





3D Model



FBX and OBJ file formats are compatible with software: Maya, 3D5 Max, Mudbox, AutoCAD, Inventor, Motion Builder, Revit, Softimage, ZBrush, MODO, 3D Coat, Keyshot SketchUp, <u>Adabe Dimension CC</u>, Rhinoceros, Lightwave, Vue Xstream, SolidWorks, <u>Houdini</u>, <u>Blender</u> Unreal Engine etc.

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**Final Render** 

## Wing 30, condensation and frost Model\_0001022

## 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.

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The OBJ file includes polygons with droplets that are merged into groups

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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.



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## It's possible to render without frost.



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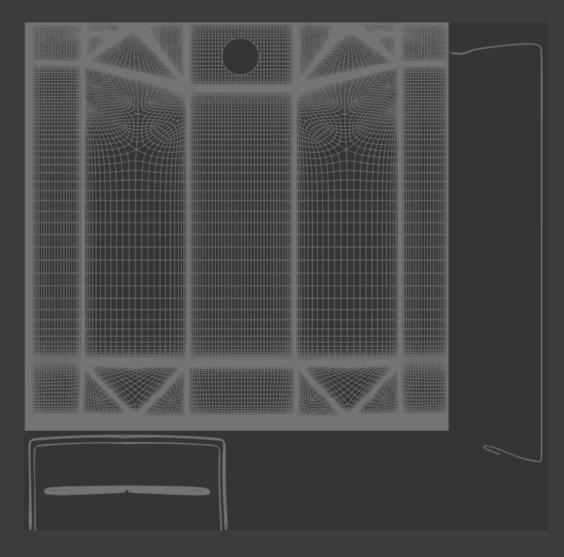




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