

### Layers

Base Col ▾

- Scarf whool Norm 100
- Layer 1 Norm 100

### TextureSet List

Solo All Settings

- bag Main shader
- belt Main shader
- buckle Main shader
- packet Main shader
- pipng Main shader

### Display Settings

Camera

Field of view 50

Focus distance 7.184

Aperture 0

Activate Post Effects

- Antialiasing
- Color Correction
- DOF
- Tone Mapping
- Glare
- Vignette
- Lens Distortion

Restore all defaults

Activate Color Profile

Profile: No Resource Selected

White Point 1

TextureSet Setting Display Setting Camera Setting

### Properties - Fill

Fill

Projection UV projection

Filtering Bilinear | HQ

Tiling Repeat

UV Scale 19.29

UV Offset 0

UV Rotation 3

Hardness

**Material**

color height

metal nrm

Substance material mo

Scarf whool

Channels mapping

Parameters

Seed Random

Color

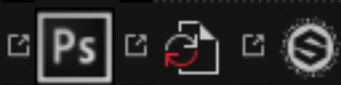
Color Detail

Roughness 0 0.3 0.6 0.9

Technical Parameters







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Channels mapping

Parameters

Seed Random

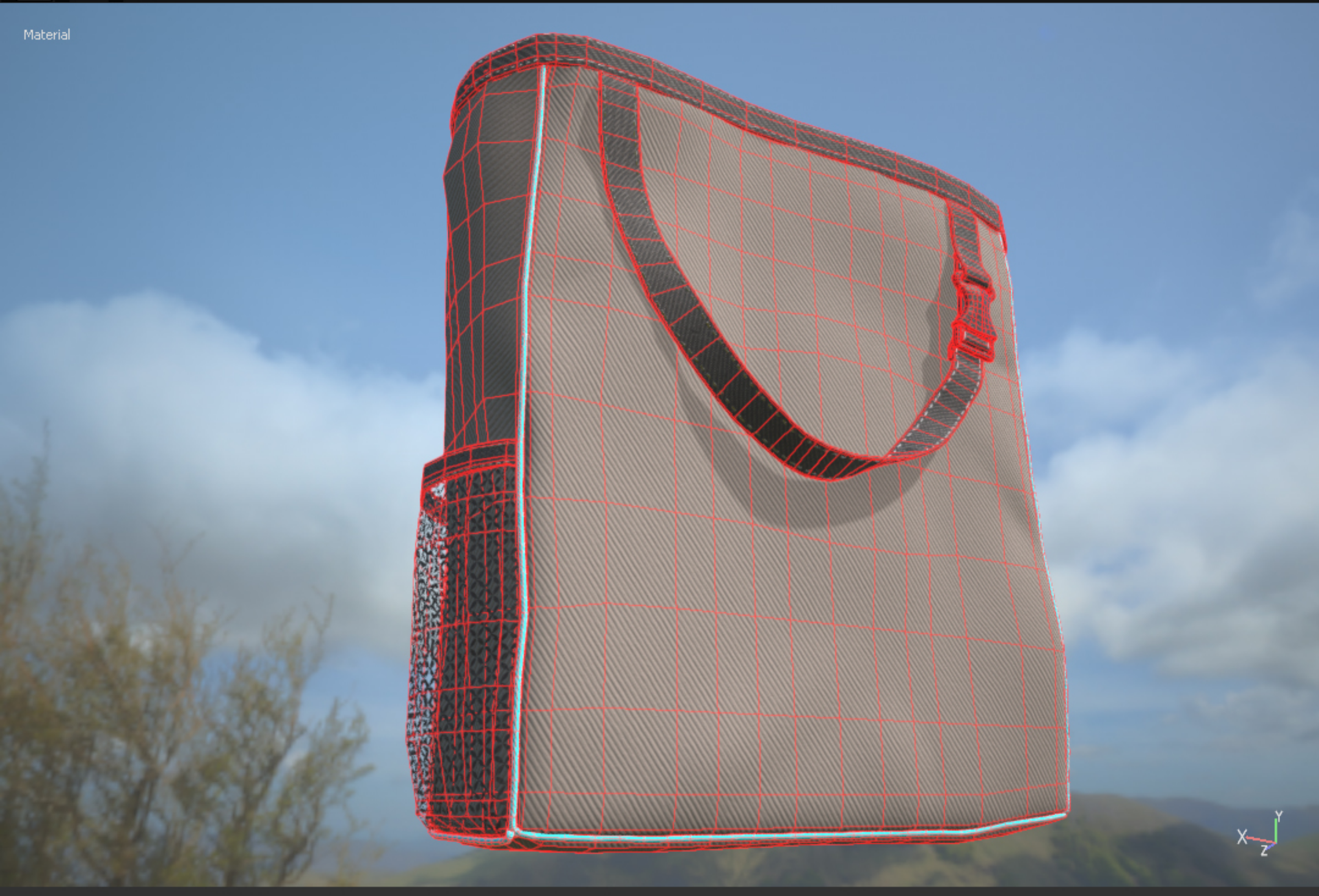
Color

Color Detail

Roughness 0 0.3 0.6 0.9

Technical Parameters





### Layers

Base Col ▾

- Scarf whool Norm 100
- Layer 1 Norm 100

### Viewer Settings

Environment Exposure (EV) 0.75

Environment Rotation 150

Environment Blur 2

Shadows  Lightweight computation

Shadows opacity 51

Shader pbr-metal-rough-with-alpha-blending

Instance name Main shader

Undo Redo

### Shader Parameters

- Common Parameters
- Parallax Occlusion Mapping

Restore defaults

Stencil opacity 24

Hide stencil when painting

Projection preview channel Base Color

Wireframe

Wireframe opacity 38

TextureSet Settings Display Settings Viewer Settings

### TextureSet List

Solo All Settings

- bag Main shader
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- pipng Main shader

### Properties - Fill

Fill

Projection UV projection

Filtering Bilinear | HQ

Tiling Repeat

UV Scale 19.29 19.29

UV Offset 0 0

UV Rotation 37.1

Hardness 0.5

### Material

color height rough metal nrm

Substance material mode

Scarf whool

Channels mapping

Parameters

Seed Random

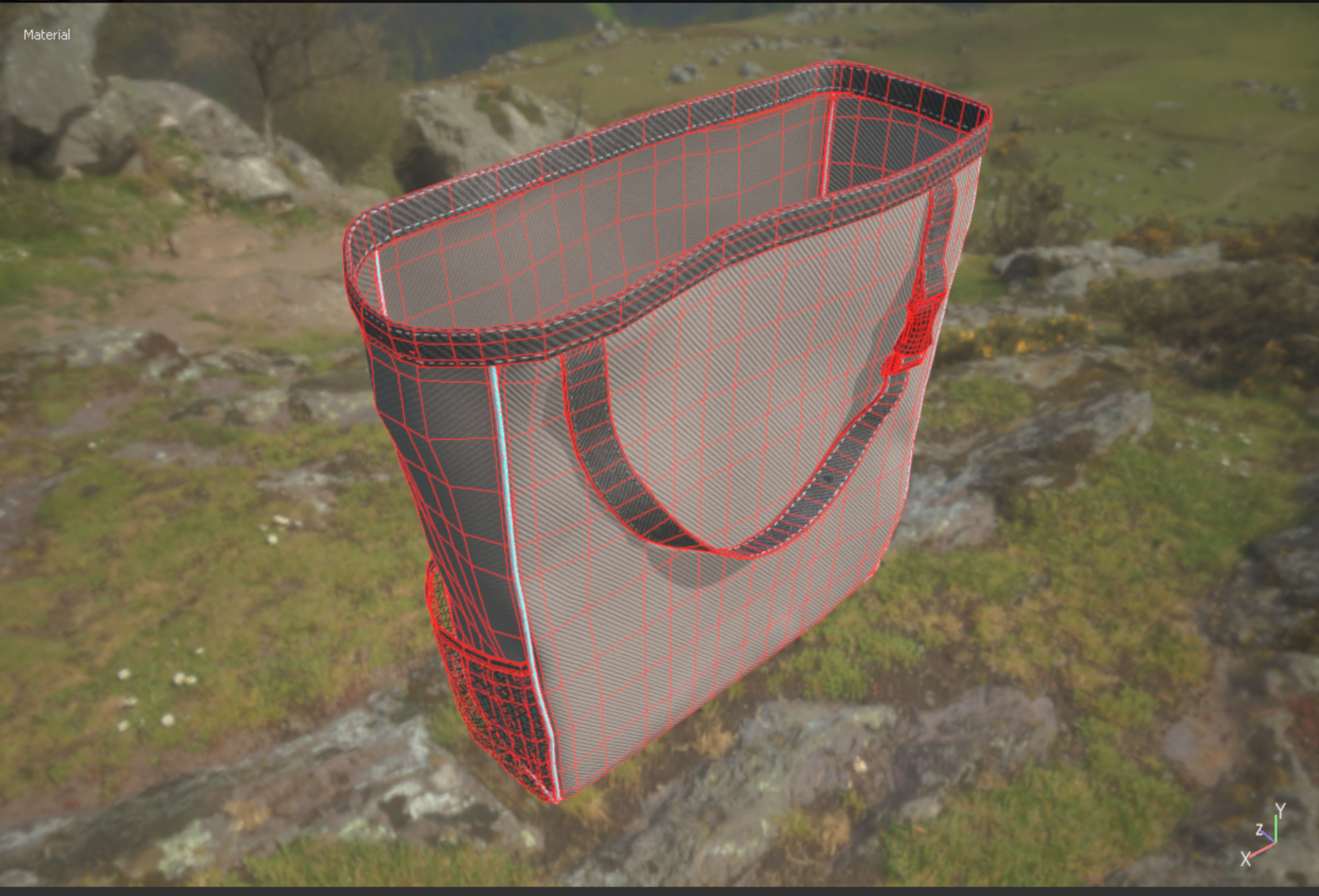
Color

Color Detail 0.3

Roughness 0 0.2 0.4 0.6 0.8

Technical Parameters





**Layers**

- Base Col
- Scarf whool Norm 100
- Layer 1 Norm 100

**Viewer Settings**

- Environment Exposure (EV) 0.75
- Environment Rotation 150
- Environment Blur 2
- Shadows Lightweight computation
- Shadows opacity 51
- Shader pbr-metal-rough-with-alpha-blending
- Instance name Main shader
- Undo Redo
- Shader Parameters
  - Common Parameters
  - Parallax Occlusion Mapping
- Restore defaults
- Stencil opacity 24
- Hide stencil when painting
- Projection preview channel Base Color
- Wireframe
- Wireframe opacity 38

TextureSet Setting Display Setting Viewer Setting

**TextureSet List**

- bag Main shader
- belt Main shader
- buckle Main shader
- packet Main shader
- pipng Main shader

**Properties - Fill**

Fill

- Projection UV projection
- Filtering Bilinear | HQ
- Tiling Repeat
- UV Scale 19.29 19.29
- UV Offset 0 0
- UV Rotation 37.1
- Hardness 0.5

**Material**

- color height rough metal nrm
- Substance material mode
- Scarf whool
- Channels mapping
- Parameters
  - Seed Random
  - Color
  - Color Detail 0.3
  - Roughness 0 0.2 0.4 0.6 0.8
- Technical Parameters





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Shader pbr-metal-rough-with-alpha-blending

Instance name Main shader

Undo Redo

Shader Parameters

Common Parameters

Parallax Occlusion Mapping

Restore defaults

Stencil opacity 24

Hide stencil when painting

Projection preview channel Base Color

Wireframe  Red

Wireframe opacity 38

TextureSet Setting Display Setting Viewer Setting

### 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

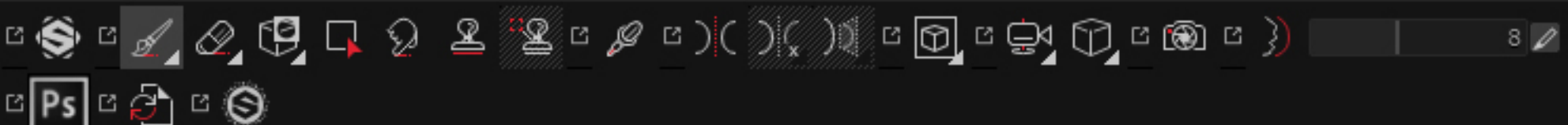
Flow Jitter 0

Angle Jitter 0

Position Jitter 0

Alignment Tangent | Wrapp





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