

3Delight Glass



Sample

▼ Reflection

Color

Roughness

0.000

Samples

8

IOR

1.600

☒ Reflect Geometry

☒ Reflect Lights

☒ Reflect Environment

▼ Refraction

Color

Roughness

0.000

Attenuation

Attenuation Strength

1.000

Samples

8

IOR

1.600

▼ Diffuse

Color

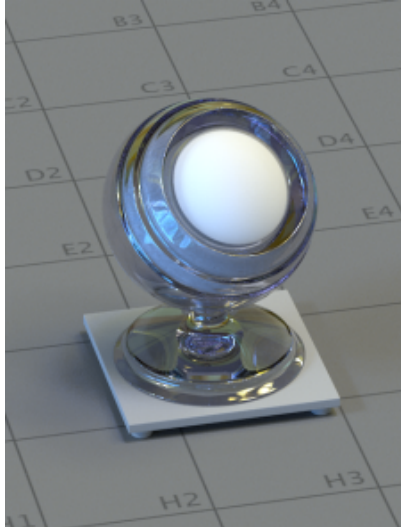
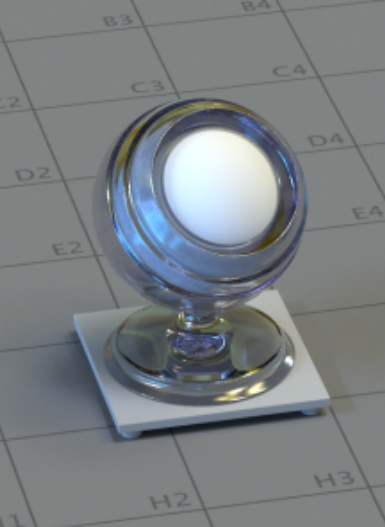
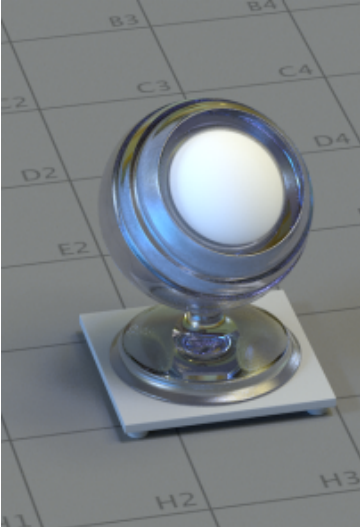
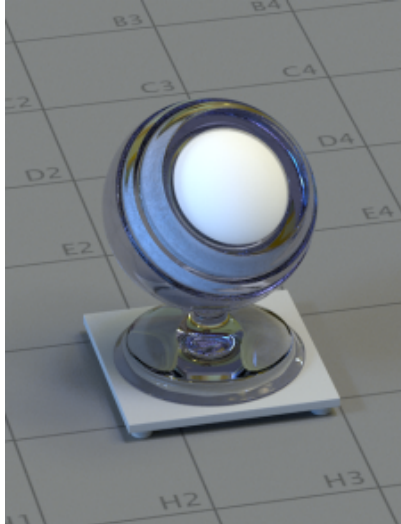
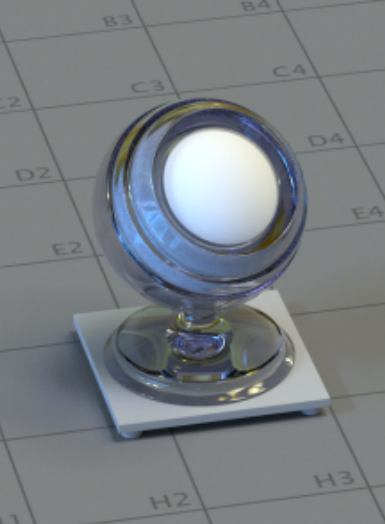
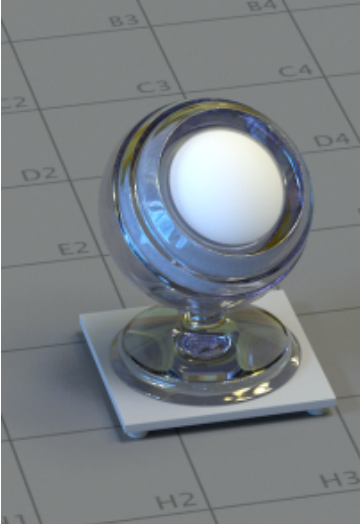
Roughness

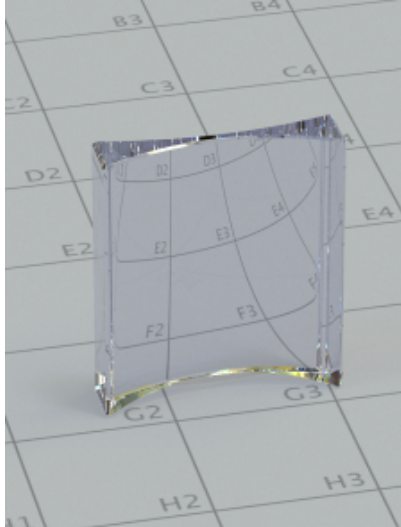
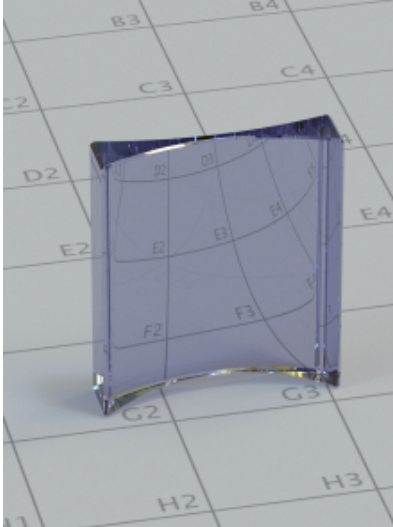
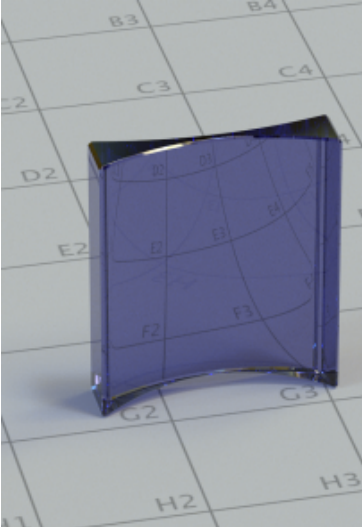
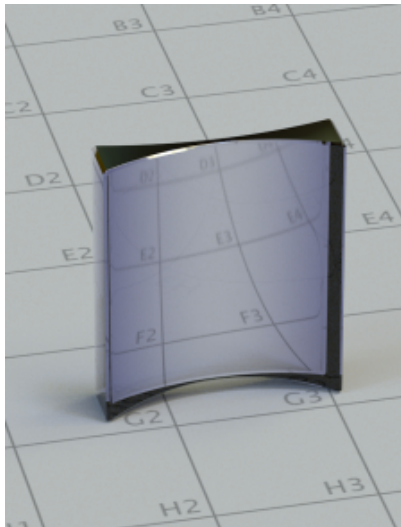
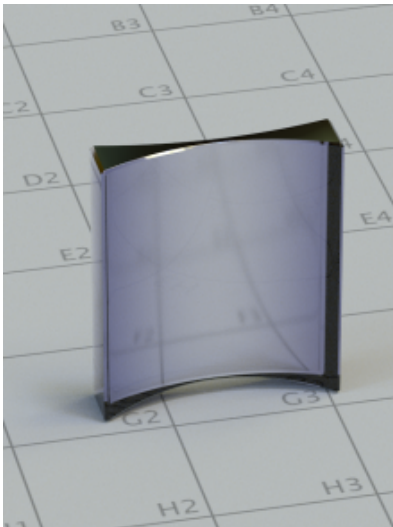
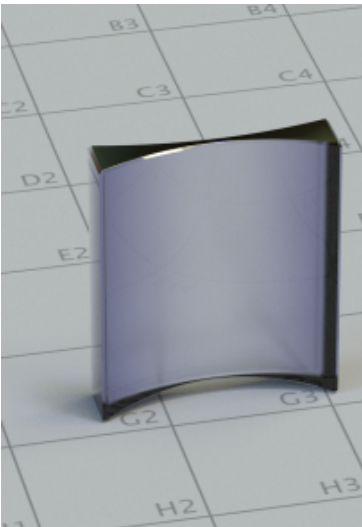
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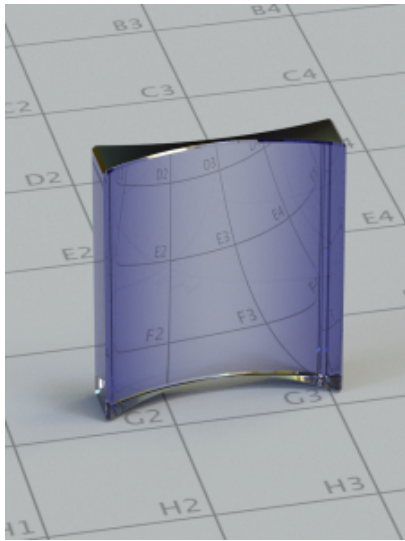
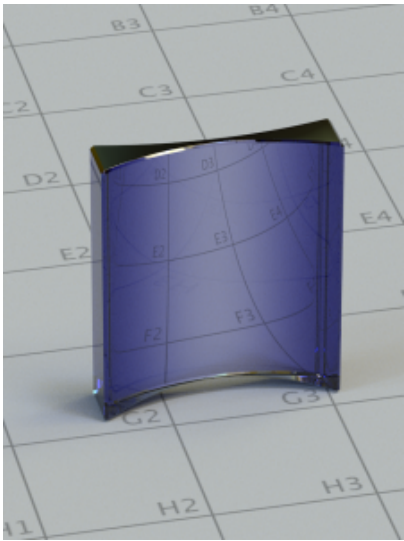
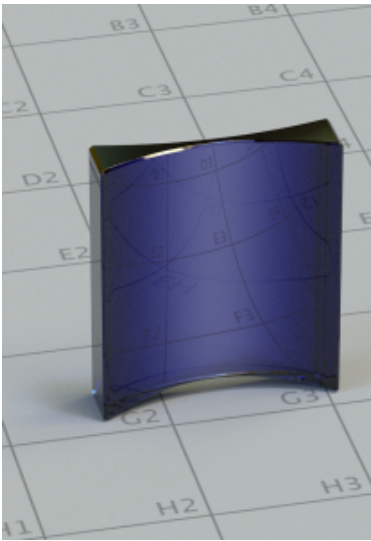
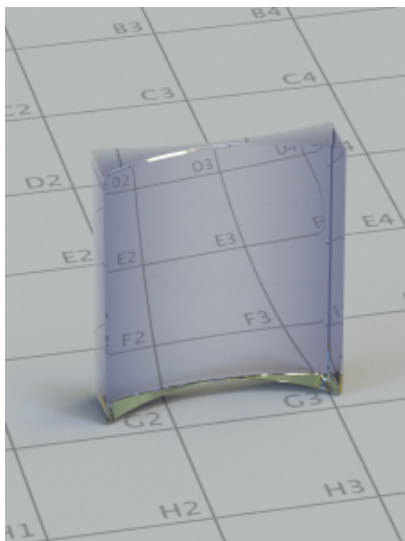
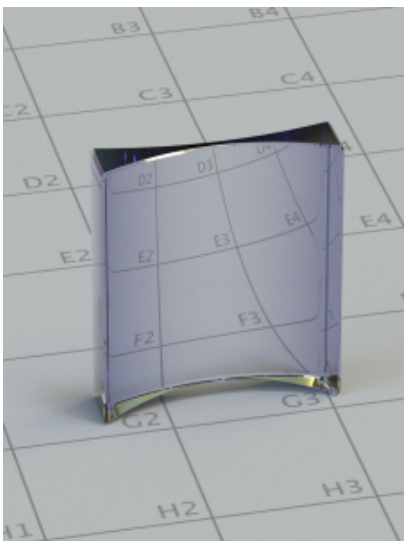
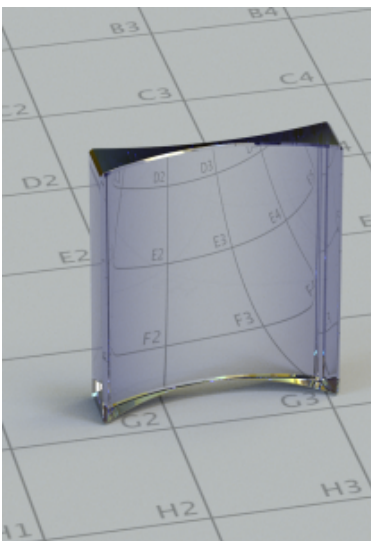
▼ Bump

Bump Mapping

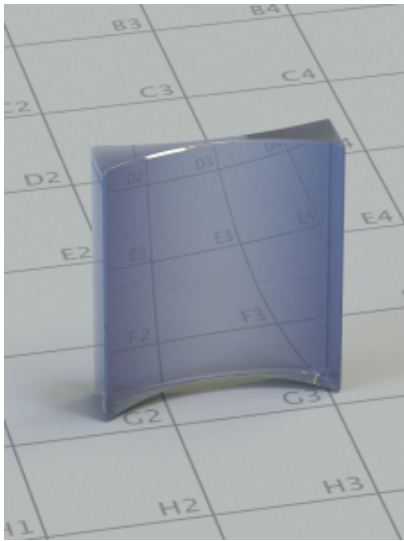
Reflection	
Color	

Roughness	 Roughness 0.0  Roughness 0.1  Roughness 0.2
Samples	
IOR	 IOR 1.2  IOR 1.6  IOR 2.0
Refraction	

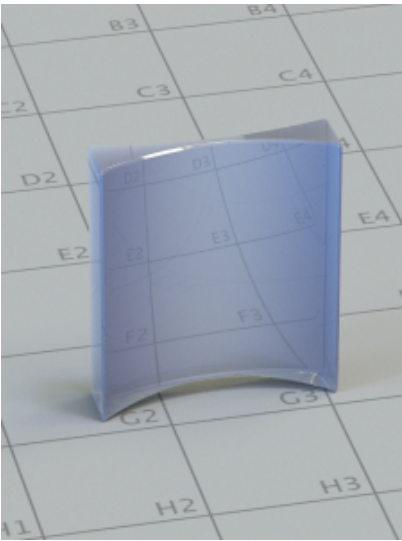
Color	 Color 0.9 0.9 0.95  Color 0.72 0.72 0.85  Color 0.43 0.43 0.7
Roughness	 Roughness 0.02  Roughness 0.05  Roughness 0.1
Attenuation	

Attenuation Strength	 Attenuation Strength 3  Attenuation Strength 6  Attenuation Strength 12
Samples	
IOR	 IOR 1.2  IOR 1.4  IOR 1.6
Diffuse	

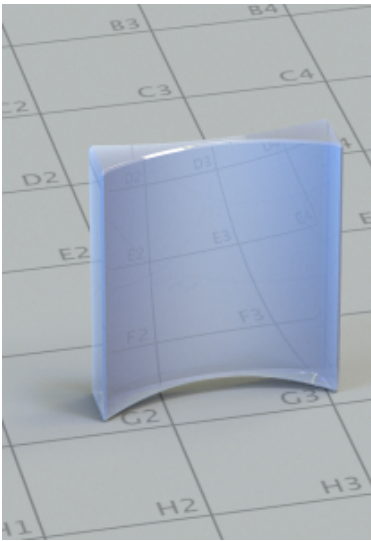
Color



Color 0.2 0.2 0.2



Color 0.6 0.6 0.6



Color 1.0 1.0 1.0

Roughness

10Lambert Diffuse
Oren-Nayer diffuse roughness