

Premultiply

Upper First

Lower First

Extension: WA

Checker Eccentricity: 0

Repeat Filter Size: 1.00

Clip Cube Minimum Filter Size

Clip

Extend

Repeat

▼ Image Mapping

Extension:

Repeat:

X: 1

Y: 1

Mirror:

X

Y

Crop Minimum:

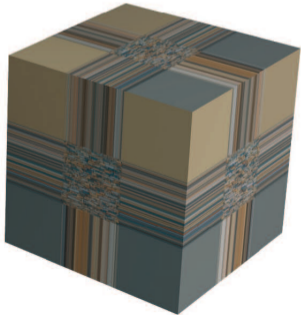
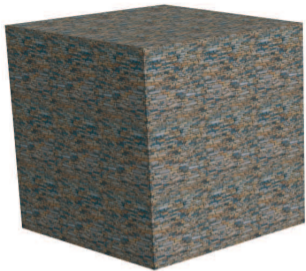
X: 0.000

Y: 0.000

Crop Maximum:

X: 1.000

Y: 1.000







▼ Mapping

Coordinates:

Generated



Projection:

Flat



From Dupli

X



Y



Z



Offset:

X: 0.00



Y: 0.00



Z: 0.00



Size:

X: 1.00

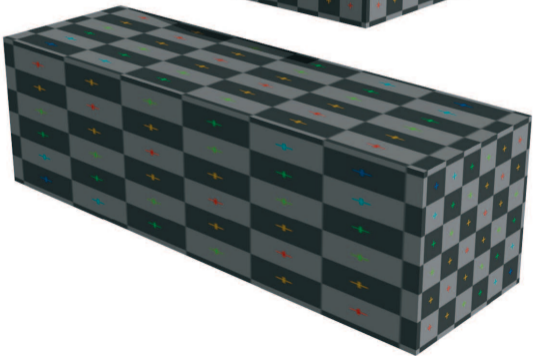
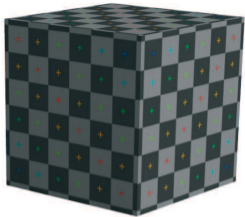


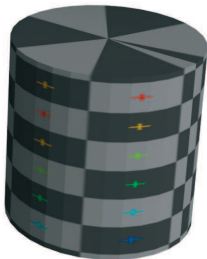
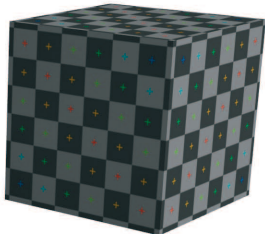
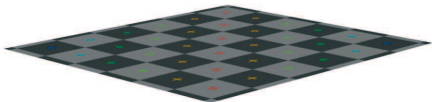
Y: 1.00



Z: 1.00





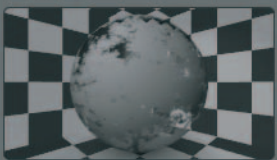


Material.001

Material.001 F + X Data

Surface Wire Volume Halo

Preview



Diffuse

Specular

Shading

Emit: 0.000 Shadeless

Ambient: 0.000 Tangent shading

Translucency: 0.000 Cubic Interpolation

Transparency

Mask Z-Transparency Raytrace

Alpha: 0.000 Fresnel: 0.000

Specular: 1.000 Blend: 1.250

Mirror

Reflectivity: 0.000 Fresnel: 0.000

Blend: 1.250

Depth: 2

Max Dist: 0.000

Fade To: Sky

Samples: 18

Anisotropic: 0.000

Subsurface Scattering

Texture.005 F + X

Type: Image or Movie

Preview

Colors

Image

tree_7309_a.jpg F + X

Source: Single Image

tourees/arbresBitmap/tree_7309_a.jpg

Image: size 314 x 480, RGB bytes

Fields Premultiply

Upper First Lower First

Image Sampling

Alpha

Use Normal Map

Calculate Tangent

Invert Derivative Map

Flip X/Y Axis MIP Map

MIP Map Gaussian fit

Interpolation

Filter:

EWA

Eccentricity: 8

Filter Size: 1.00

Minimum Filter Size

Influence

Diffuse: Density: 1.000 Ambient: 1.000

Color: 1.000 Emit: 1.000

Alpha: 1.000 Mirror: 1.000

Translucency: 1.000 Ray Mirror: 1.000

Specular: Geometry:



User Ortho

UV Mapping

Unwrap

Smart UV Project

Lightmap Pack

Follow Active Quads

Cube Projection

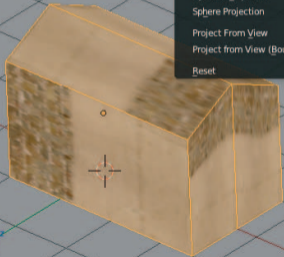
Cylinder Projection

Sphere Projection

Project From View

Project from View (Bounds)

Reset



(48) Cube 018

View Select Image UVs

P1020681.JPG


F


View Select Mesh

Edit Mode

Pivot


 2D Cursor


 Median Point

 Bounding Box Center



Sticky Selection Mode

 Shared Vertex

 Shared Location

 Disabled



Closest

▼ Display

Aspect Ratio:

◀ X: 1.000 ▶

◀ Y: 1.000 ▶

Coordinates:

Repeat

Normalized

Cursor Location:

◀ X: 2446.232 ▶

◀ Y: 1868.522 ▶

UVs:

Outline

Dash

Black

White

Draw Faces

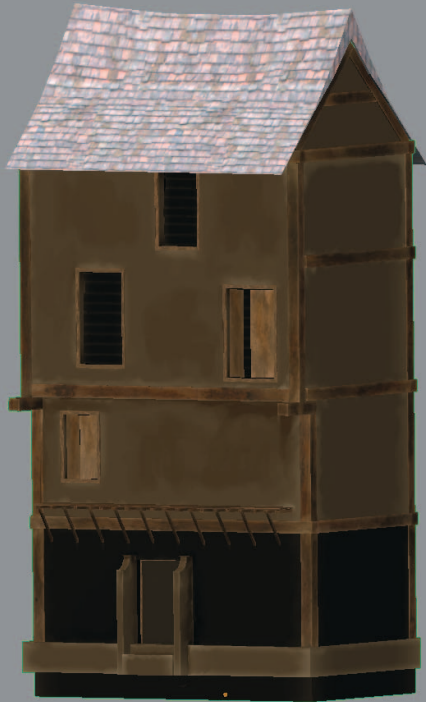
Stretch

Smooth

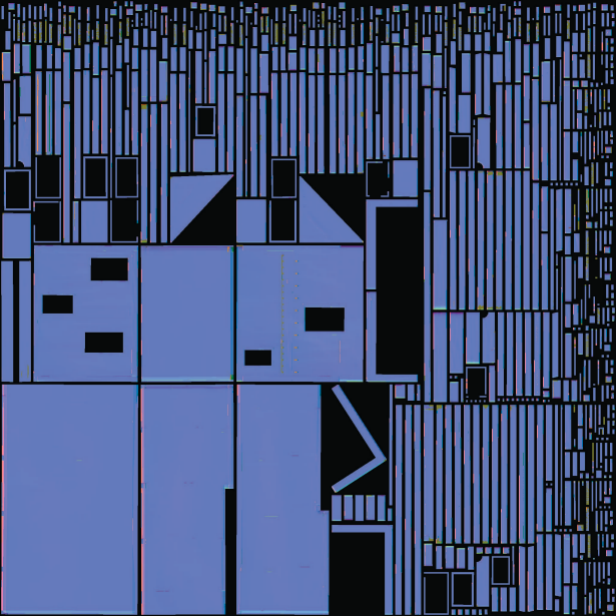
Angle

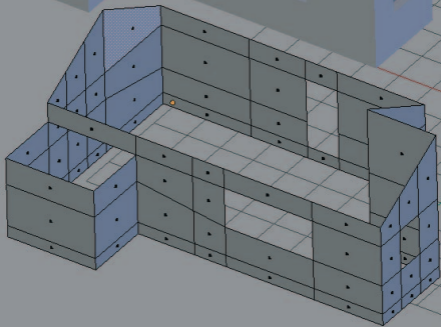
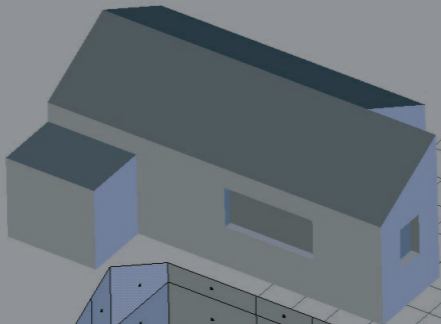
Area

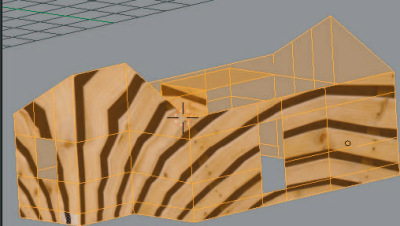
Modified

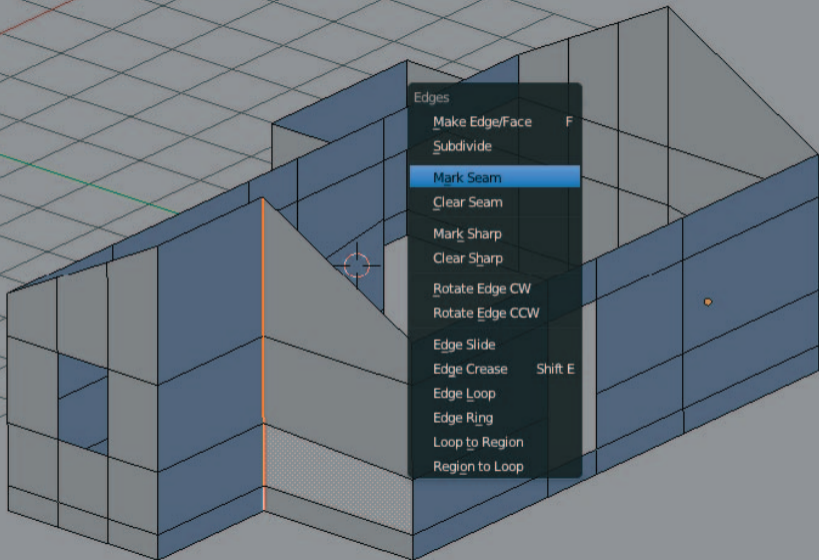


(88) GEO-house.002









Edges

Make Edge/Face F

Subdivide

Mark Seam

Clear Seam

Mark Sharp

Clear Sharp

Rotate Edge CW

Rotate Edge CCW

Edge Slide

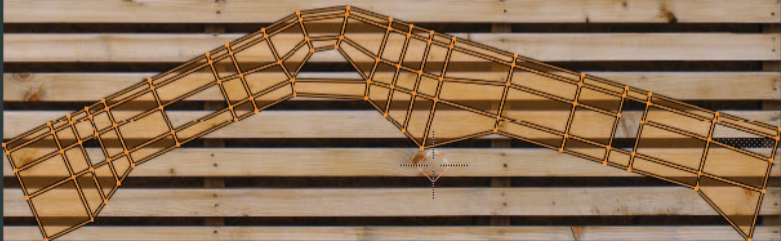
Edge Crease Shift E

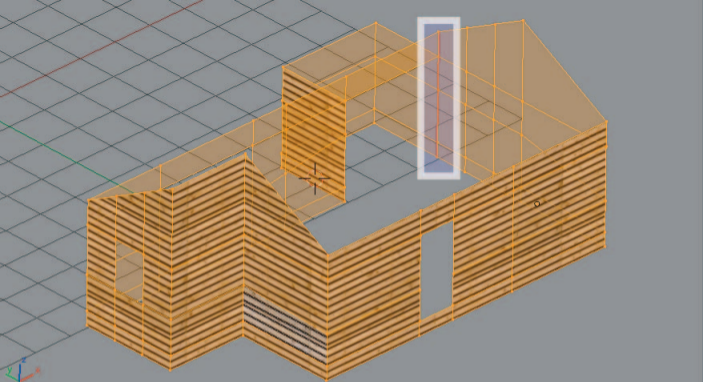
Edge Loop

Edge Ring

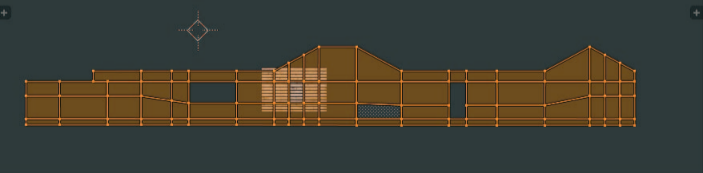
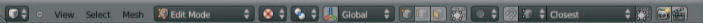
Loop to Region

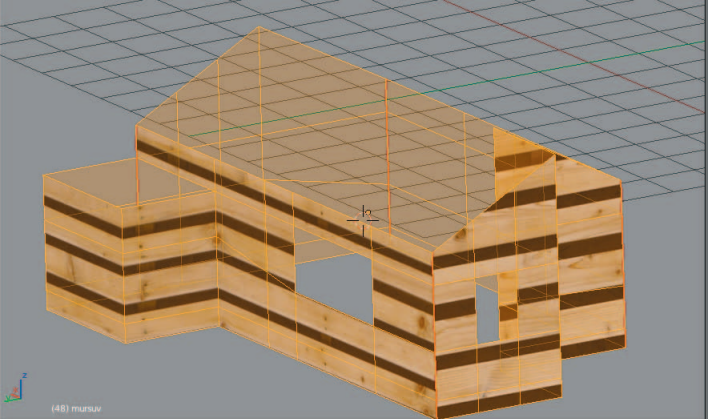
Region to Loop



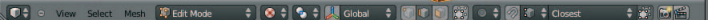


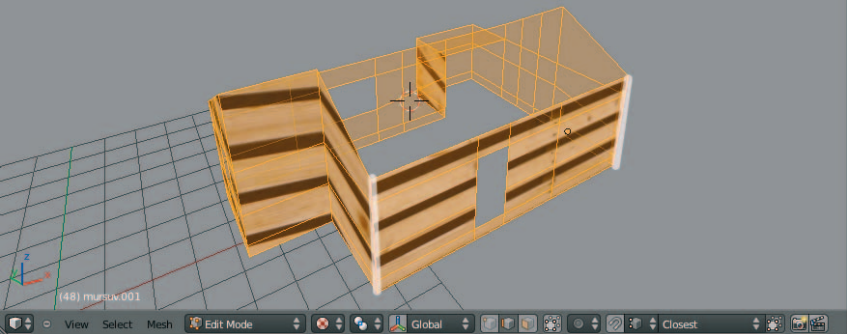
(48) murus

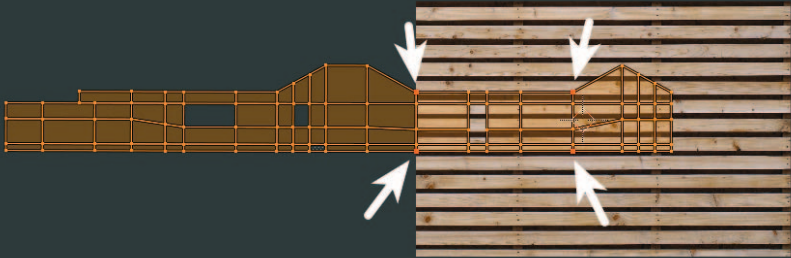




(48) munuv







Topology Mirror

Edge Select Mode:
Select

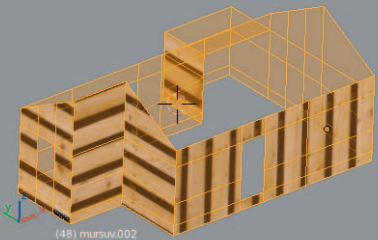
Live Unwrap

Smart UV Project

Angle Limit
89.00

Island Margin
0.13

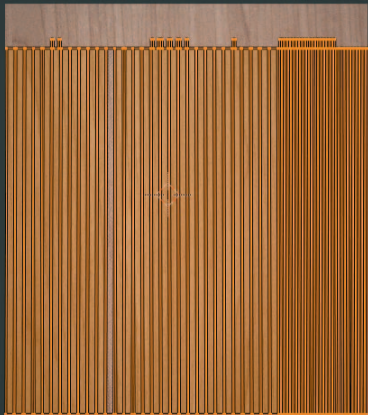
Area Weight
0.00



View Select Mesh Edit Mode Global



View Select Image UVs bardagejoure 3 F

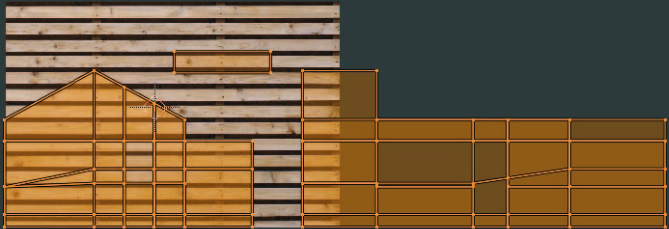


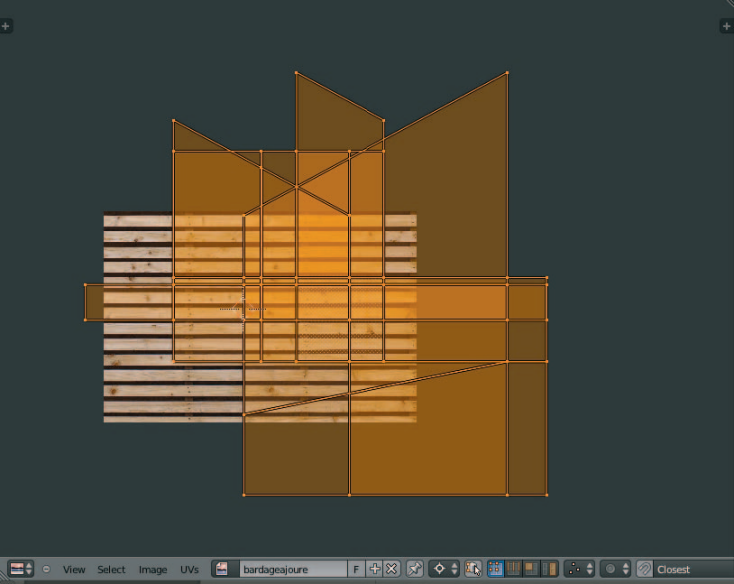
bois.jpg

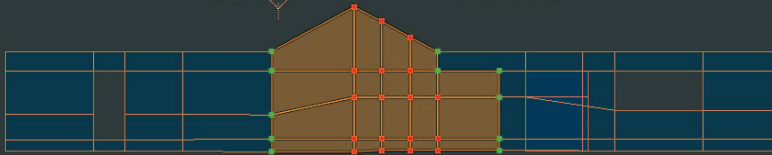
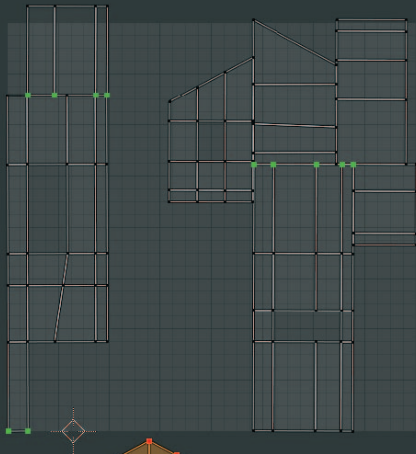


148 Cube.023

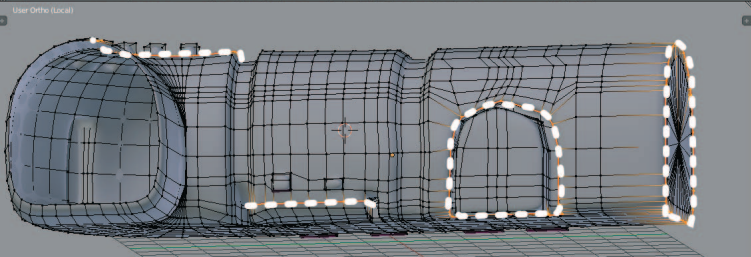
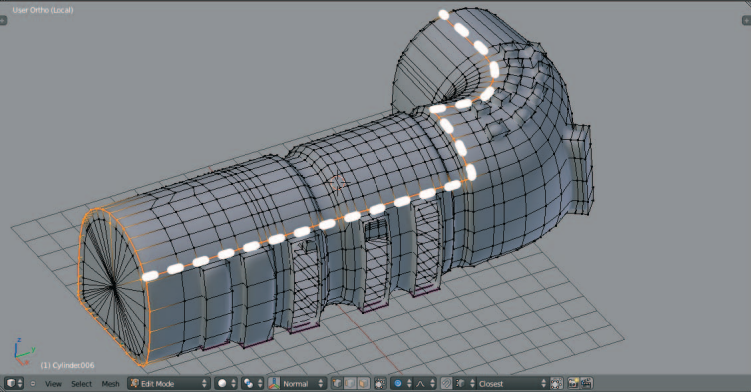
View Select Mesh Edit Mode

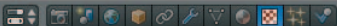












Home icon | mursu | bardag | bardageco



- bardagecoul
- bardagenormap
-
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-



bardagecoul F + X

Type: Image or Movie

▼ Preview



Texture | Material | **Both**

Show Alpha

▼ Mapping

Coordinates: UV

Map:

Projection: Flat

From Dupli X Y Z

Offset: X: 0.00 Y: 0.00 Z: 0.00

Size: X: 1.00 Y: 1.00 Z: 1.00

▼ Export UV Layout

All UVs

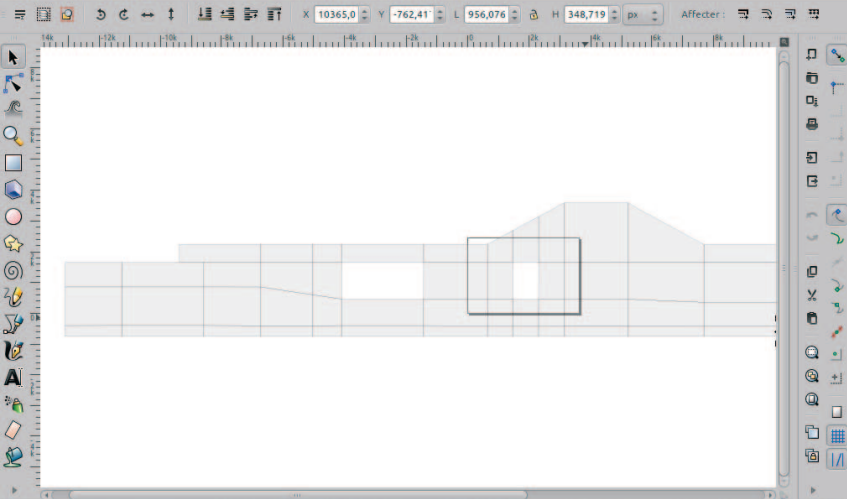
Format:

PNG Image (.png)

3612

2442

Fill Opacity: 0.25



▼ Image



bardageajoure

2

F



Source:

Single Image



//../textures/bardage.jpg



Image: size 3612 x 2442, RGB byte

Fields Premultiply

Upper First

Lower First