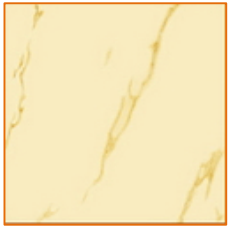
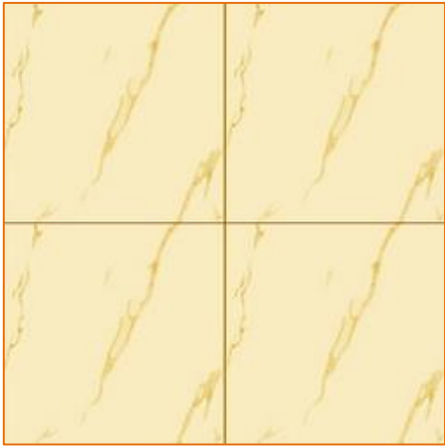


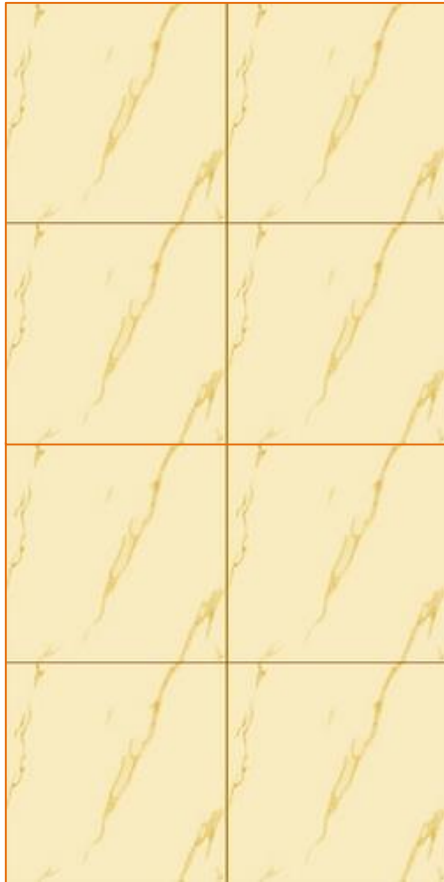
타일링



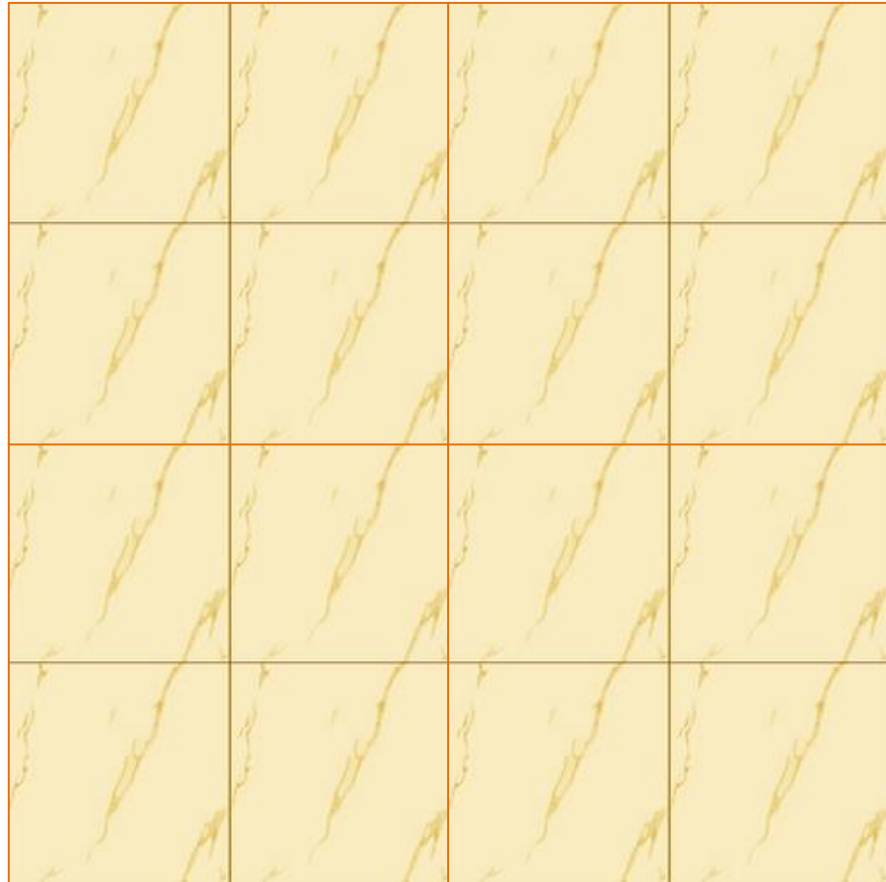
2x2



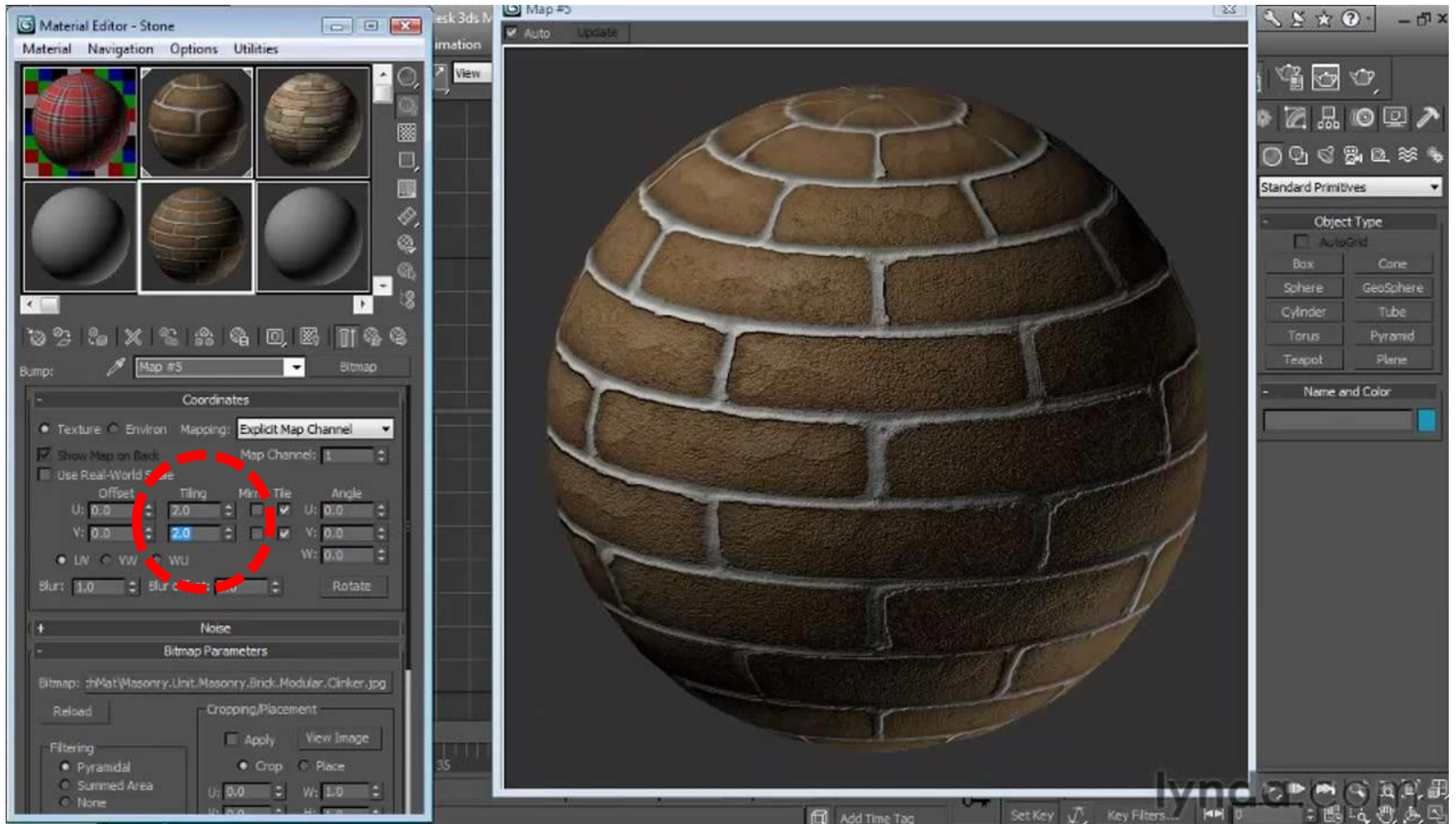
2x8

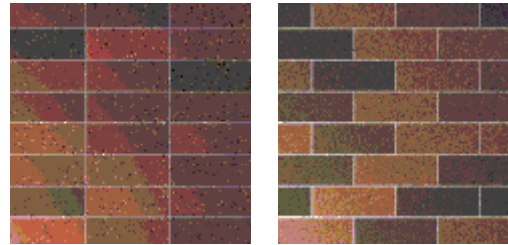
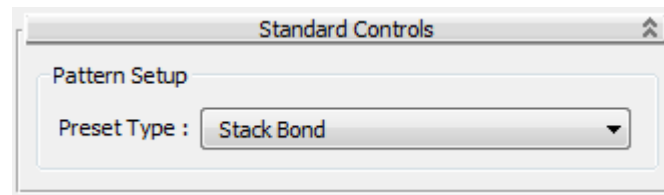
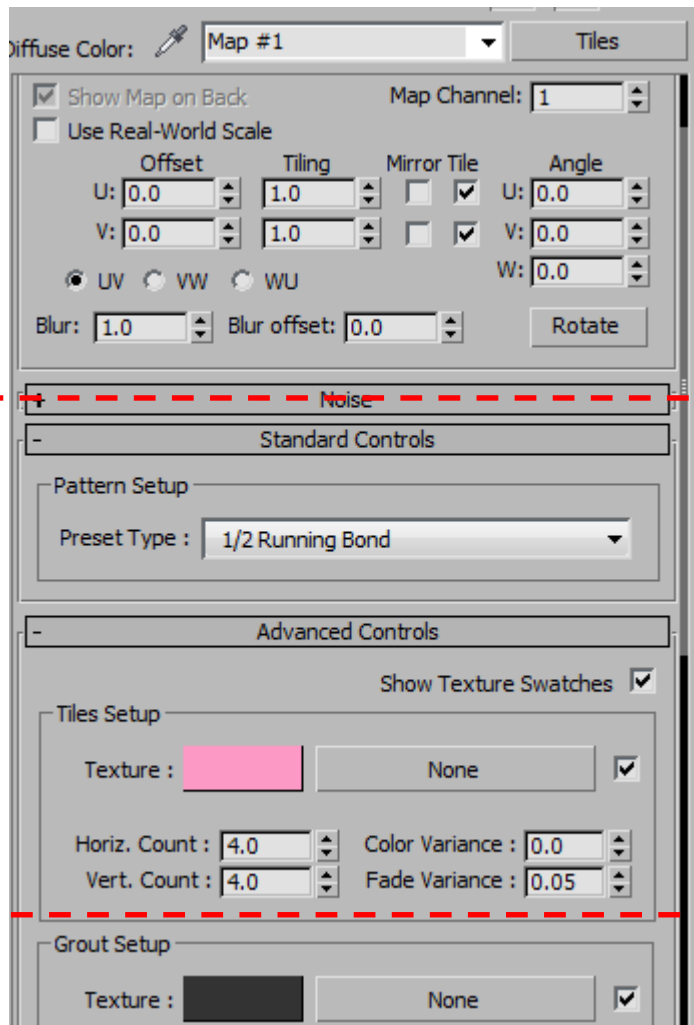


8x8



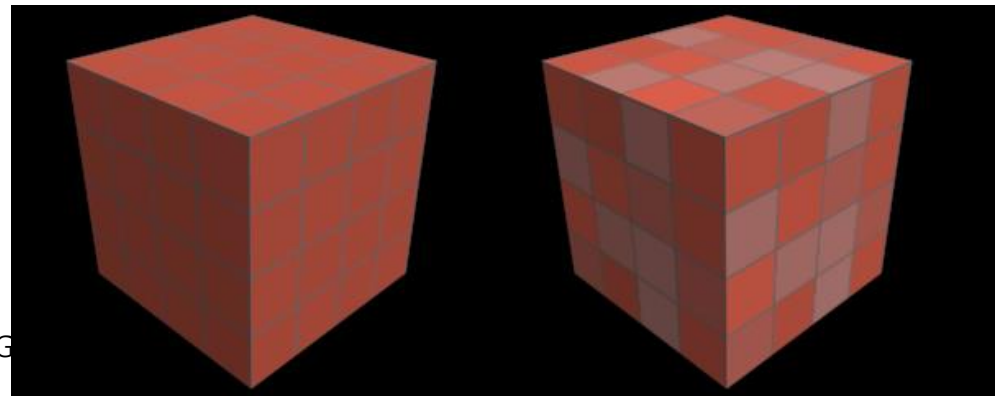
tile mapping

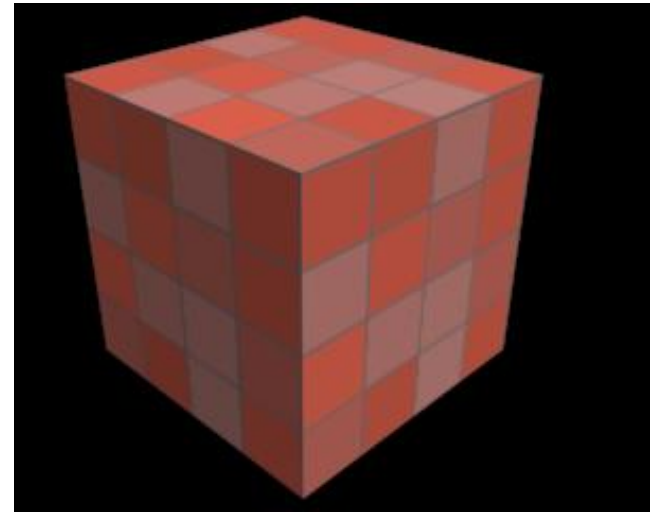




color Variance

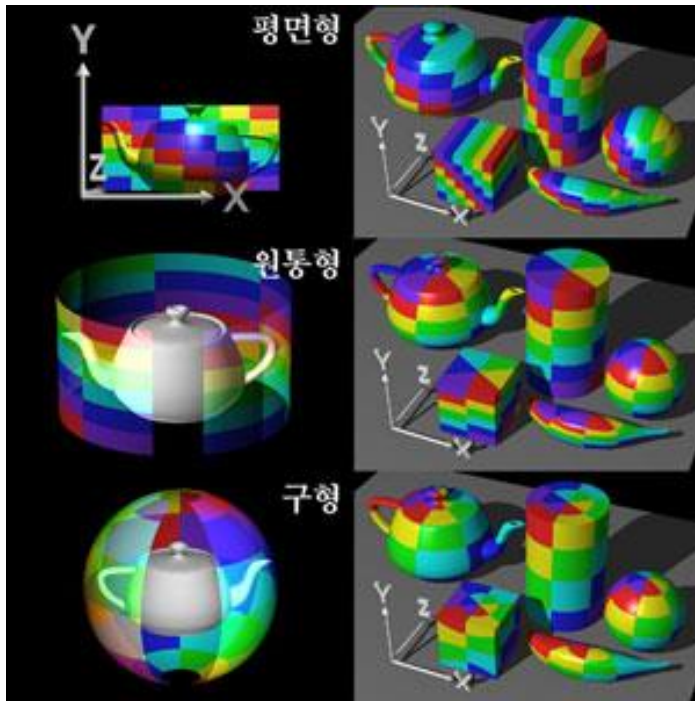
The greater this value, the greater the color varies among individual tiles. Range: 0.0 to 100.0. Default = 0.0.



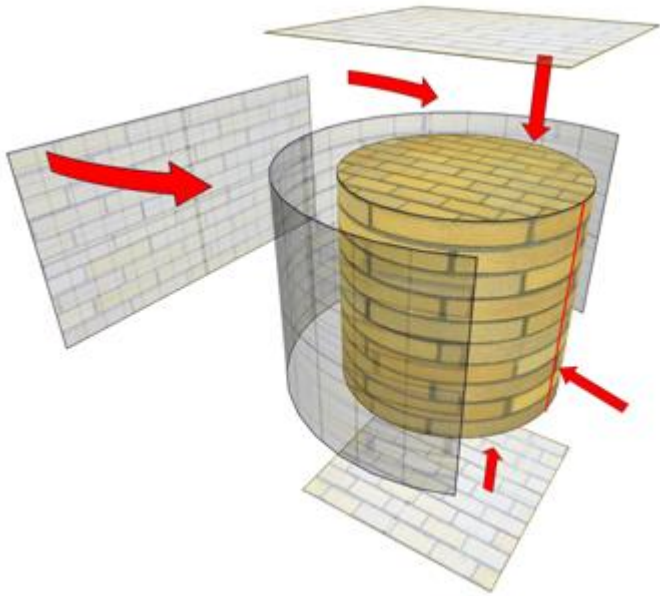


uvw map 텍스처 입히기

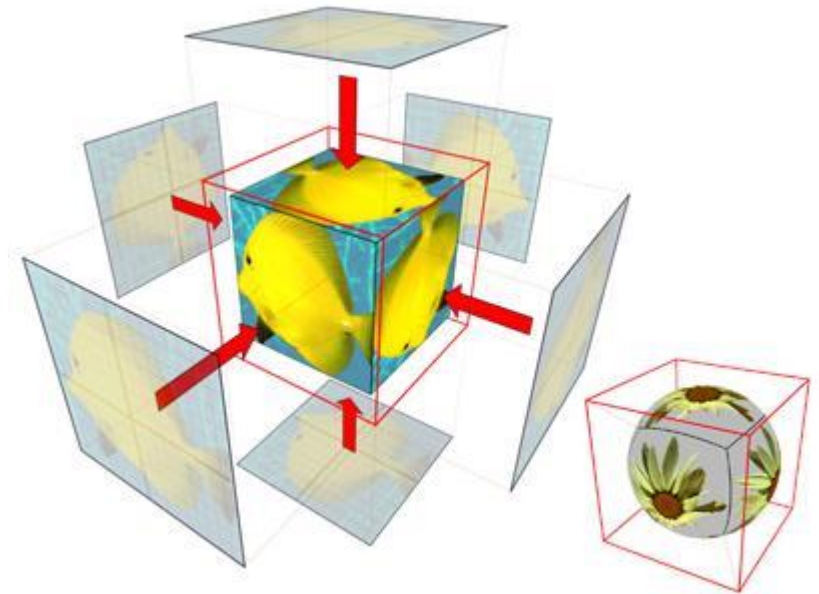
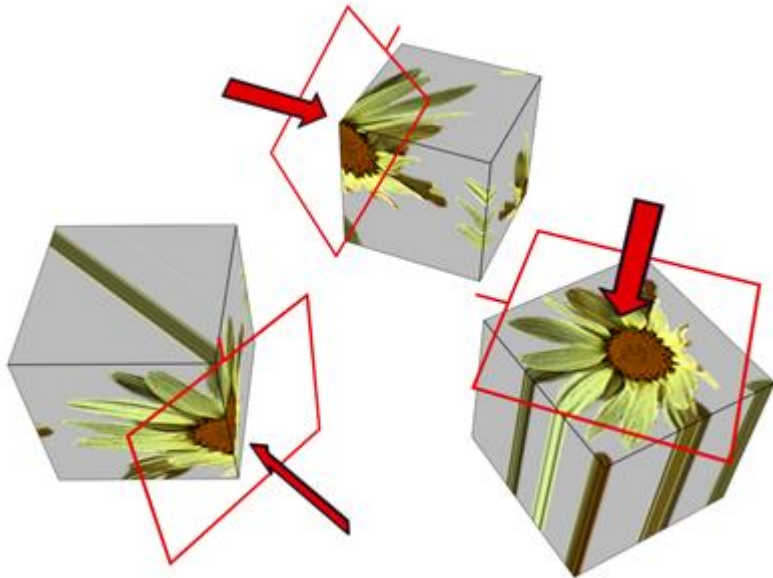
반복되는 패턴 텍스처를 입힐 때 유용

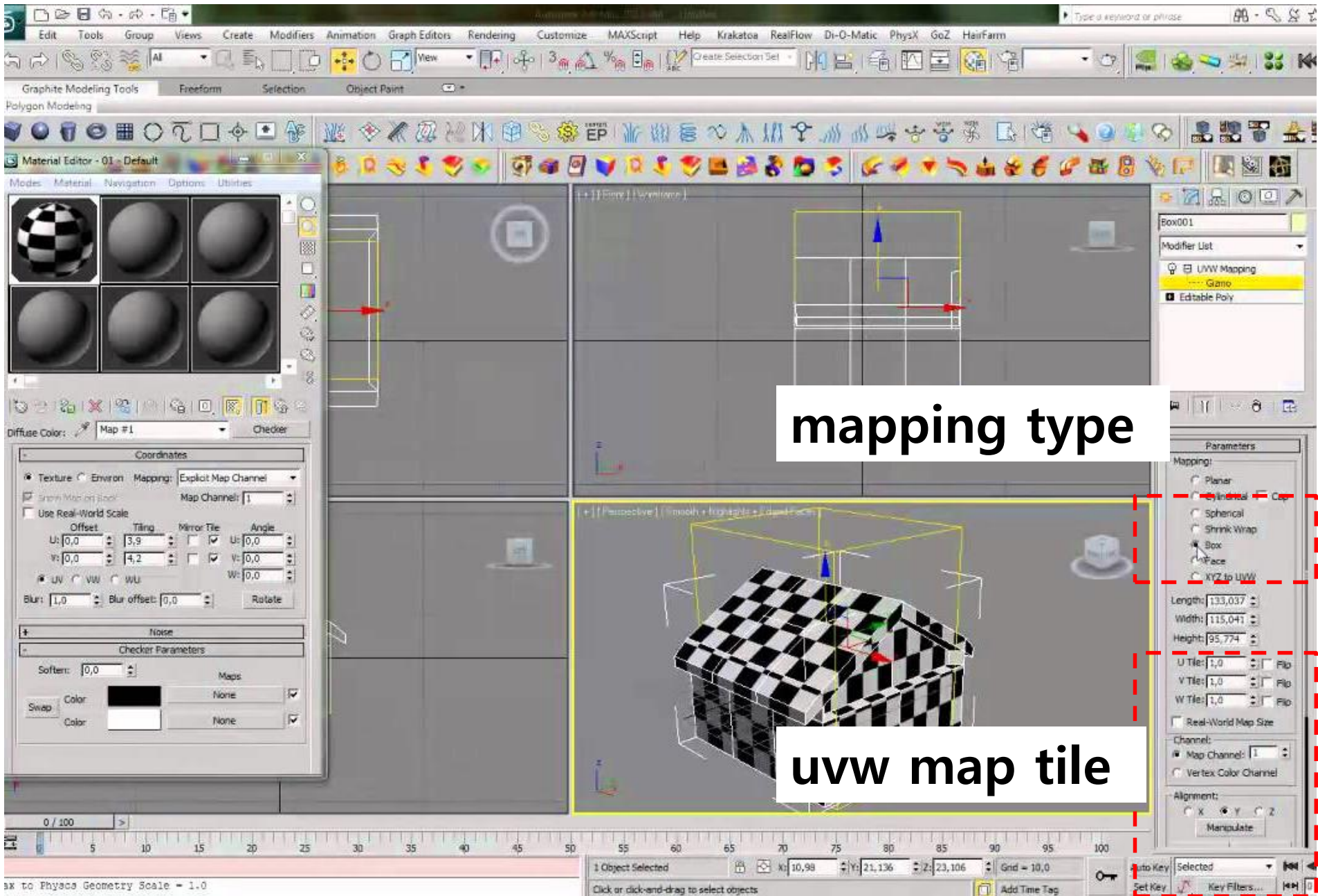


오브젝트에 매핑 좌표를 설정하는 가장 대표적인 방법은 3대 기본 좌표계인 평면, 원통, 구형 좌표계를 이용해서 좌표계를 오브젝트에 투영(Projection)하는 방법.



- 평면형(Planar) 좌표계는 사각형 평면을 따라 이미지를 투영
- 원통형(Cylindrical) 좌표계는 이미지를 원통형으로 구부려 투영.
- 구형(Spherical) 좌표계는 일단 원통형(Cylindrical)으로 이미지를 둘러싼 다음 위와 아래를 다시 모아 마치 지도로 지구본을 감싸듯 이미지를 투영하는 것





mapping type

uvw map tile

Parameters

Mapping:

- Planar
- Cylindrical - Cap
- Spherical
- Shrink Wrap
- Box
- Face
- XYZ to UVW

Length: 133,037

Width: 115,041

Height: 95,774

U Tile: 1,0 Flip

V Tile: 1,0 Flip

W Tile: 1,0 Flip

Real-World Map Size

Channel:

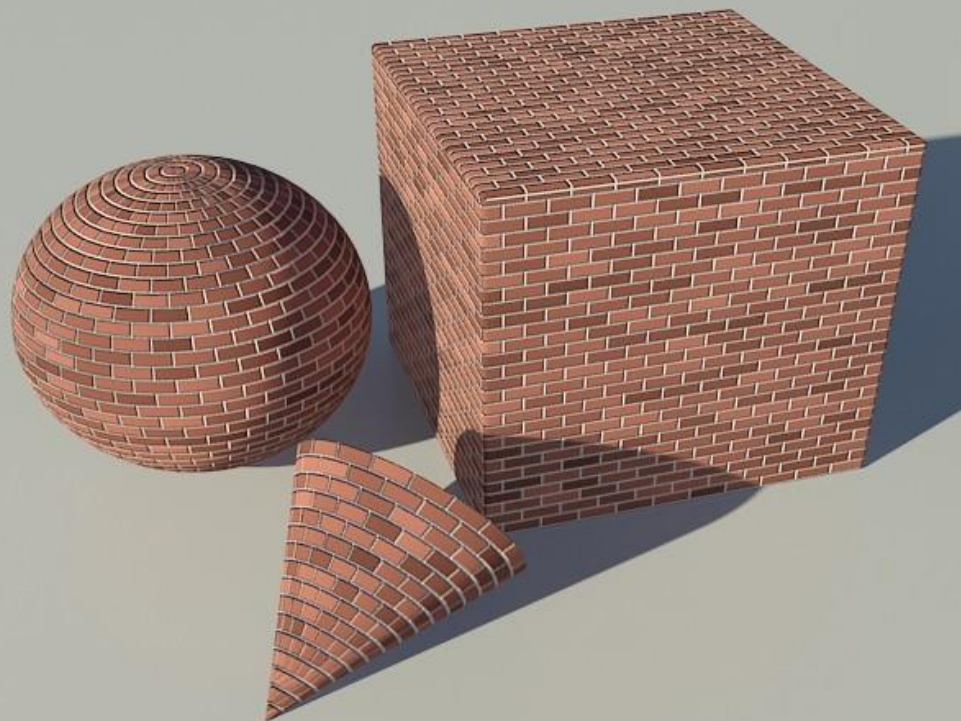
- Map Channel: 1
- Vertex Color Channel

Alignment:

- X
- Y
- Z

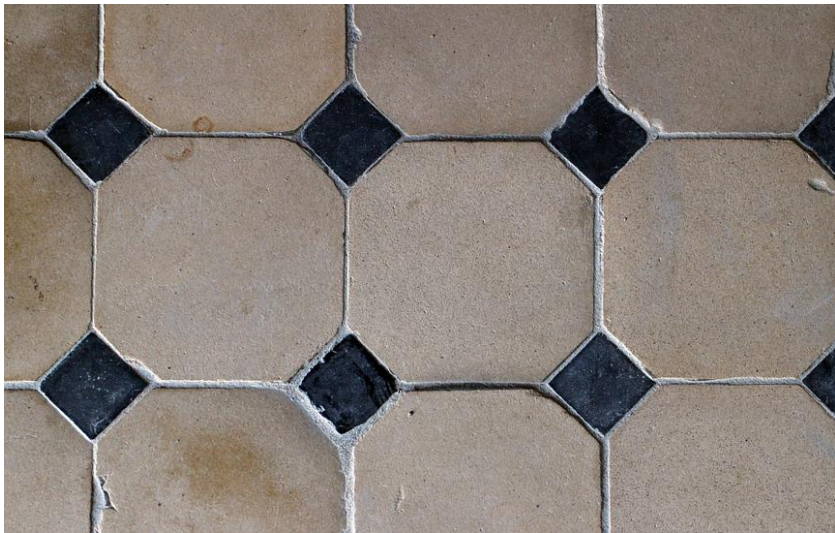
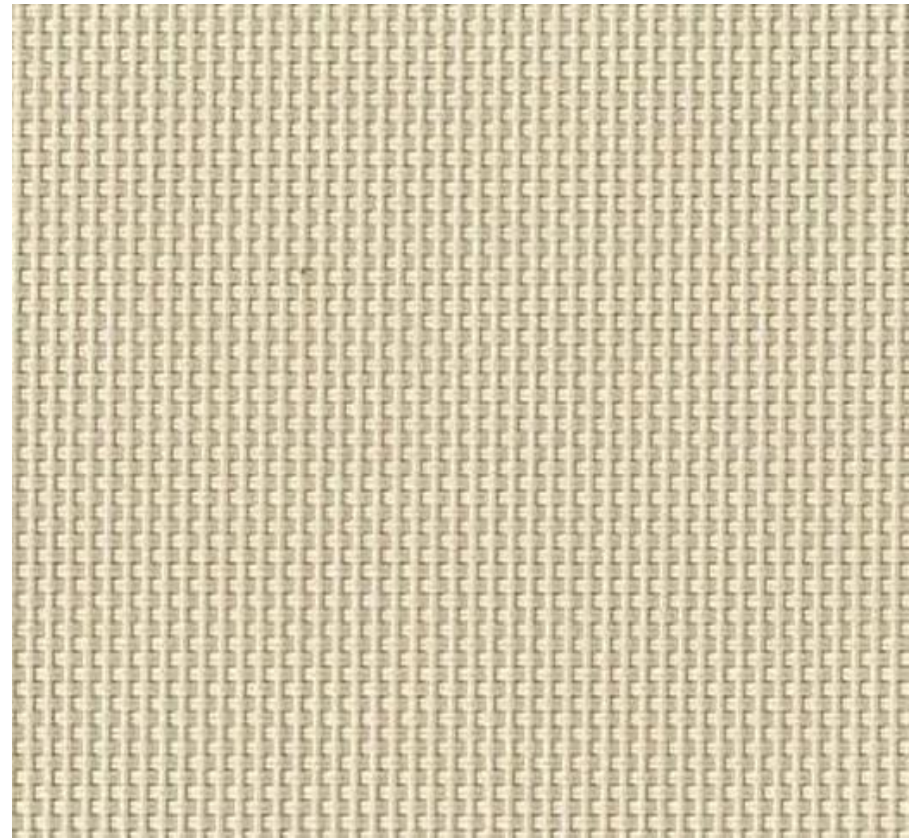
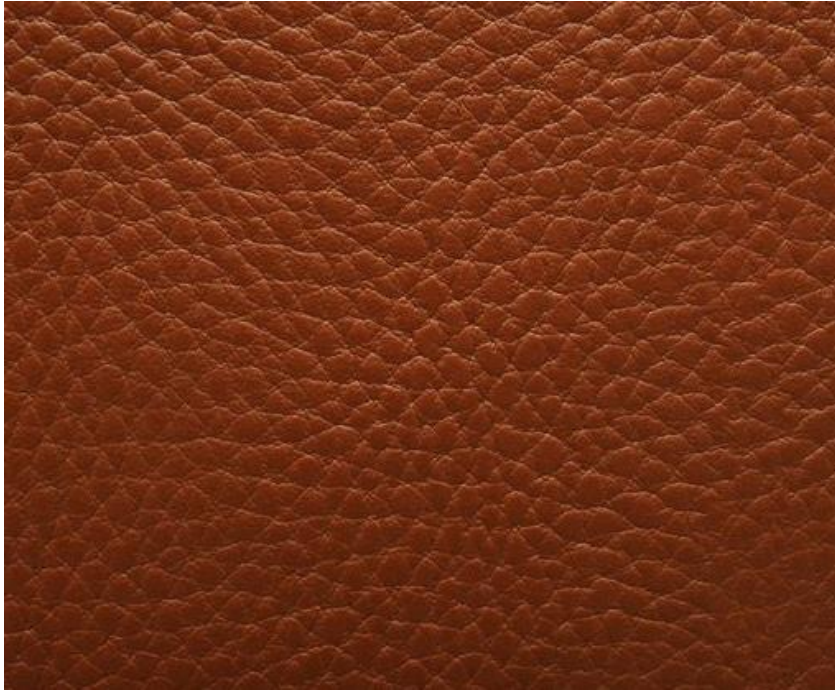
Manipulate

Bump Map 돌출

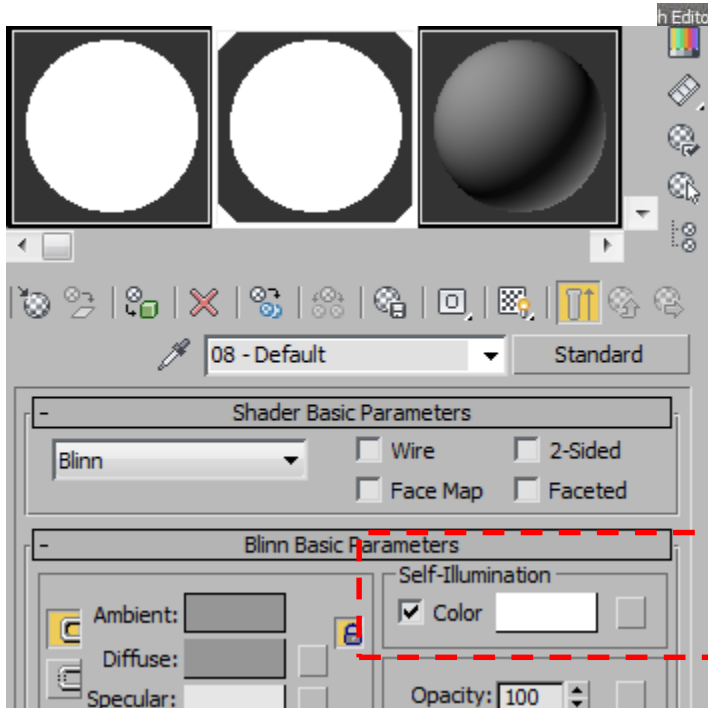


Maps			
Diffuse	100,0	<input checked="" type="checkbox"/>	None
Reflect	100,0	<input checked="" type="checkbox"/>	None
HGlossiness	100,0	<input checked="" type="checkbox"/>	None
RGlossiness	100,0	<input checked="" type="checkbox"/>	None
Fresnel IOR	100,0	<input checked="" type="checkbox"/>	None
Refract	100,0	<input checked="" type="checkbox"/>	None
Glossiness	100,0	<input checked="" type="checkbox"/>	None
IOR	100,0	<input checked="" type="checkbox"/>	None
Translucent	100,0	<input checked="" type="checkbox"/>	None
Bump	55,0	<input checked="" type="checkbox"/>	Map #1399 (leather_bump.jpg)
Displace	100,0	<input checked="" type="checkbox"/>	None
Opacity	100,0	<input checked="" type="checkbox"/>	None
Environment		<input checked="" type="checkbox"/>	None

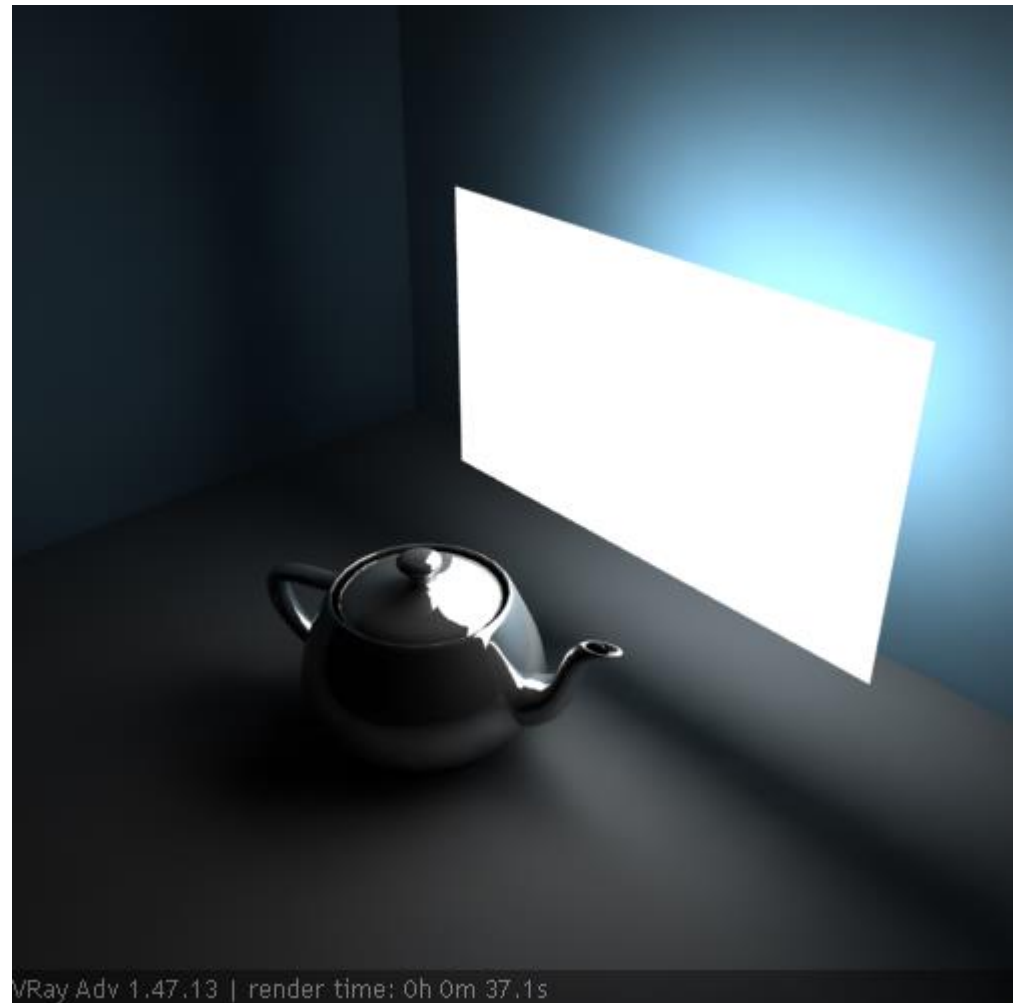




발광체 self illumination



V-RayLightMtl



Multiplier: 5.0

GI: on

2-sided: on

Region Render: 정해진 영역만 렌더링 시간단축

