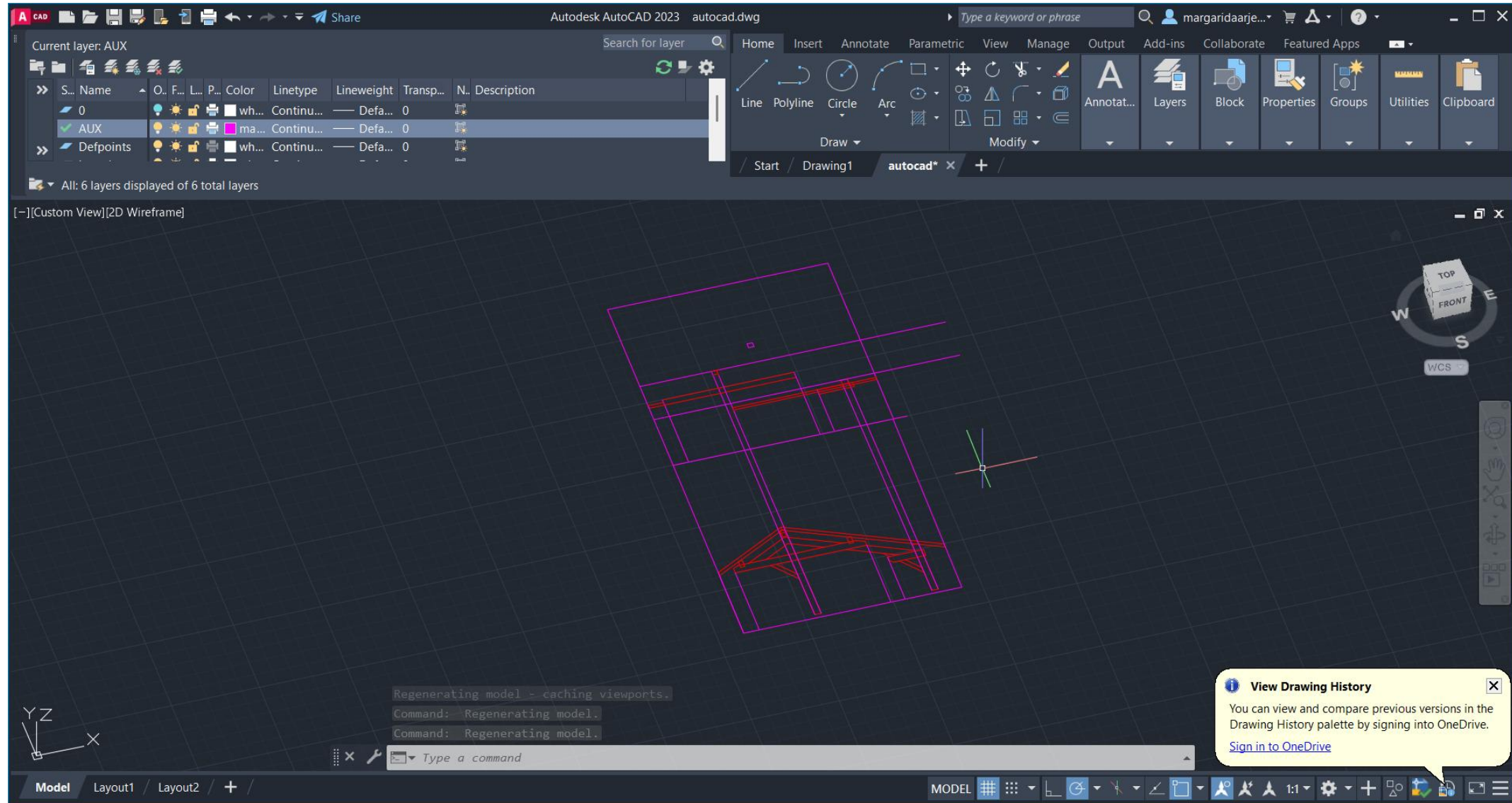
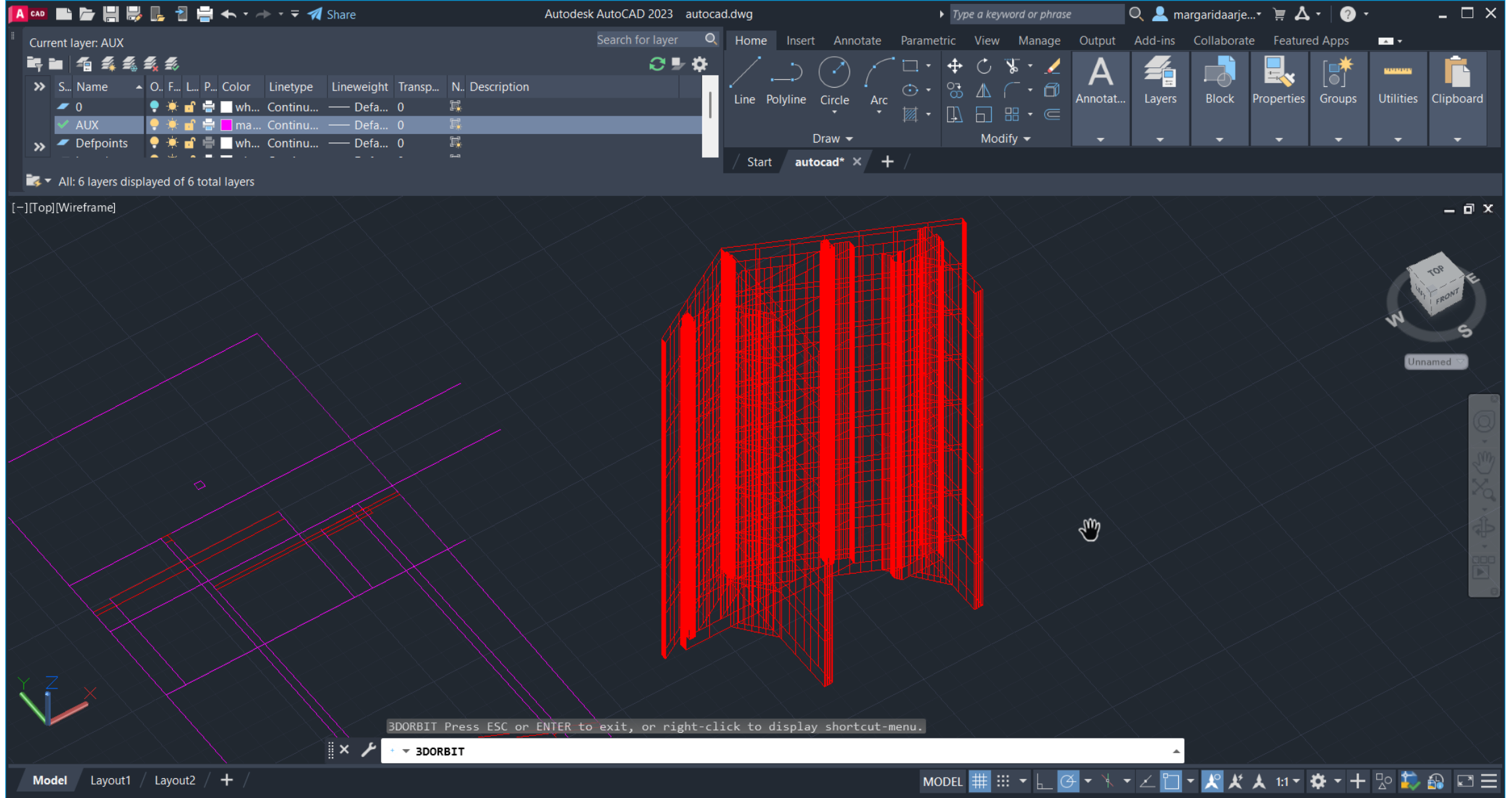
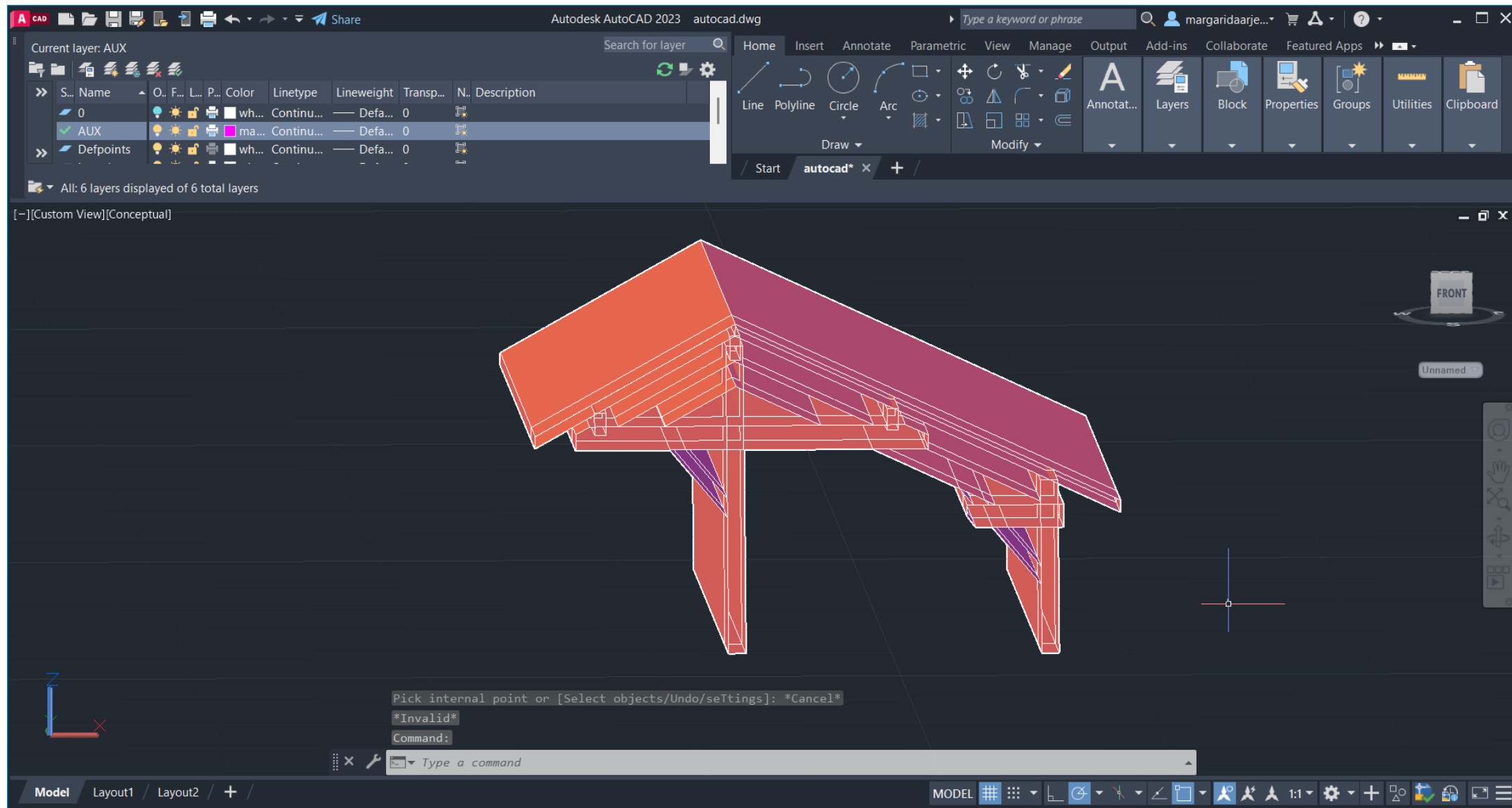


# Animação ,AVI Imagens TIF ou JPEG

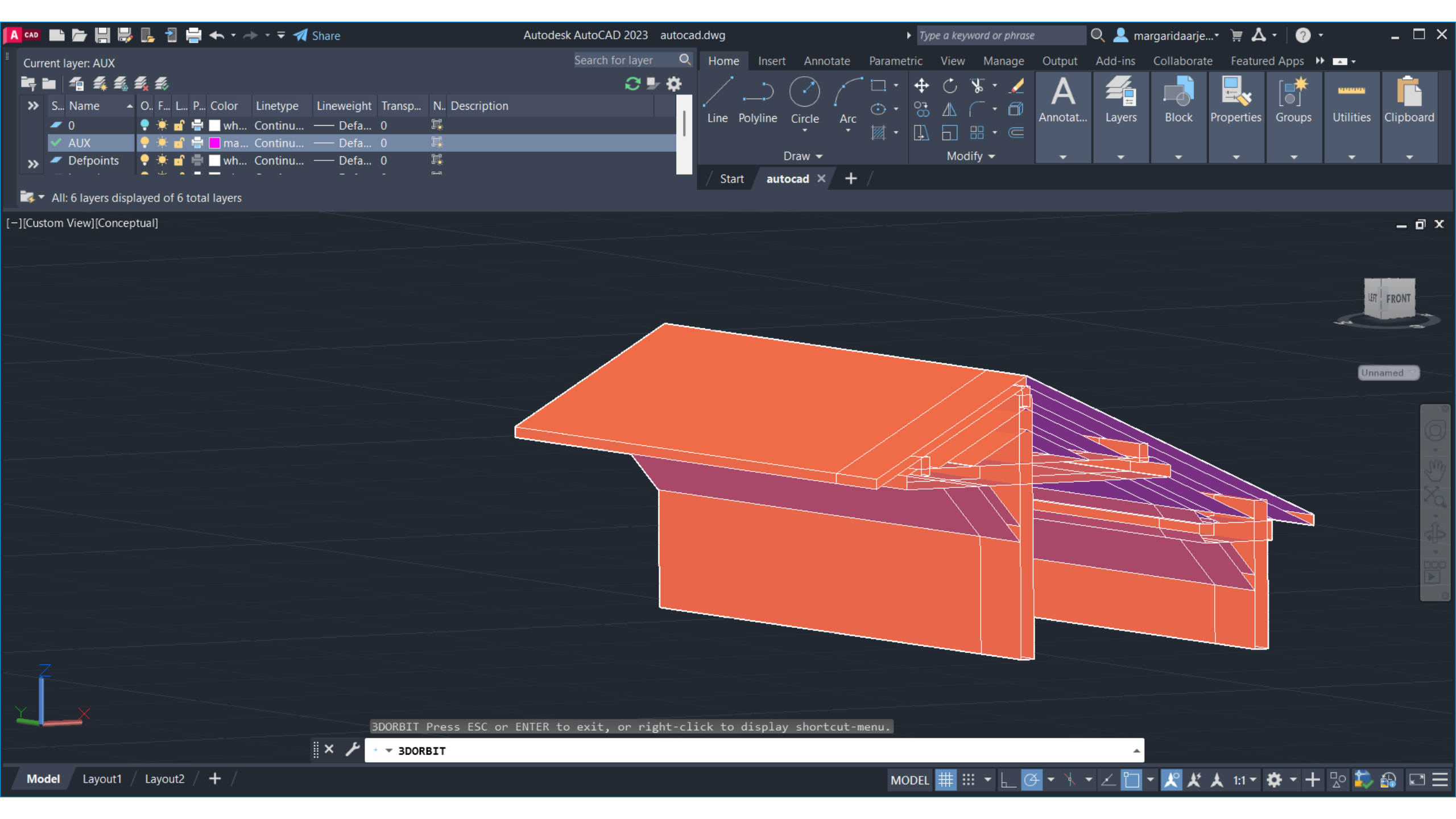


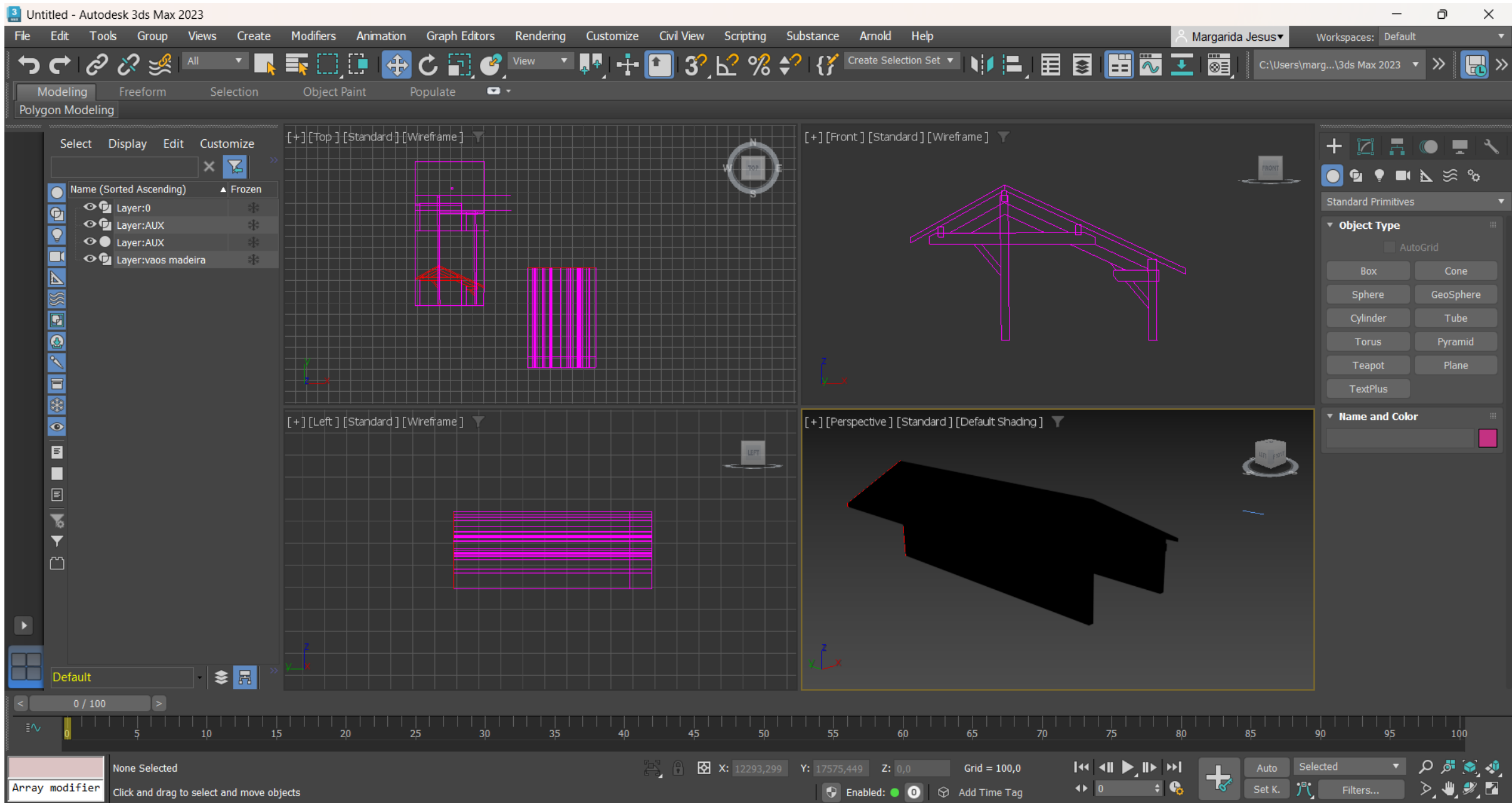


8m de largura  
EXTRUDE  
3DROTATE



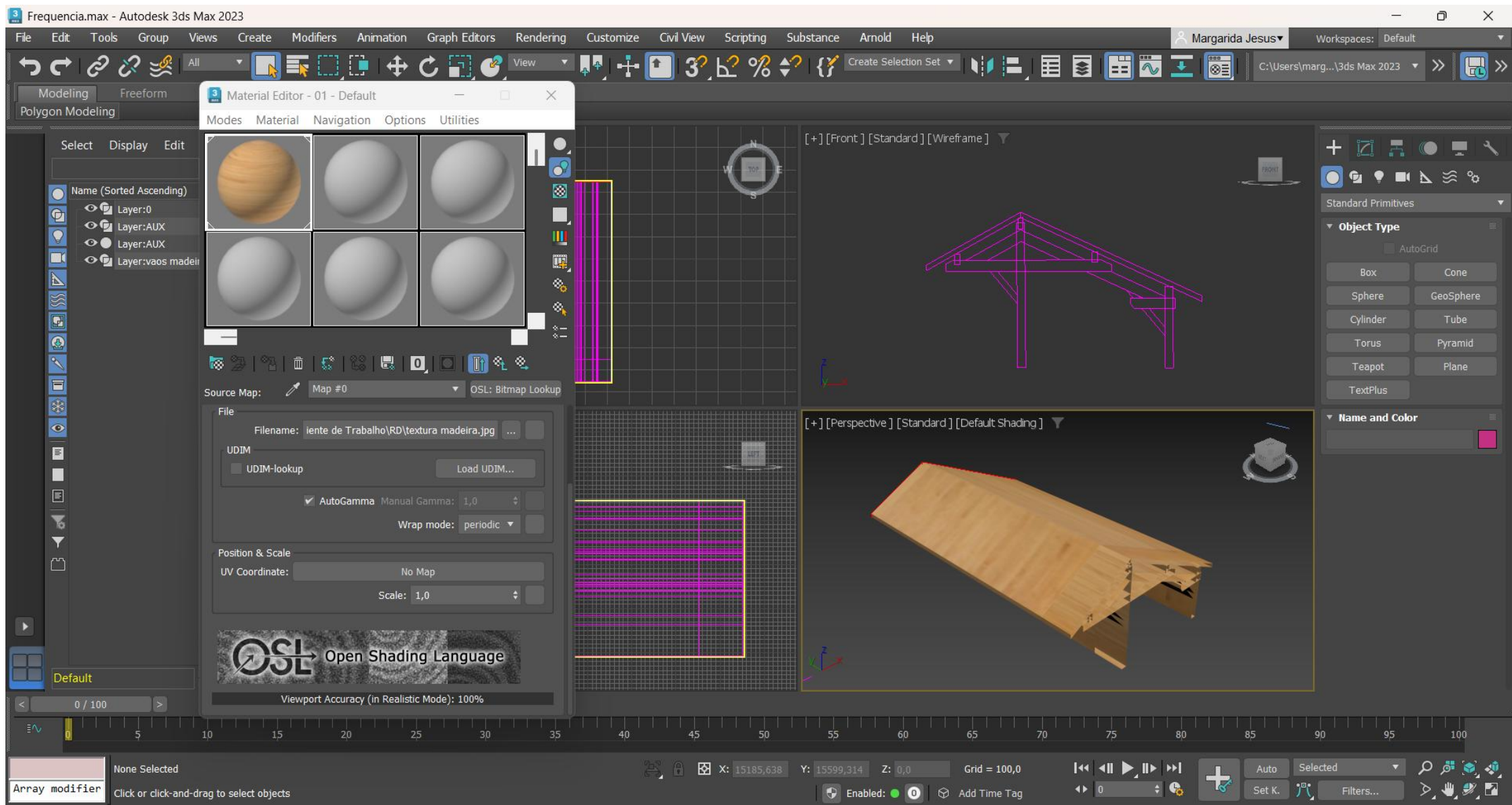
SHADEMODE (para ver  
vizualizar melhor a figura



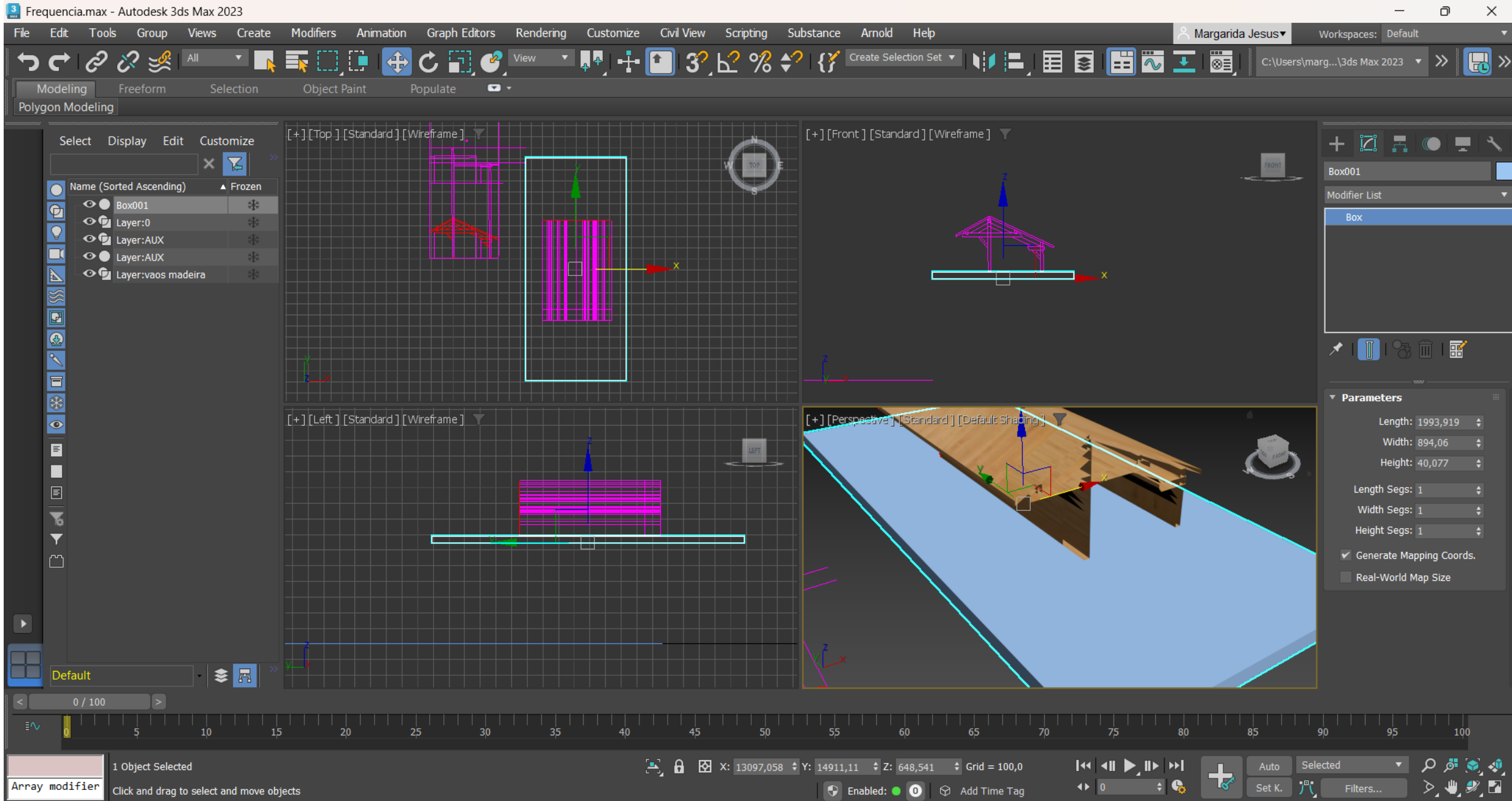


Abrir ficheiro no 3DMAX

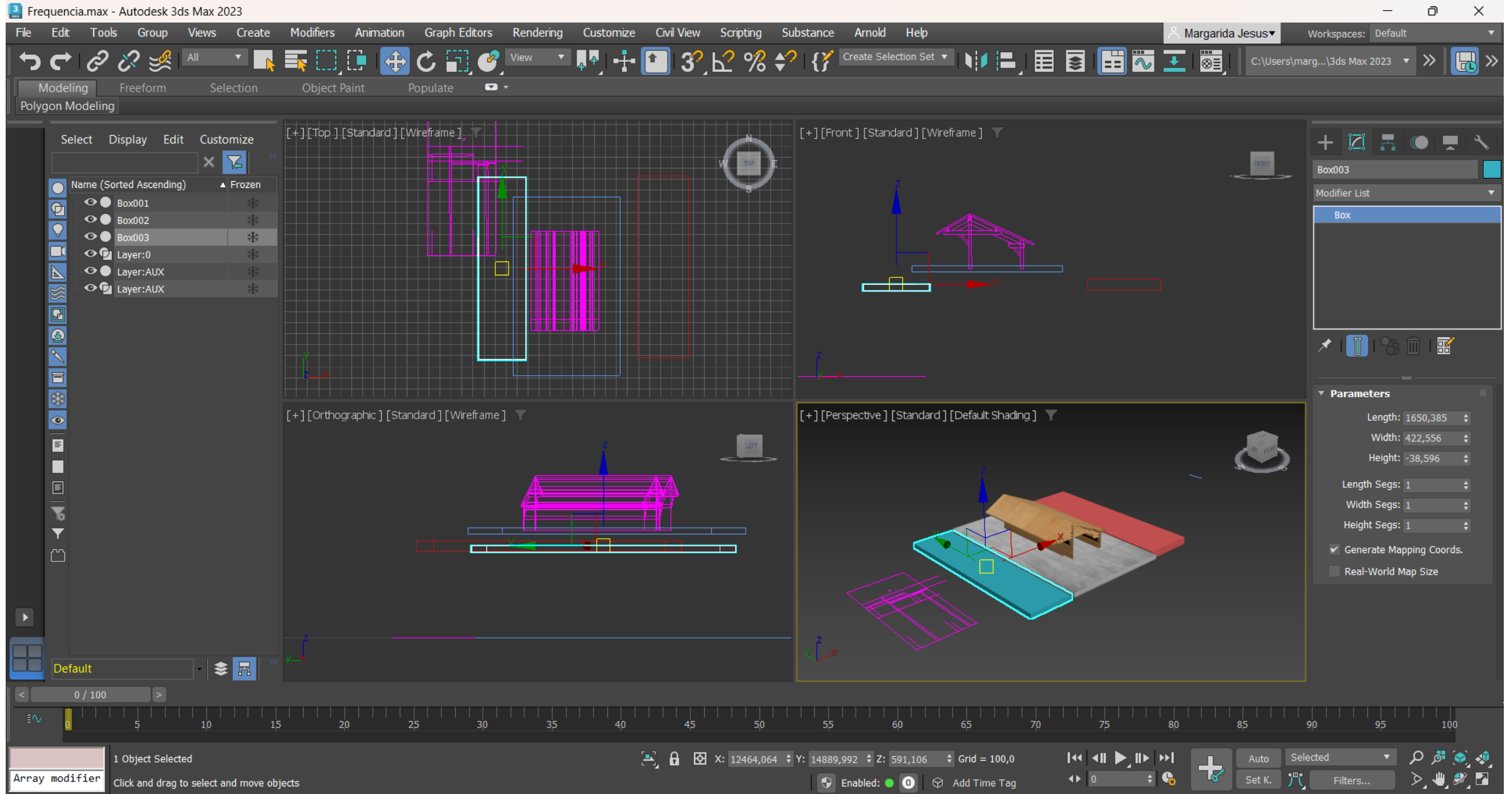




Rendering- Material Editor- Compact Material Editor- Genric Map- Base color- No Map- Imagem JPEG



Criar uma base/chão através da BOX

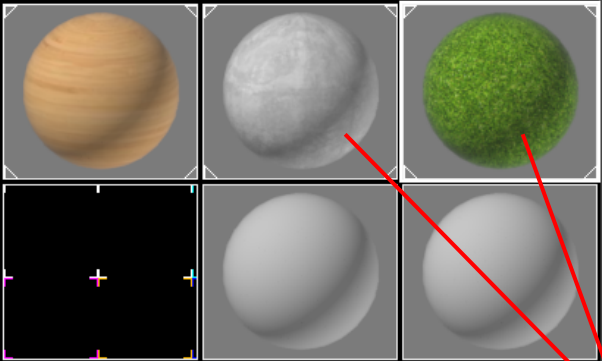


Criar Campos de relva nas laterais do chão do estacionamento



Material Editor - 03 - Default

Modes Material Navigation Options Utilities



Source Map: Map #15 OSL: Bitmap Lookup

▼ OSL Code

OSLBitmap.osl

Look up a bitmap from passed in UV coordinates (through OpenImageIO)

▼ OSL Map Parameters

File

Filename: Drive\Ambiente de Trabalho\RD\Relva.jpg

UDIM

☐ UDIM-lookup Load UDIM...

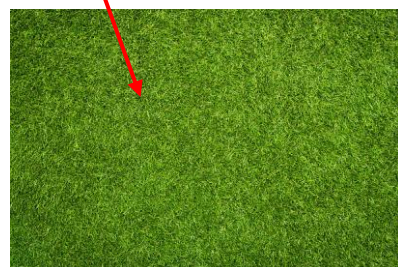
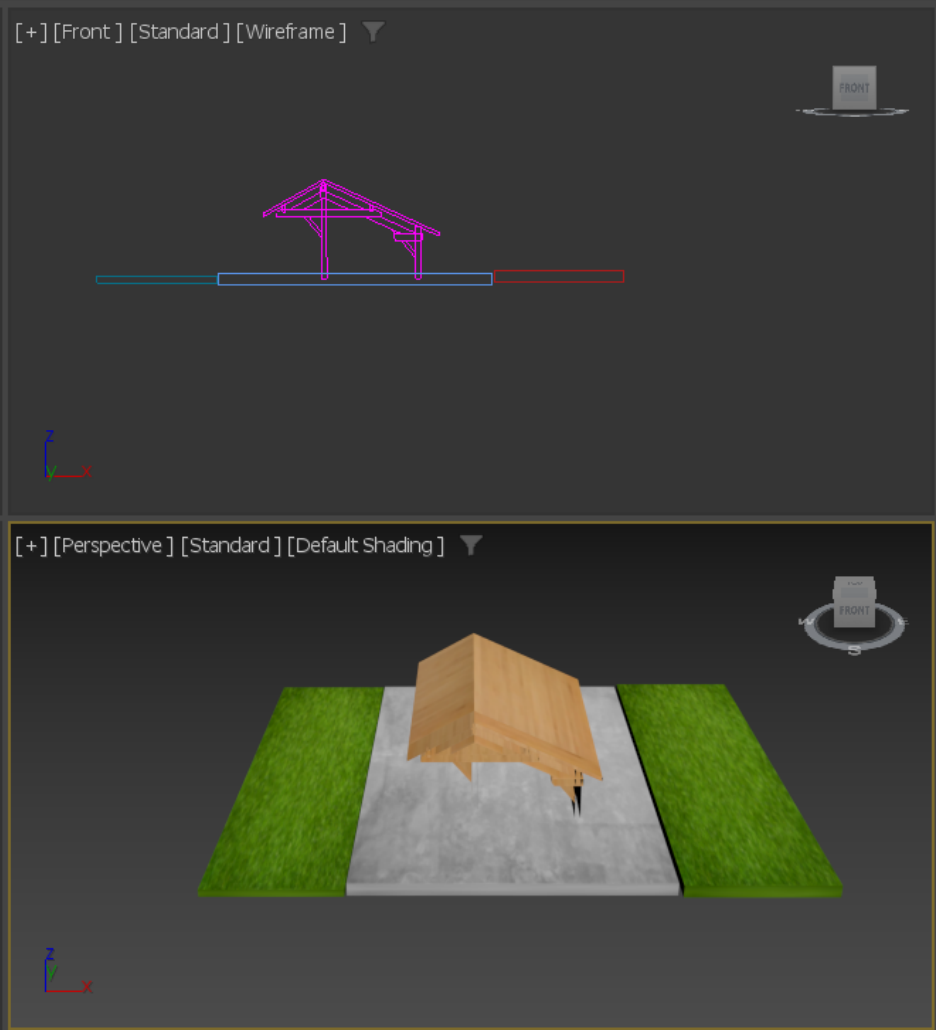
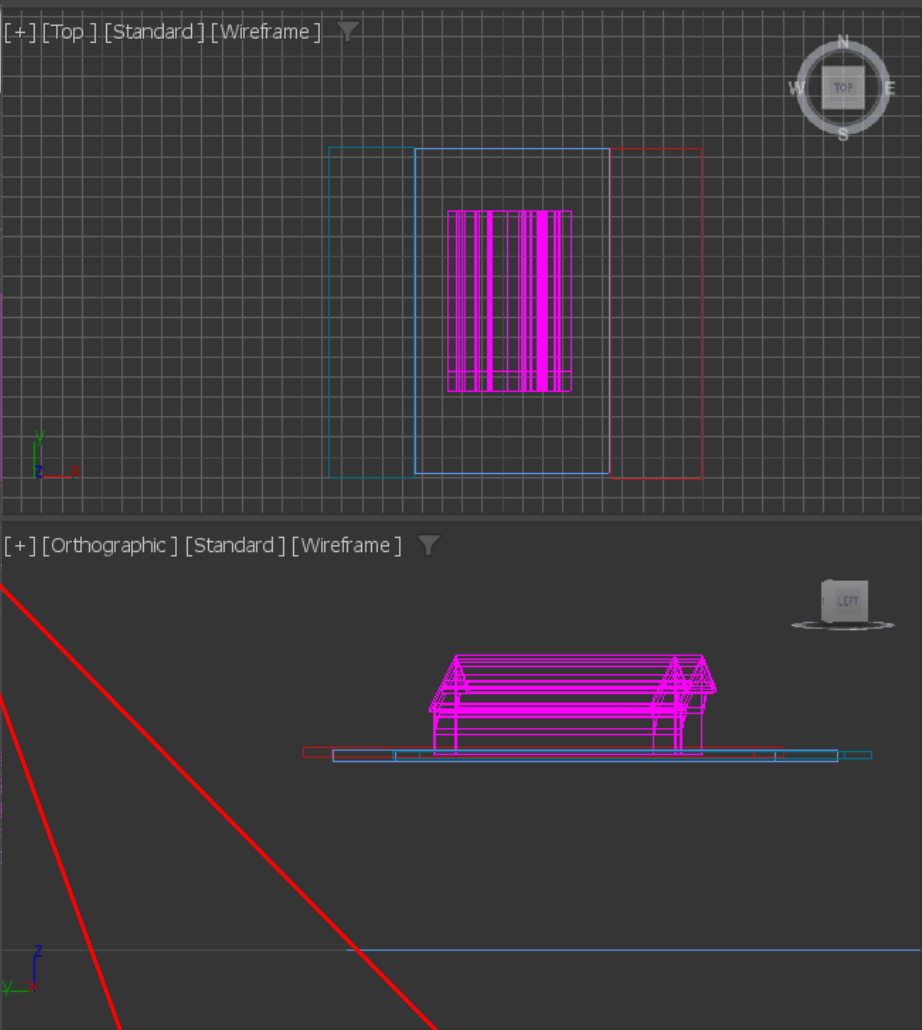
☒ AutoGamma Manual Gamma: 1,0

Wrap mode: periodic

Position & Scale

UV Coordinate: No Map

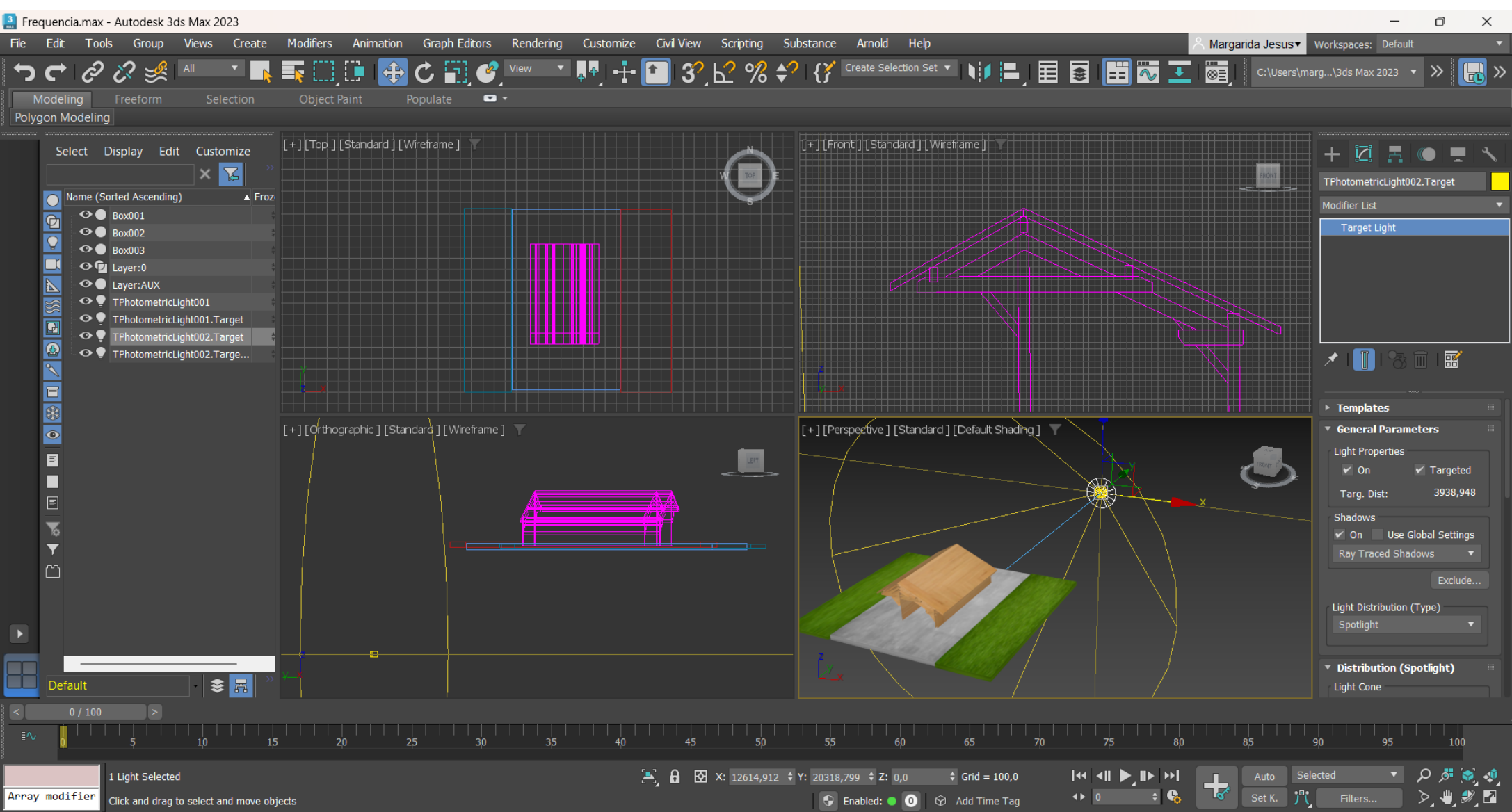
Scale: 1,0



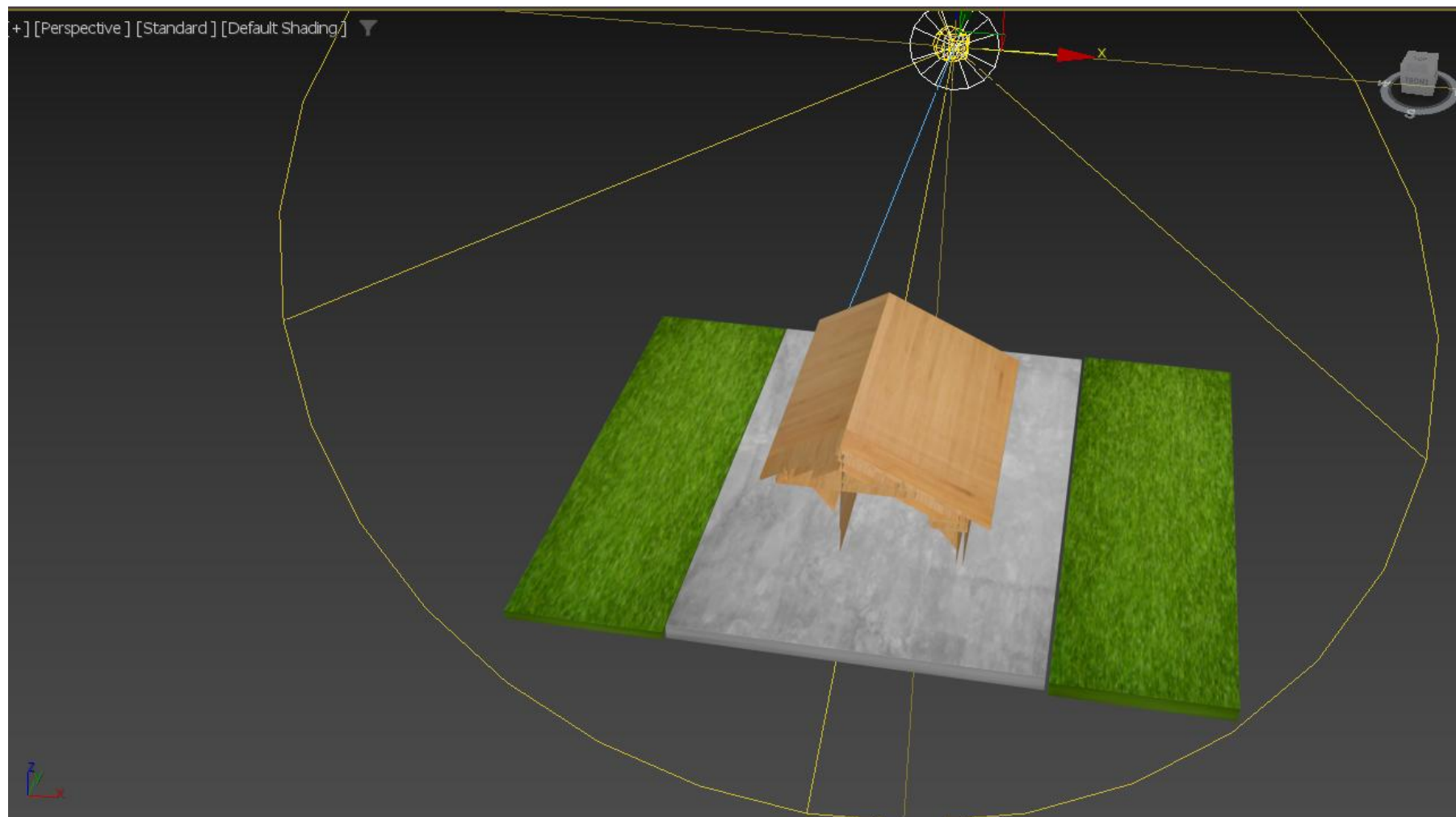
Chão- Betão  
Relva

[+] [Perspective] [Standard] [Default Shading]

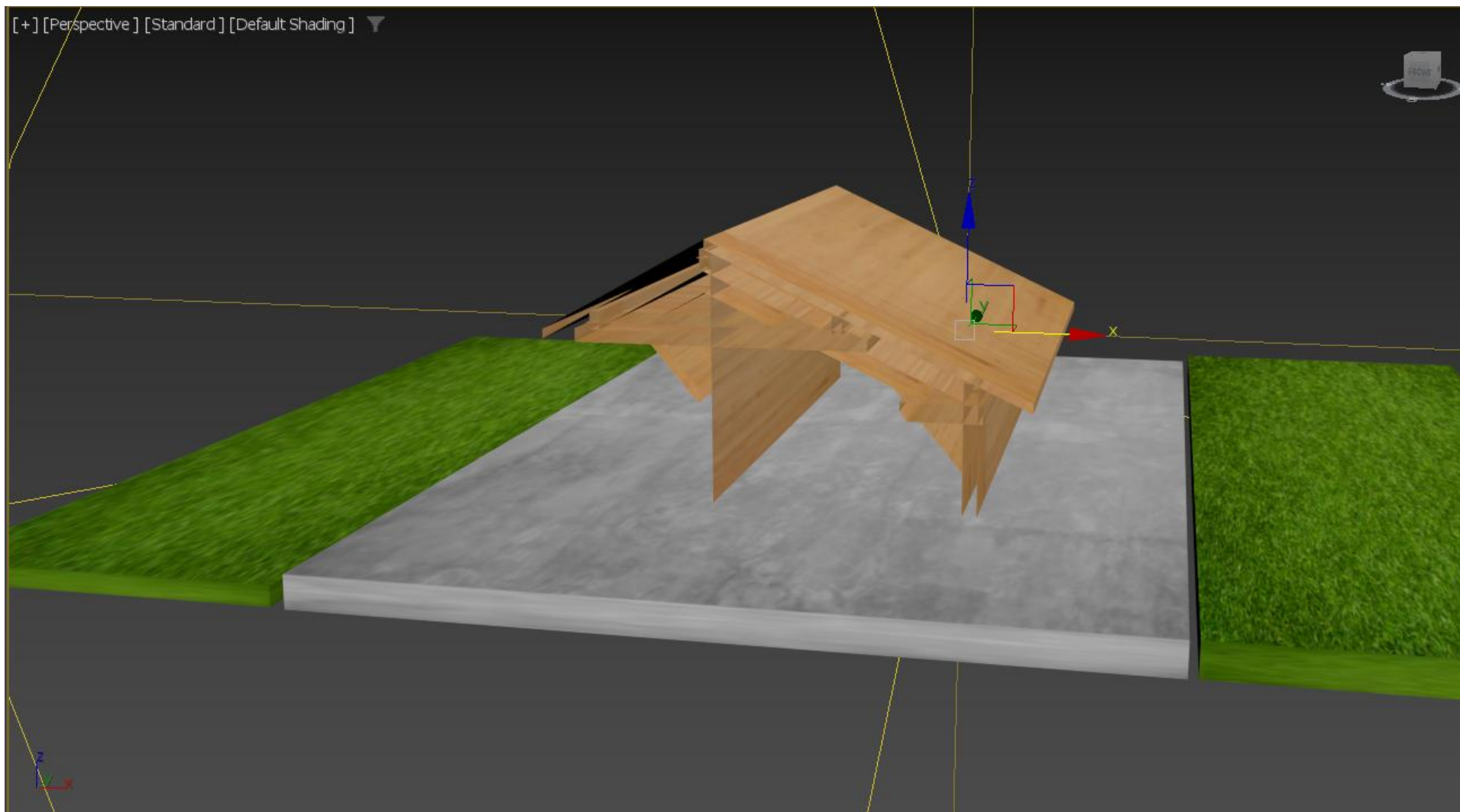




**LUZ**  
**target**



Vista de  
cima



Vista de  
frente