

Archmaterials vol. 4 is our first OSL Parallax Maps collection of room interiors. Parallax maps can be added to a single plane - but in the render you get an interior with a real depth feeling. The room itself contains no extra geometry, the interiors exist only in a shader. You can easily and quickly add many interiors for your buildings at almost no performance cost. This collection is ideal for creating interiors in skyscrapers and shop expositions. The maps are made for 3ds Max but should also be usable in other renderers that support the Open Shading Language.

FEATURES	
ITEMS:	45
COMPATIBILITY:	VARIOUS SOFTWARE
FORMATS:	*.exr





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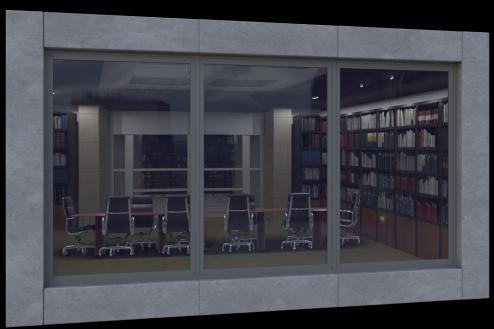






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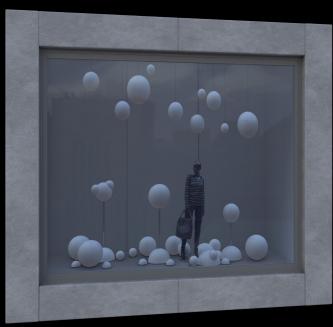






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Thank you for your purchase!

We hope that this product will meet your expectations. We gave much importance to ensure that it meets the highest quality standards. If you have any questions regarding this product, please contact our Support Team: support@evermotion.org
Happy rendering!

