

Packaging and Product 3D Modeling UVW Mapping















 $\textbf{FBX} \ \text{and} \ \textbf{OBJ} \ \text{file formats are compatible with software:}$ Revit, Softimage, ZBrush, MODO, 3D Coat, Keyshot SketchUp, Adobe Dimension CC, Rhinoceros, Lightwave, Vue xStream, SolidWorks, <u>Houdini</u>, <u>Blender</u>, Unreal Engine etc.

Model_0001019

What's Included:

- Packaging 3D Model in FBX and OBJ file format
- Cinema 4D R16+ Scene File (Octane 4x .C4D)
- 4K Textures with layered TIFF file and UV-Mesh HDRI, Materials (Octane for C4D)
- UV layout ready
- Renders, PDF readme

Note: you should have Octane Render 4+ get installed to render Cinema 4D scene file.

The FBX file includes a Subdivision option for droplets.





Three types of drops: large, medium and small.

There is an option to delete or move any drop.

Alternatively, you can disable/enable all drops at once.











It's possible to render without frost.















































