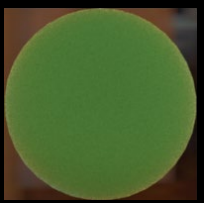
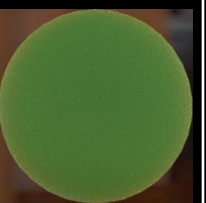
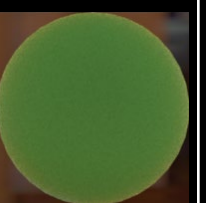
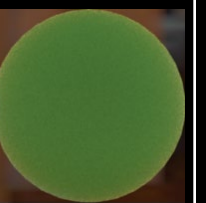
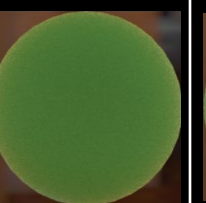
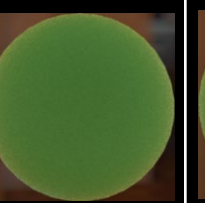
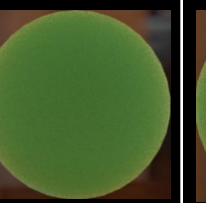
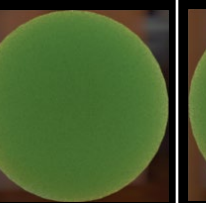
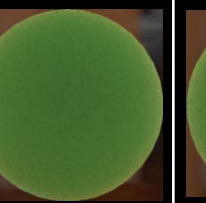
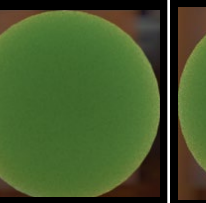
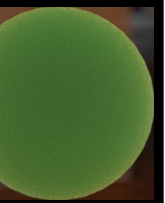
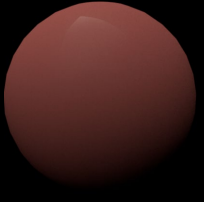
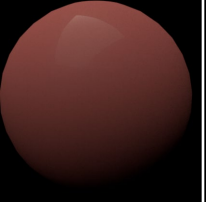
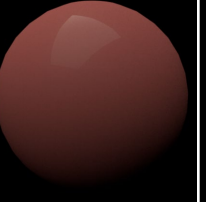
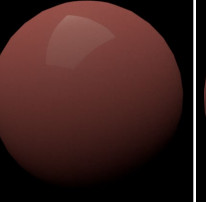
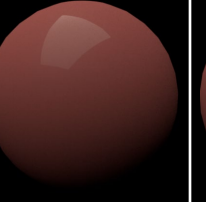
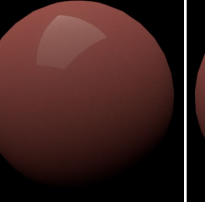
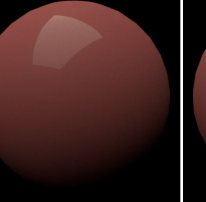
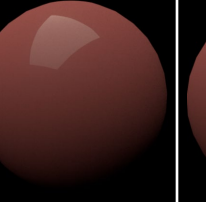
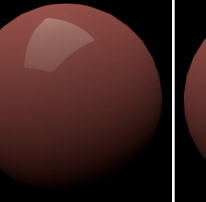
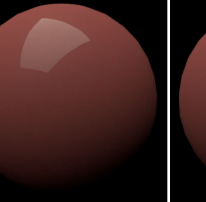
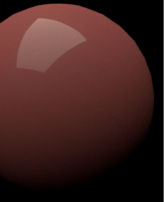
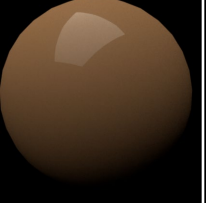
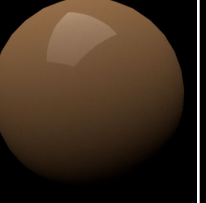
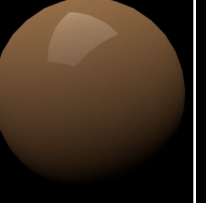
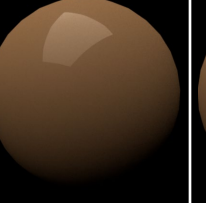
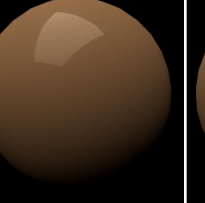
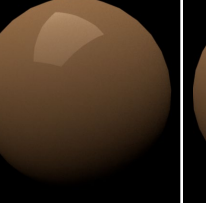
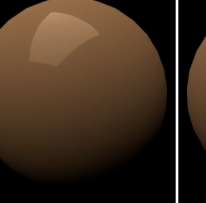
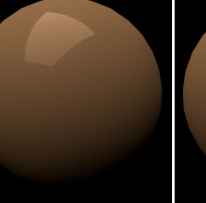
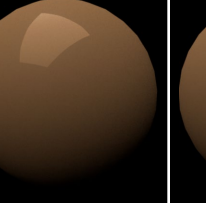
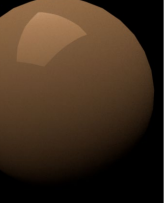
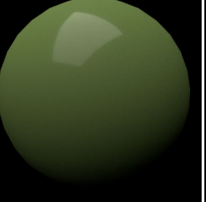
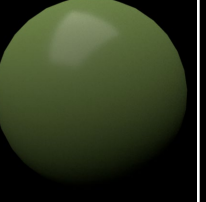
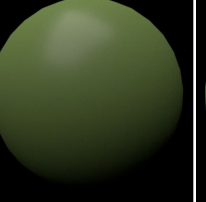
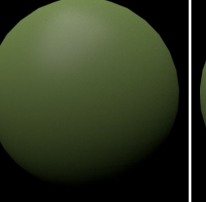
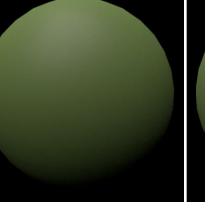
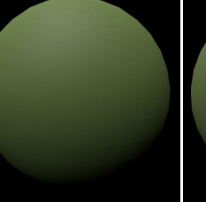
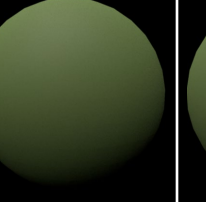
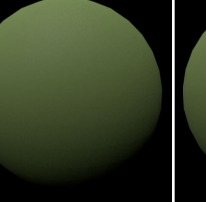
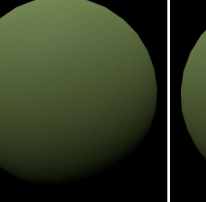


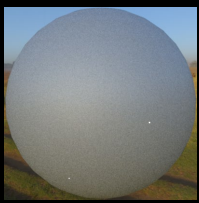
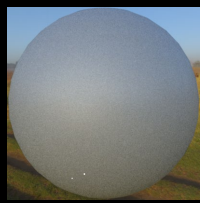
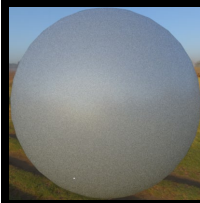
Gift of knowledge

Dohun Jeong

Features Implemented

- Texture Map
- Image Based Lighting
 - Environment Light
 - Integrated to mesh light
- Principled BSDF

	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
<i>subsurface</i>											
<i>metallic</i>											
<i>specular</i>											
<i>specularTint</i>											
<i>roughness</i>											

	0.0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
<i>clearcoat</i>											
<i>clearcoatGloss</i>											
<i>anisotropic</i>											
<i>sheen</i>	