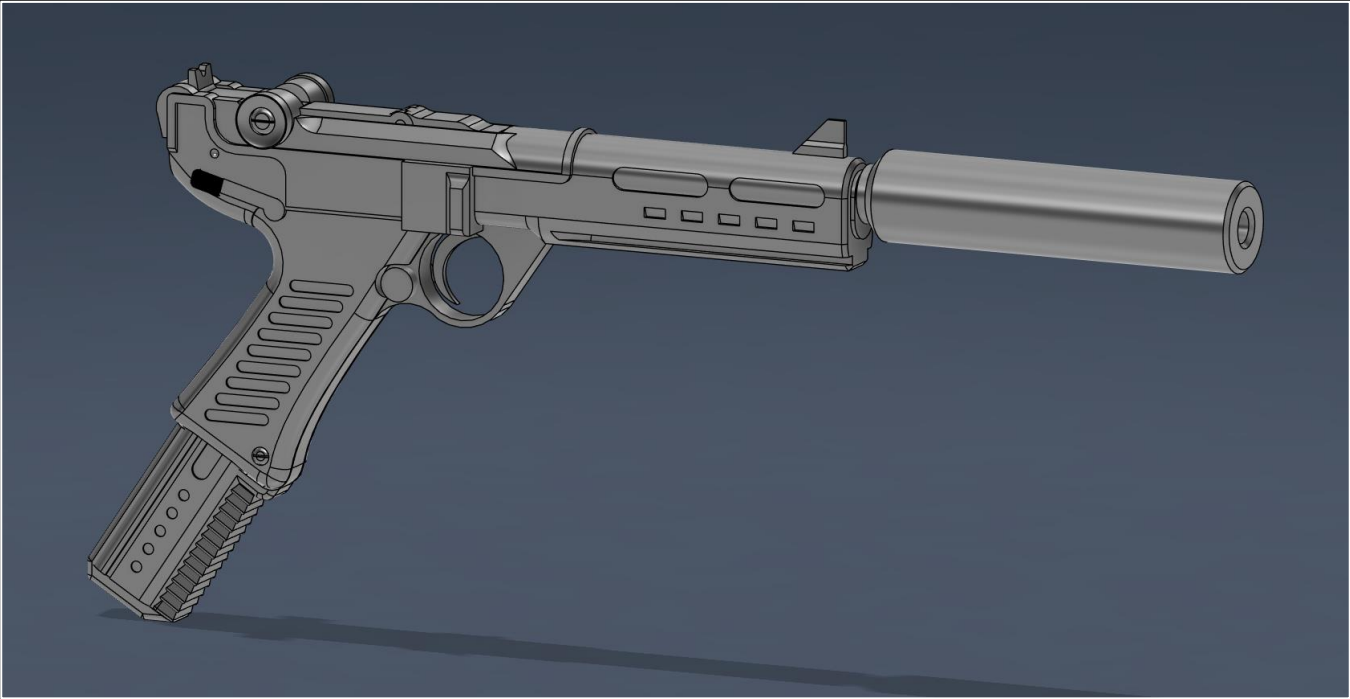
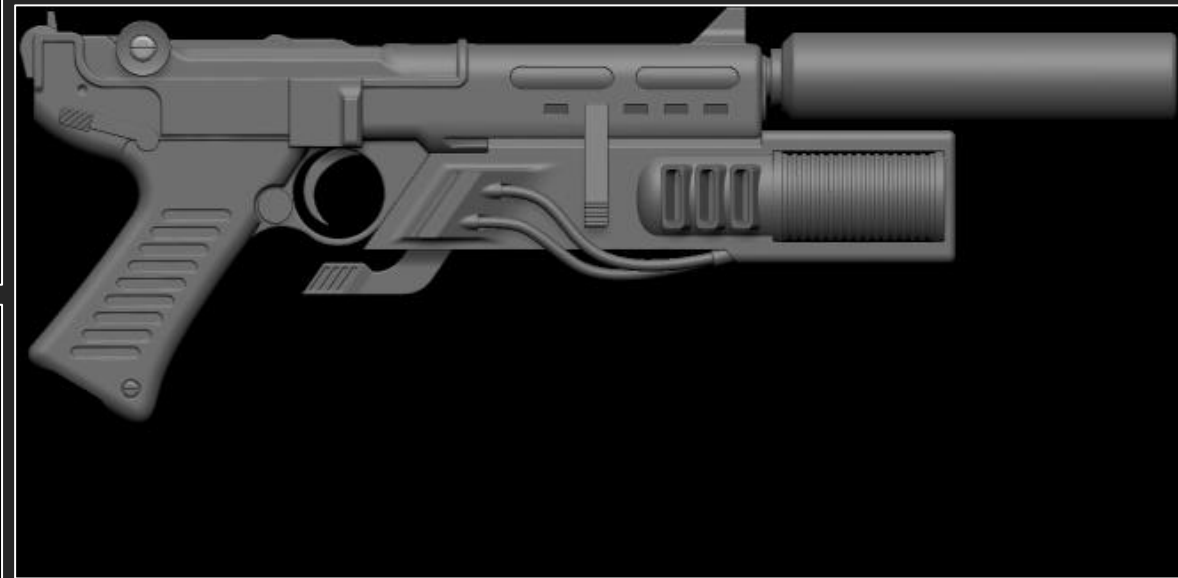


Fusion 360 Blockout





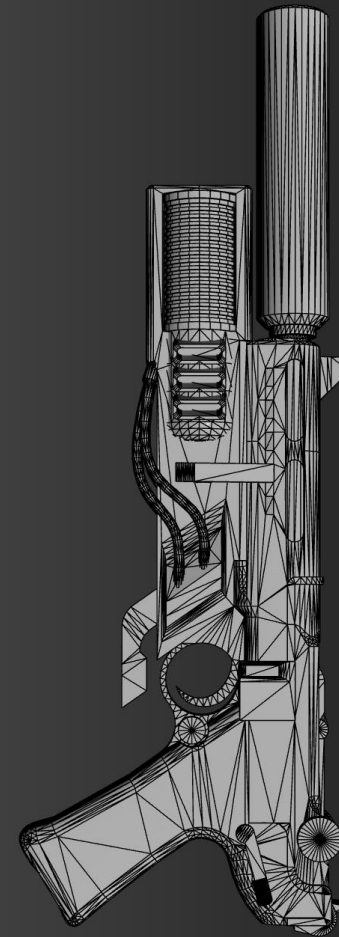
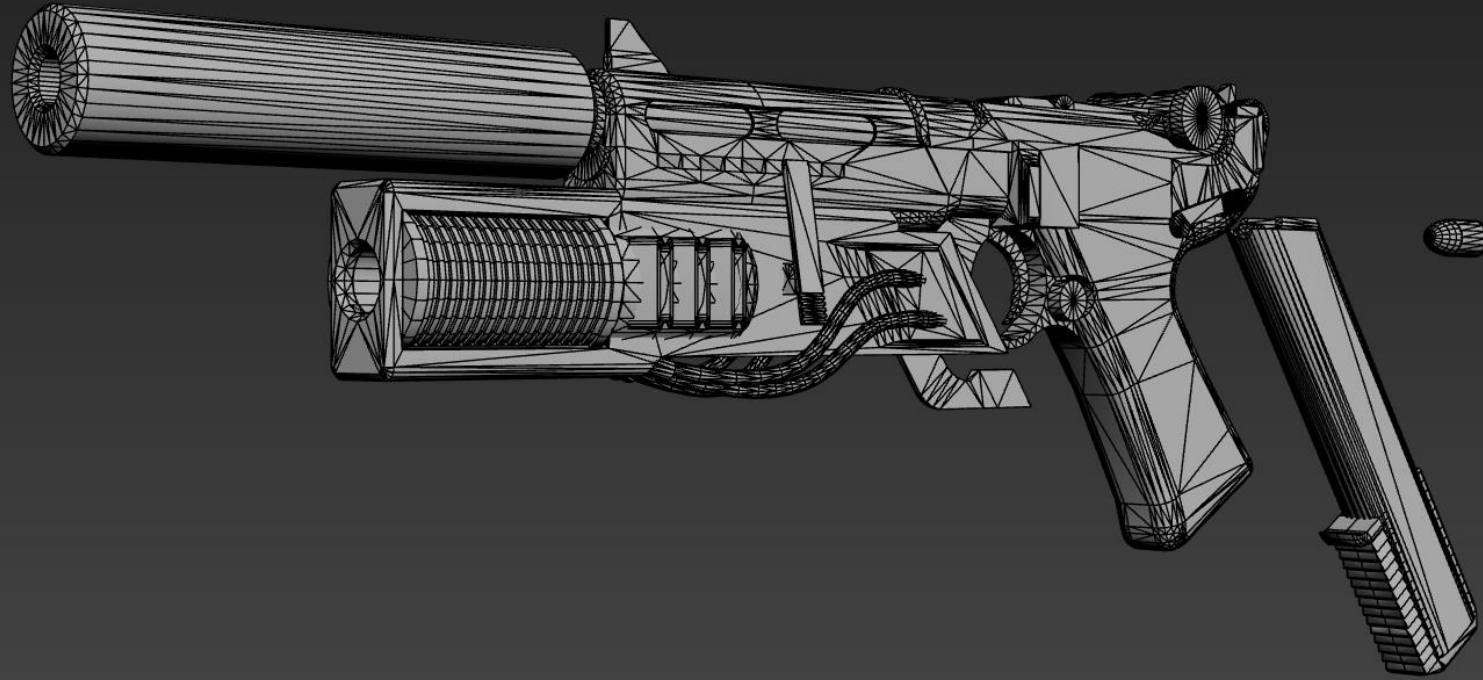
Zbrush High Poly



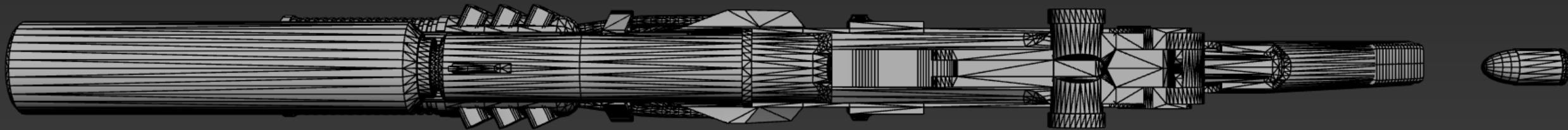
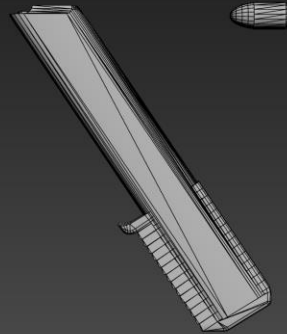
Test bake with flatten mapping

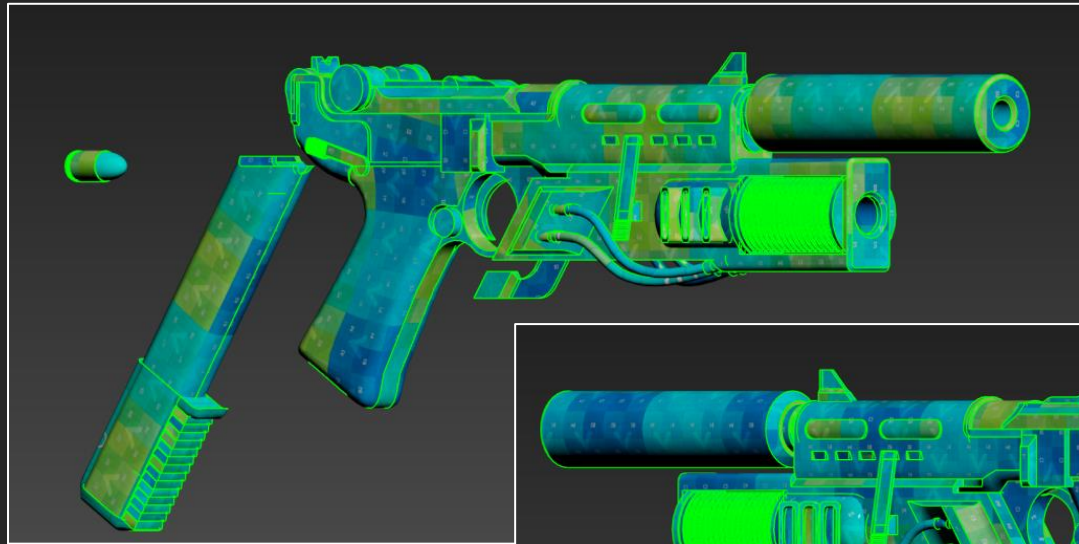
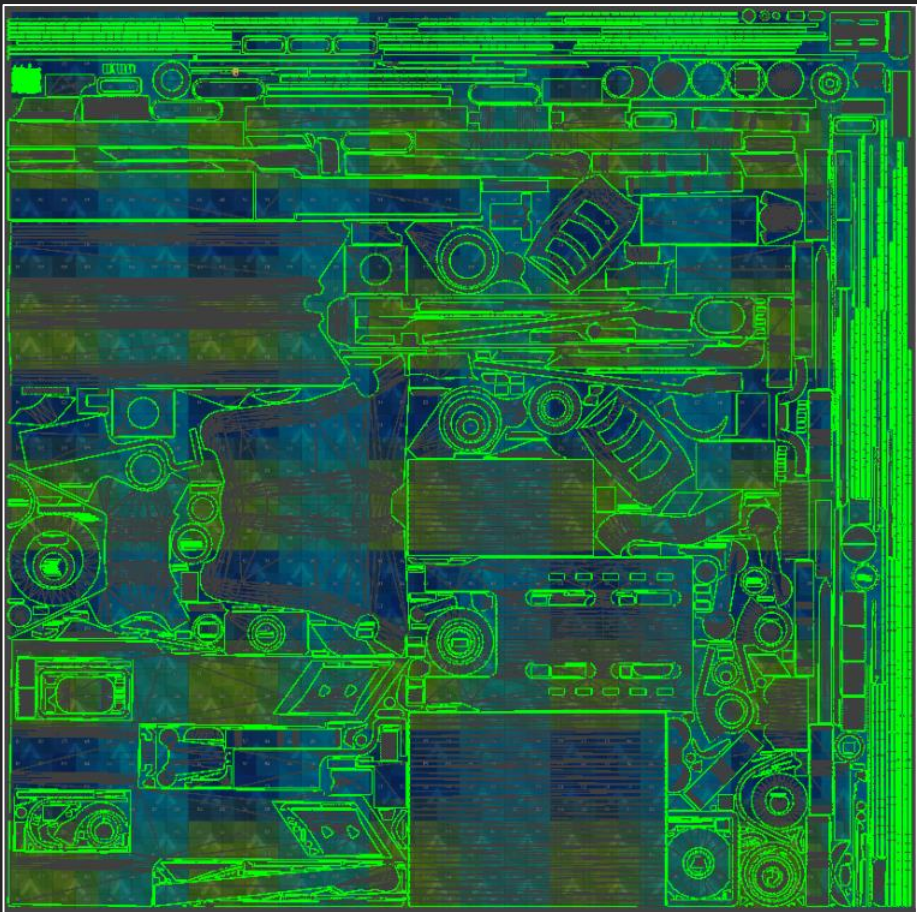


	Total
Polys:	14,331
Tris:	9,538
Verts:	8,372



Low Poly 3DS Max





Unwrap and texel density



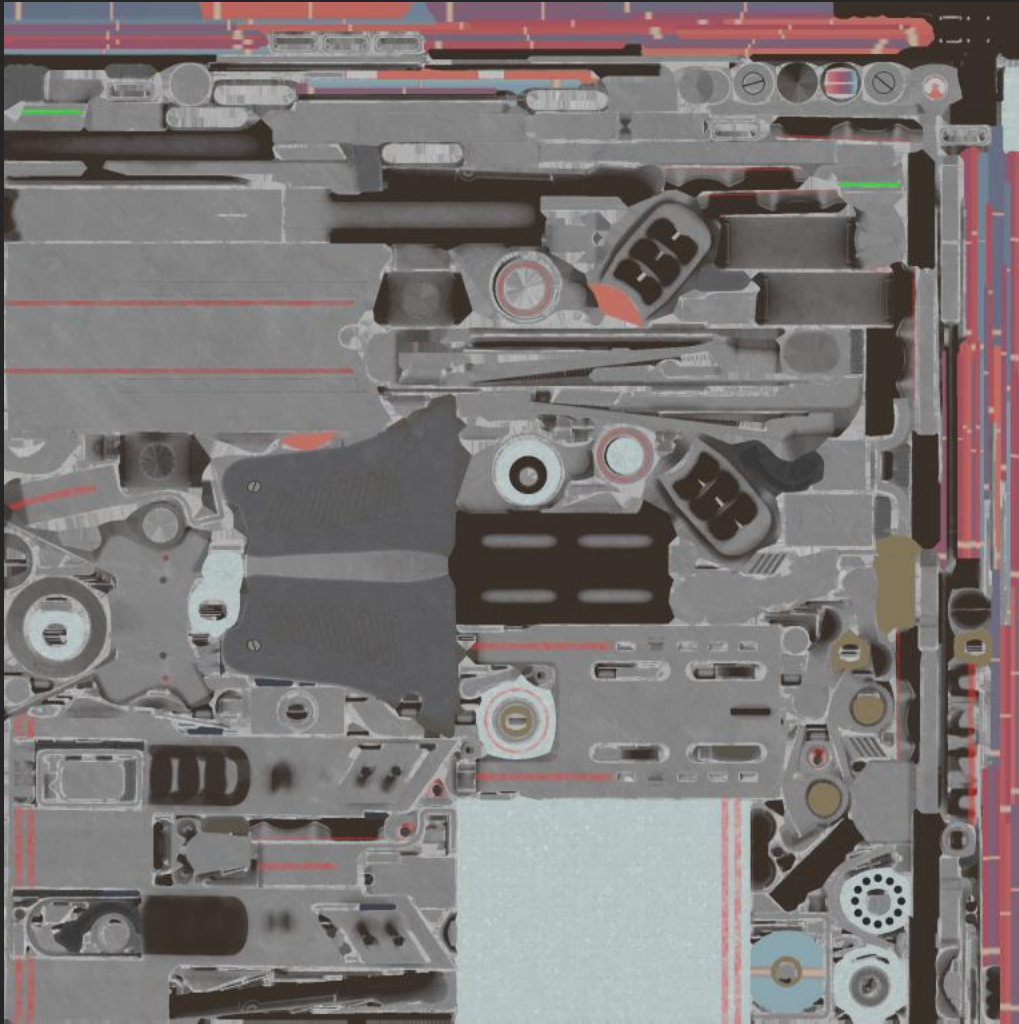


Substance Painter
texture and materials





Base colour:



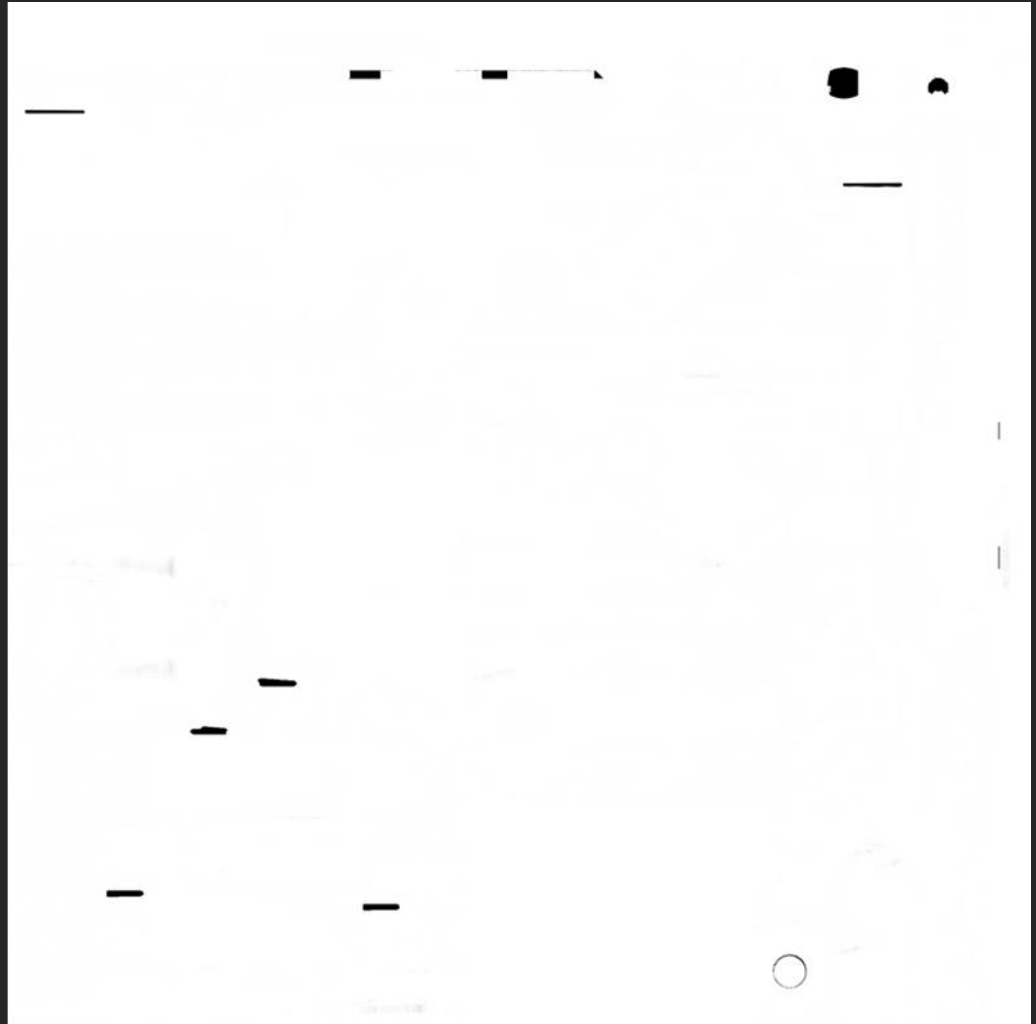
Emissive:



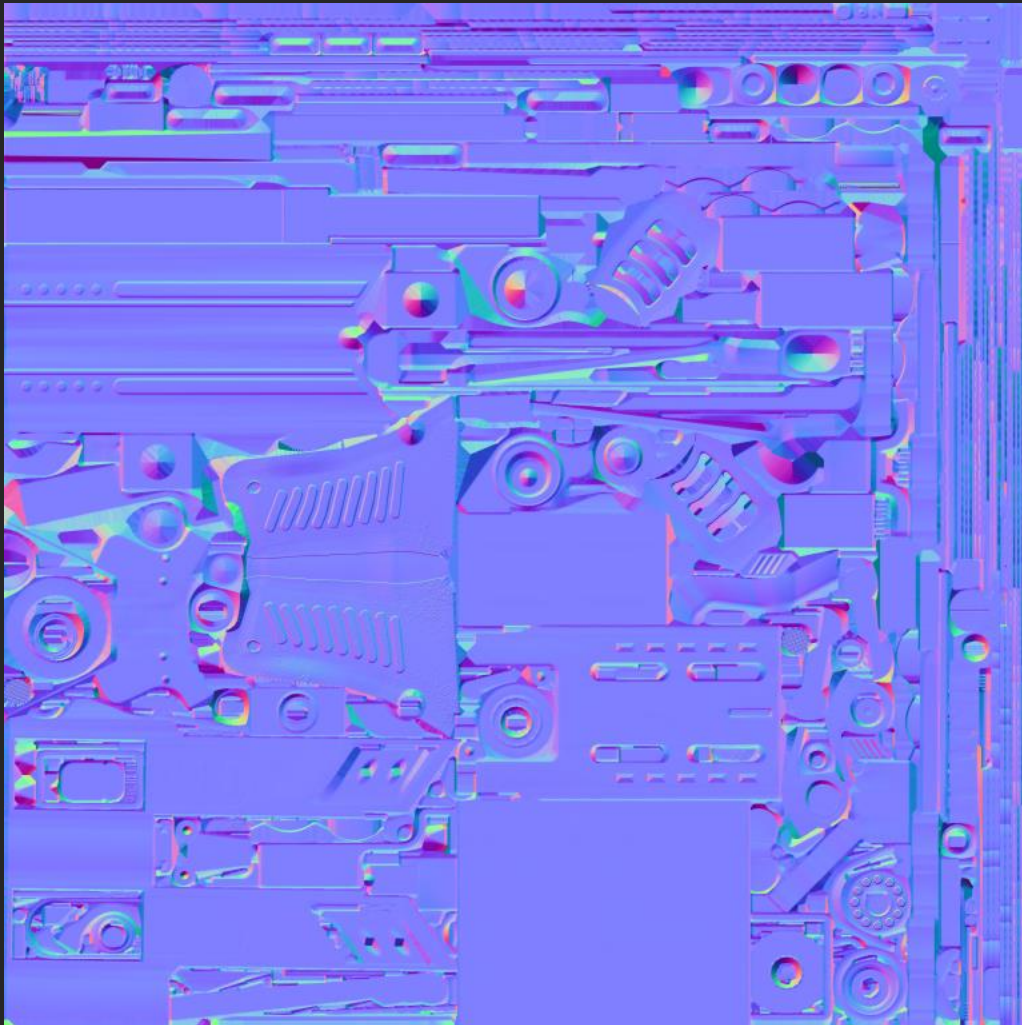
Height:



Metallic



Normal:



Roughness:

