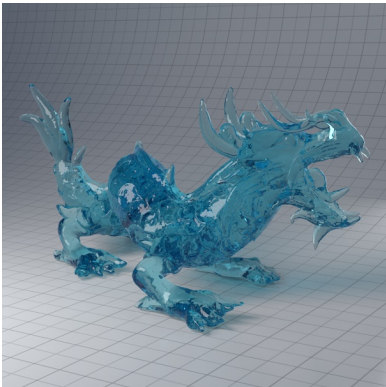


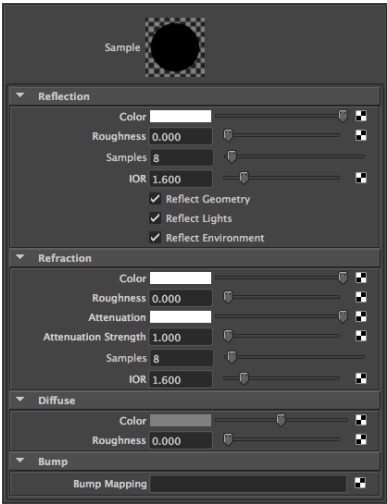
3Delight Glass



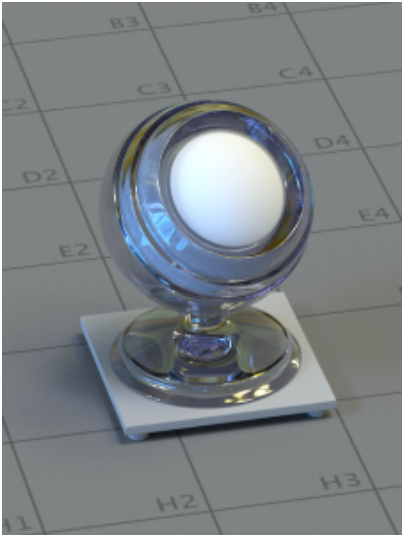
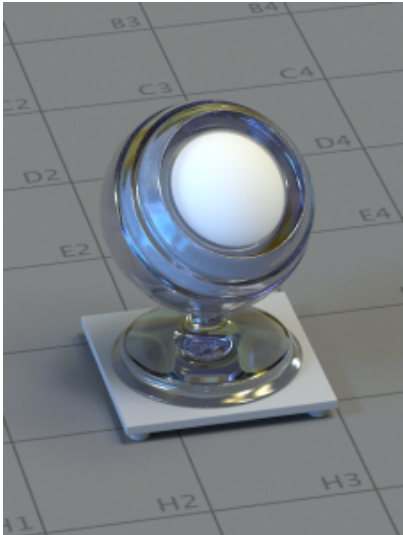
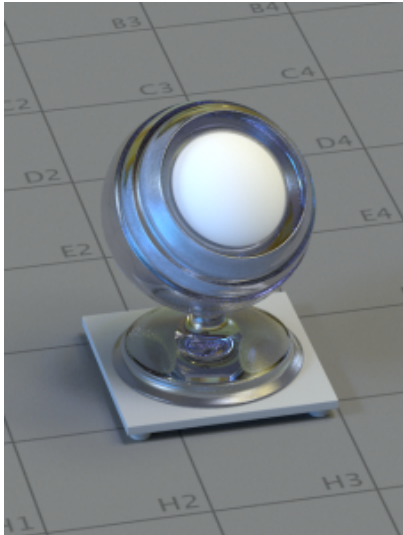
A glass (about to be filled)



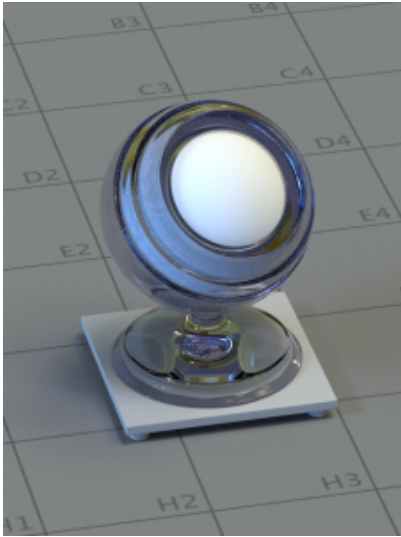
A Chinese dragon with depth-attenuation



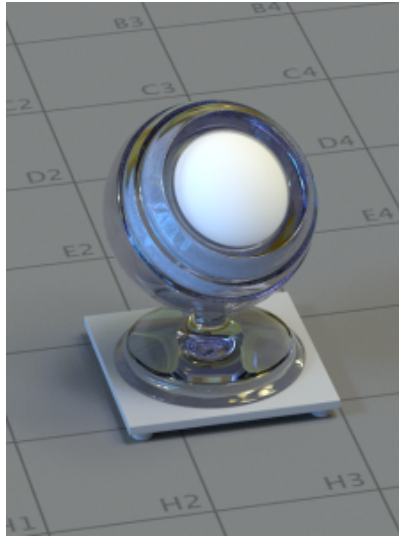
Glass shading

Reflection	
Color	Specifies the color for reflections.
Roughness	This controls the specular roughness. The smaller the value, the smoother is the surface.
Samples	 Roughness 0.0
	 Roughness 0.1
	 Roughness 0.2
Specular	Specifies how many samples to trace for reflection.

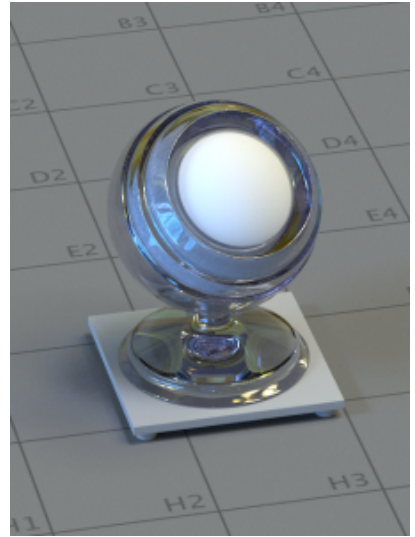
IOR The IOR to use to calculate Fresnel reflections.



IOR 1.2



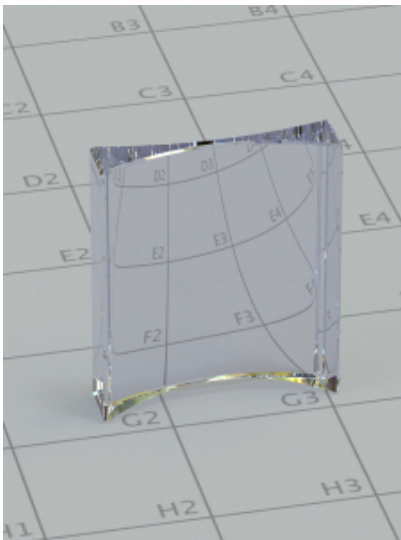
IOR 1.6



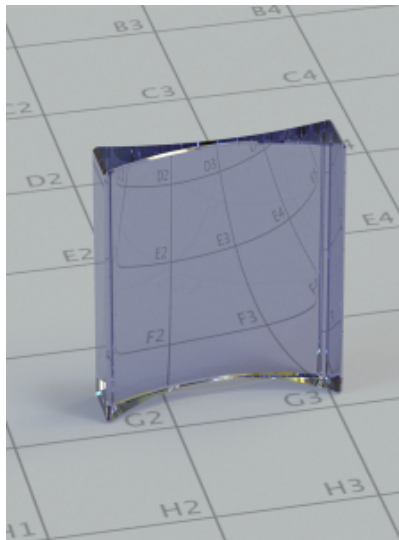
IOR 2.0

Refraction

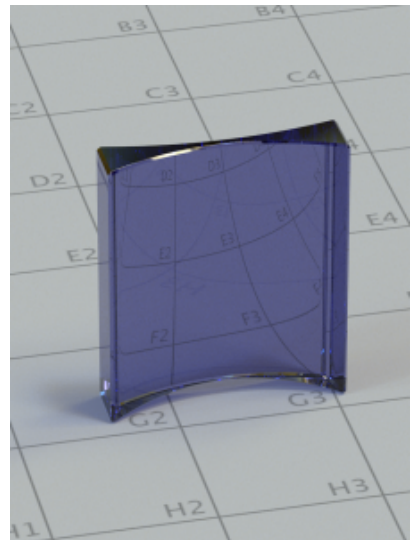
Color The color of the refraction. Setting this color to 0 disables refraction.



Color 0.9 0.9 0.95



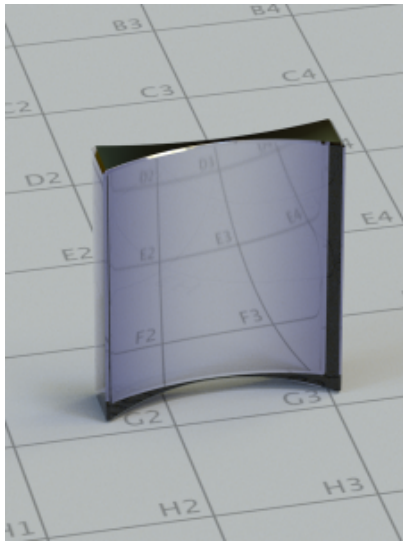
Color 0.72 0.72 0.85



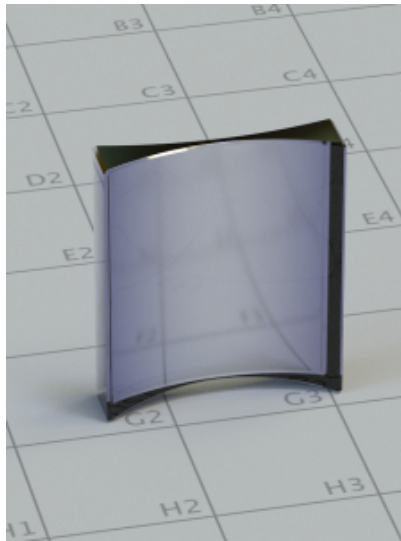
Color 0.43 0.43 0.7

Roughness

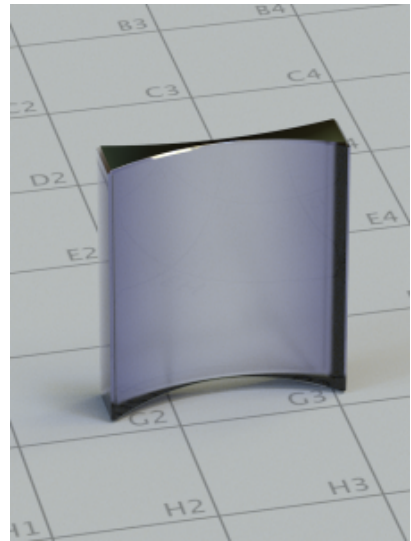
Specifies the roughness of the refraction. The smaller the value, the smoother is the surface. Higher values can be used to emulate "ground glass" for example.



Roughness 0.02



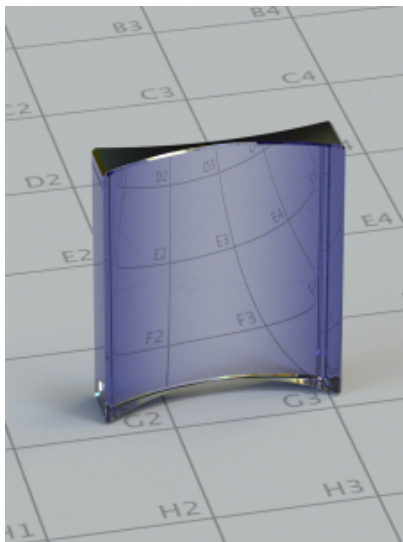
Roughness 0.05



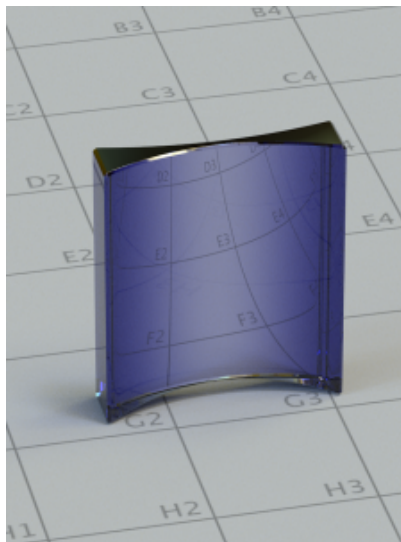
Roughness 0.1

Attenuation

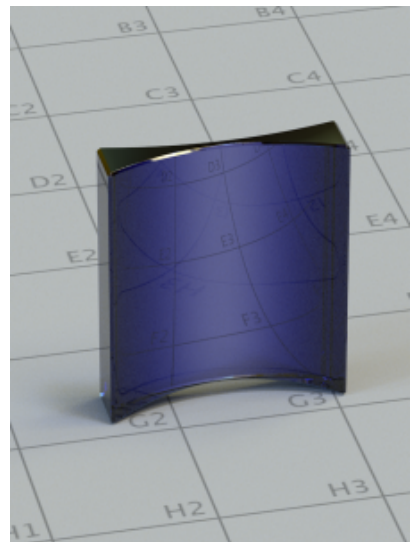
Attenuation Strength



Attenuation Strength 3



Attenuation Strength 6

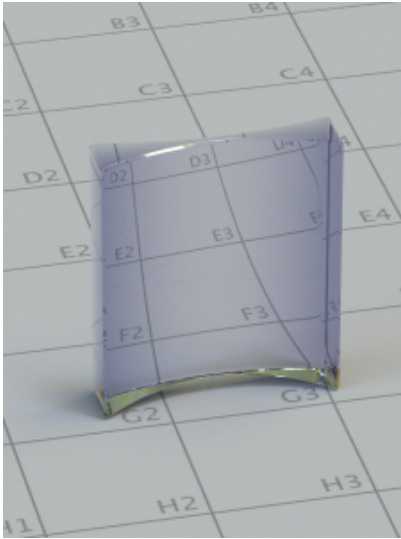


Attenuation Strength 12

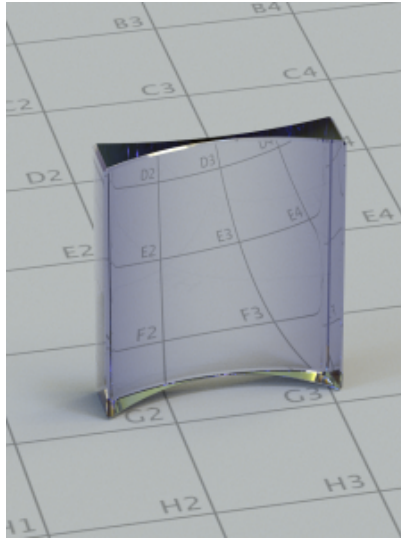
Samples

Specifies how many samples to trace for refraction.

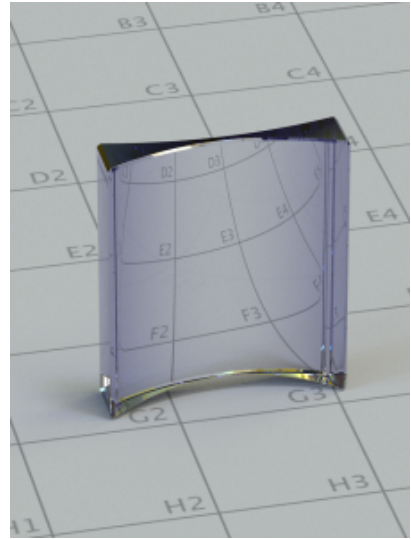
IOR The index of refraction of the glass.



IOR 1.2



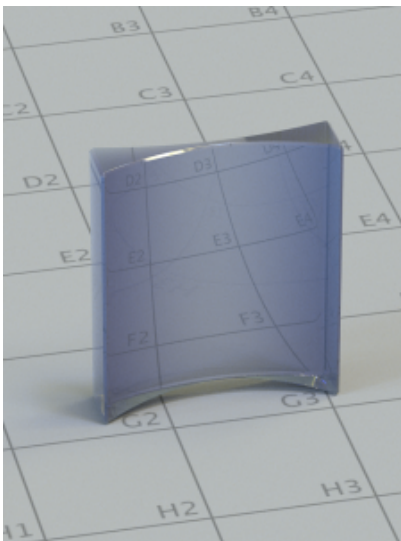
IOR 1.4



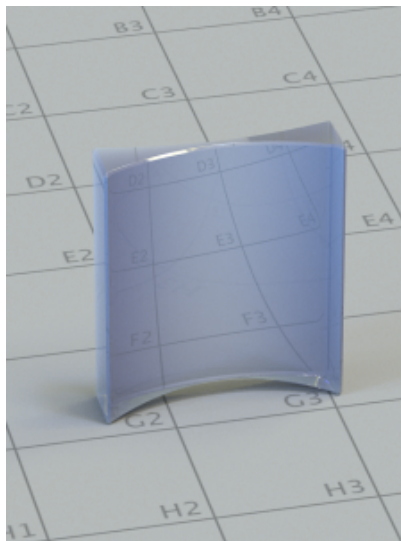
IOR 1.6

Diffuse

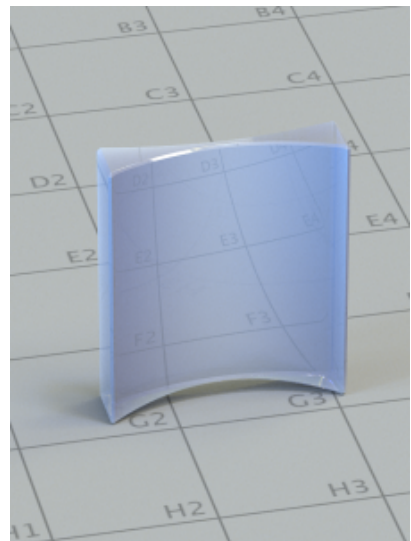
Color This diffuse colour of the material.



Color 0.2 0.2 0.2



Color 0.6 0.6 0.6



Color 1.0 1.0 1.0

Roughness This controls how diffuse is the material. A value closer to one simulate very rough material. A value of 0 renders a standard "Lambertian" diffuse. On a more technical note, this parameter controls the roughness of the Oren-Nayar diffuse model.