



materialsmaterials

materials

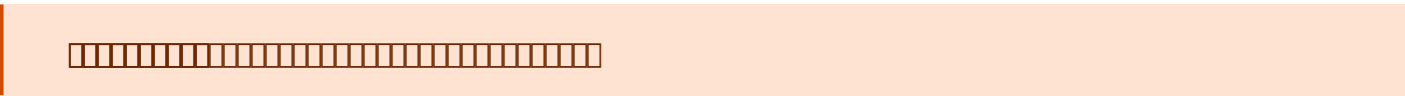
materials>Create > Material Standard ShaderPBR

Post Processing

PBR post processingVRWorldToolkit VRWorld Toolkit > Post Processing > Setup Post ProcessingOK Silent



ambientCG



1K PNG

projectmaterials Unity

PBR

PBRPBRPBR

color picker

albedo | diffuse | base color | color picker

☐ color picker ☐ UI

specularity□□□□□□□□

[illegible]☐ shader ☒ standard ☐ standard specular ☐ metallic workflow ☐ specular ☒ metallic workflow

Smoothness

fresnel□□□□□□

PBR ☒ fresnel ☐ spherical material previews

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albedo 2 ,

diffuse [] [] [] [] / albedo [] [] [] [] []

diffuse albedo Material AO

AO Material Project Inspector [] [] [] "sRGB([] [] []) " [] [] [] AO [] [] [] [] [] []

Normal Map

					,	
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[illegible]

Height Map 

Height Map Material sRGB, AO Unity

Reflection

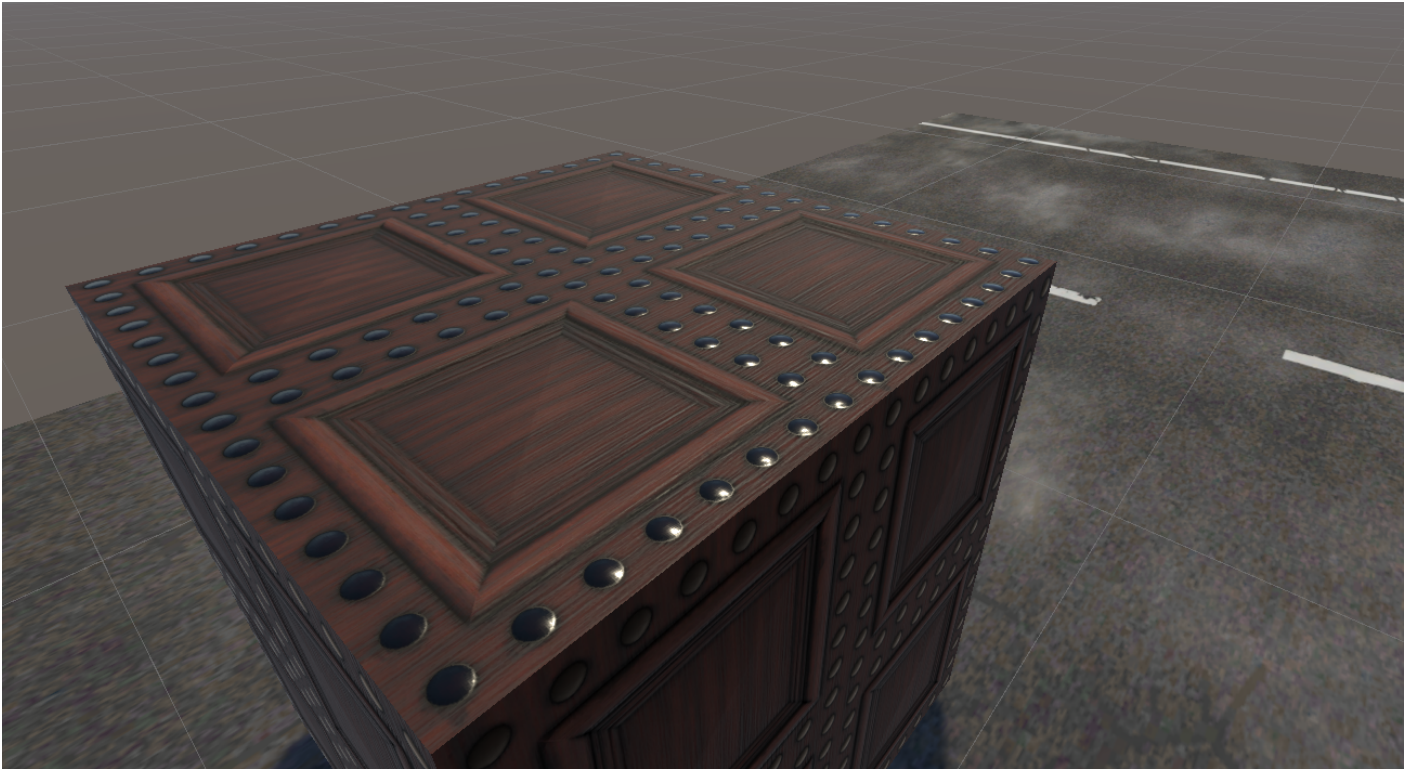
[illegible]

360 ,
" " , " " "

 RGBA A O A

material slots

~~crunch compression~~ Android " A
 Aniso " " 8 Mid MRChat
 VRWorldToolkit>Quick Functions>Mass Texture Importer
 Report
 Unity Unity
 • Autodesk Interactive Moochie Silent Filamented
 • SmartTexture
 • GIMP Alpha Alpha





- <https://youtu.be/bigj13SU1rs>
- https://youtu.be/d3_2h4cN4cY

