



3DS MAX ENVIRONMENT = WHITE
 MAP = NONE
 VRAY ENVIRONMENT OVERRIDE = OFF
 STANDARD CAMERA



ENVIRONMENT MAP ADDED



OMNI LIGHT ADDED AS SUN
 COLOR = WHITE
 MULTIPLIER = 1
 SHADOWS = VRAY SHADOWS



OMNI LIGHT ADDED AS SUN
 COLOR = WHITE
 MULTIPLIER = 1
 SHADOWS = VRAY SHADOWS



3DS MAX ENVIRONMENT = BLACK
 MAP = NONE
 VRAY ENVIRONMENT OVERRIDE = ON
 STANDARD CAMERA



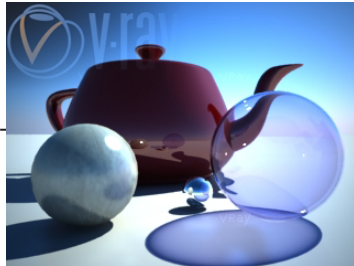
3DS MAX ENVIRONMENT = WHITE
 MAP = NONE
 VRAY ENVIRONMENT OVERRIDE = ON



OMNI LIGHT ADDED AS SUN
 COLOR = WHITE
 MULTIPLIER = 1
 SHADOWS = VRAY SHADOWS



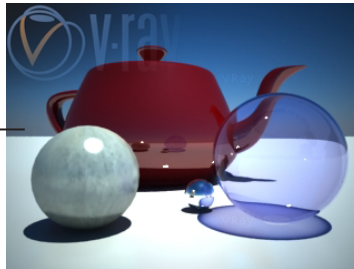
3DS MAX ENVIRONMENT = WHITE
 MAP = NONE
 VRAY ENVIRONMENT OVERRIDE = OFF
 CAMERA = STANDARD



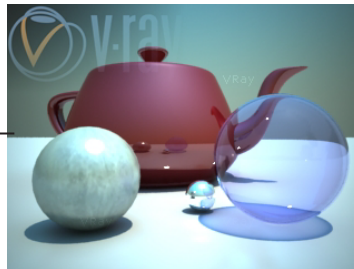
VRAY SUN ADDED - EARLY MORNING
 CAMERA = VRAY PHYSICAL CAMERA
 ENVIRONMENT MAP = VRAY SUN/SKY



VRAY SUN = NOON



VRAY SUN TURBIDITY = 2



VRAY SUN TURBIDITY = 8



VRAY SUN = LATE AFTERNOON



VRAY SUN = DUSK