

Layers

- Base Color
- Layer 1 (Norm 100)
- Fabric Bamboo (Norm 100)

Viewer Settings

- Environment Exposure (EV) 0.37
- Environment Rotation 64
- Environment Blur 0
- Shadows Lightweight computation
- Shadows opacity 64

Shader pbr-metal-rough

Instance name Main shader

Undo Redo

- Shader Parameters
- Common Parameters
- Parallax Occlusion Mapping

Restore defaults

Stencil opacity 91

Hide stencil when painting

Projection preview channel Base Color

Wireframe

Wireframe opacity 20

TextureSet Settings Display Settings Viewer Settings

TextureSet List

Solo All Settings

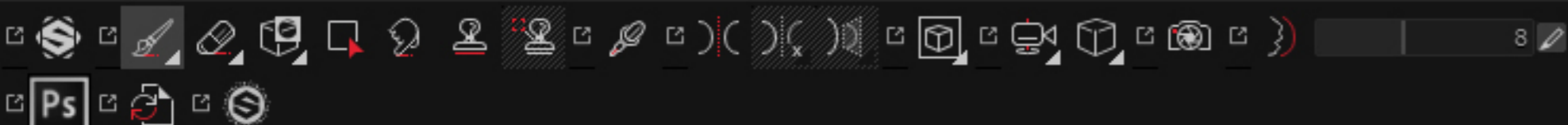
- cloth Main shader
- inner Main shader
- lace Main shader
- outer Main shader
- ring Main shader
- soal Main shader

Properties - Paint

brush alpha stencil color height rough m

Brush

- Size 10
- Flow 100
- Stroke opacity 100
- Spacing 20
- Angle 0
- Follow Path Off
- Size Jitter 0
- Flow Jitter 0
- Angle Jitter 0
- Position Jitter 0
- Alignment Tangent | Wrapp



Using quick mask

Layers

- Base Colc ▾
- Layer 1 Norm 100
- Fabric Bamboo Norm 100

Viewer Settings

- Environment Exposure (EV) 0.37
- Environment Rotation 64
- Environment Blur 0
- Shadows Lightweight computation
- Shadows opacity 64

Shader pbr-metal-rough

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Restore defaults

Stencil opacity 91

Hide stencil when painting

Projection preview channel Base Color

Wireframe

Wireframe opacity 20

TextureSet Settings Display Settings Viewer Settings

TextureSet List

Solo All Settings

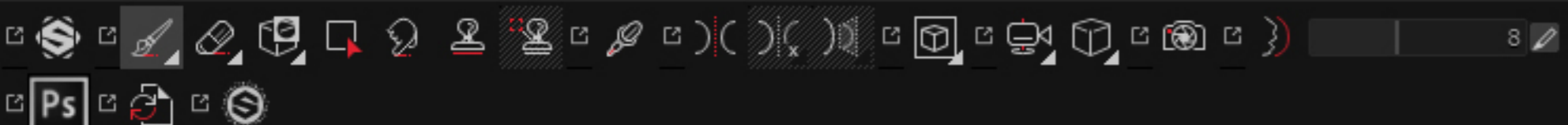
- cloth Main shader
- inner Main shader
- lace Main shader
- outer Main shader
- ring Main shader
- soal Main shader

Properties - Paint

brush alpha stencil color height rough m

Brush

- Size 10
- Flow 100
- Stroke opacity 100
- Spacing 20
- Angle 0
- Follow Path Off
- Size Jitter 0
- Flow Jitter 0
- Angle Jitter 0
- Position Jitter 0
- Alignment Tangent | Wrapp



Using quick mask

Layers

- Base Color
- Layer 1 Norm 100
- Fabric Bamboo Norm 100

TextureSet List

- cloth Main shader
- inner Main shader
- lace Main shader
- outer Main shader
- ring Main shader
- soal Main shader

Viewer Settings

- Environment Exposure (EV) 0.37
- Environment Rotation 64
- Environment Blur 0
- Shadows Lightweight computation
- Shadows opacity 64

Shader

pbr-metal-rough

Instance name Main shader

Undo Redo

- Shader Parameters
- Common Parameters
- Parallax Occlusion Mapping

Restore defaults

Stencil opacity 91

Hide stencil when painting

Projection preview channel Base Color

Wireframe

Wireframe opacity 20

TextureSet Settings Display Settings Viewer Settings

Properties - Paint

brush alpha stencil color height rough m

Brush

- Size 10
- Flow 100
- Stroke opacity 100
- Spacing 20
- Angle 0
- Follow Path Off
- Size Jitter 0
- Flow Jitter 0
- Angle Jitter 0
- Position Jitter 0
- Alignment Tangent | Wrapp



Layers

Base Color

- Layer 1 Norm 100
- Fabric Bamboo Norm 100

TextureSet List

Solo All Settings

- cloth Main shader
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- ring Main shader
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Viewer Settings

Environment Exposure (EV) 0.37

Environment Rotation 64

Environment Blur 0

Shadows Lightweight computation

Shadows opacity 64

Shader pbr-metal-rough

Instance name Main shader

Undo Redo

Shader Parameters

Common Parameters

Parallax Occlusion Mapping

Restore defaults

Stencil opacity 91

Hide stencil when painting

Projection preview channel Base Color

Wireframe

Wireframe opacity 20

TextureSet Settings Display Settings Viewer Settings

Properties - Paint

brush alpha stencil color height rough m

Brush

Size 10

Flow 100

Stroke opacity 100

Spacing 20

Angle 0

Follow Path Off

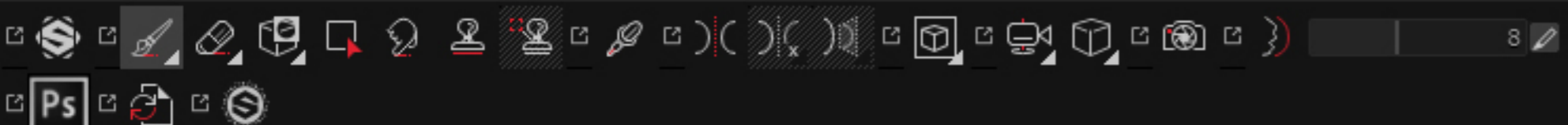
Size Jitter 0

Flow Jitter 0

Angle Jitter 0

Position Jitter 0

Alignment Tangent | Wrapping



Layers

- Base Color
- Layer 1 Norm 100
- Fabric Bamboo Norm 100

Viewer Settings

- Environment Exposure (EV) 0.37
- Environment Rotation 64
- Environment Blur 0
- Shadows Lightweight computation
- Shadows opacity 64

Shader pbr-metal-rough

Instance name Main shader

Undo Redo

- Shader Parameters
- Common Parameters
- Parallax Occlusion Mapping

Restore defaults

Stencil opacity 91

Hide stencil when painting

Projection preview channel Base Color

Wireframe ■

Wireframe opacity 20

TextureSet Settings Display Settings Viewer Settings

TextureSet List

Solo All Settings

- cloth Main shader
- inner Main shader
- lace Main shader
- outer Main shader
- ring Main shader
- soal Main shader

Properties - Paint

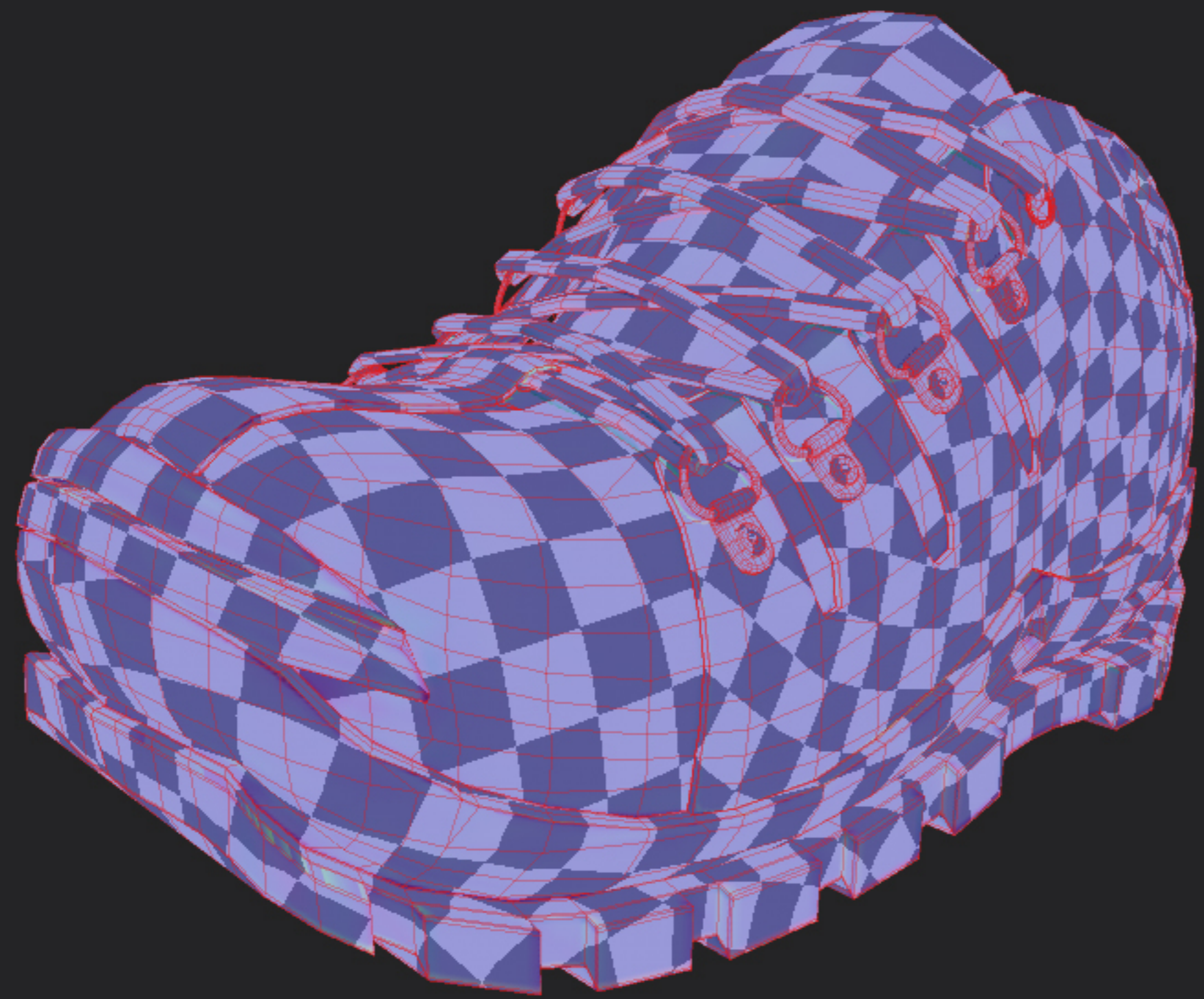
brush alpha stencil color height rough m

Brush

- Size 10
- Flow 100
- Stroke opacity 100
- Spacing 20
- Angle 0
- Follow Path Off
- Size Jitter 0
- Flow Jitter 0
- Angle Jitter 0
- Position Jitter 0
- Alignment Tangent | Wrapp



Normal



Editing quick mask



Layers

Base Colc ▾

- Layer 1 Norm 100
- Fabric Bamboo Norm 100

Viewer Settings

Mode: Additional map ▾
 Map: Normal ▾
 Stencil opacity: 91
 Hide stencil when painting
 Projection preview channel: Base Color
 Wireframe
 Wireframe opacity: 20

TextureSet Setting | Display Setting | **Viewer Setting**

TextureSet List

Solo All Settings

- cloth Main shader
- inner Main shader
- lace Main shader
- outer Main shader
- ring Main shader
- soal Main shader

Properties - Paint

brush alpha stencil color height rough m

Brush

Size: 10
 Flow: 100
 Stroke opacity: 100
 Spacing: 20
 Angle: 0
 Follow Path: Off
 Size Jitter: 0
 Flow Jitter: 0
 Angle Jitter: 0
 Position Jitter: 0
 Alignment: Tangent | Wrapp