















FBX and OBJ file formats are compatible with software: Maya, 3DS Max, Mudbox, AutoCAD, Inventor, Motion Builder, Revit, Softimage, ZBrush, MODO, 3D Coat, Keyshot SketchUp, Adobe Dimension CC. Rhinoceros, Lightwave, Vue xStream, SolidWorks, Houdini, Blender Unreal Engine etc.

## Tetra Prisma Square 1000 ml HeliCap 27 with frost and Condensation

Model\_0001074

## What's Included:

- Packaging 3D Model in FBX and OBJ file formats
- Cinema 4D R16+ Scene File (Octane 4x .C4D)
- 4K Textures with layered TIFF file and UV-Mesh HDRI, Materials (Octane for C4D)
- UV layout ready
- Renders, PDF readme

Note: You should have Octane Render 4+ installed to render the Cinema 4D scene file.

The FBX file includes a Subdivision option for droplets.
The OBJ file includes polygons with droplets that are merged into groups

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Three types of drops: large, medium and small.
There is an option to delete or move any drop.
Alternatively, you can disable/enable all drops at once.

















## It's possible to render without frost.































