

SIGERSHADERS™

Material Pack 0004

MARBLE TILES

This pack contains 6 complex material sets of Marble Tiles.
Tiles material comes with one color variations and three finishes: Matt, Lapatto and Polished.

Advanced material setups - 18 materials in total.

For custom color variations collection includes diffuse maps in uncompressed PNG format.
You may use these to create your own color variations without having to worry about compression artifacts of JPEG files.

Beside several color variations, each material texture consists of maps containing information to surface normals, surface height and reflectivity. Normal, bump, specular maps are essential to be able to achieve photo-real and authentic render results.

Pack includes ready-to-use material setups for Corona Renderer, V-Ray and Redshift (both for 3ds Max 2016+).

Tiles BRECCIA

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V





Matt



Lapatto

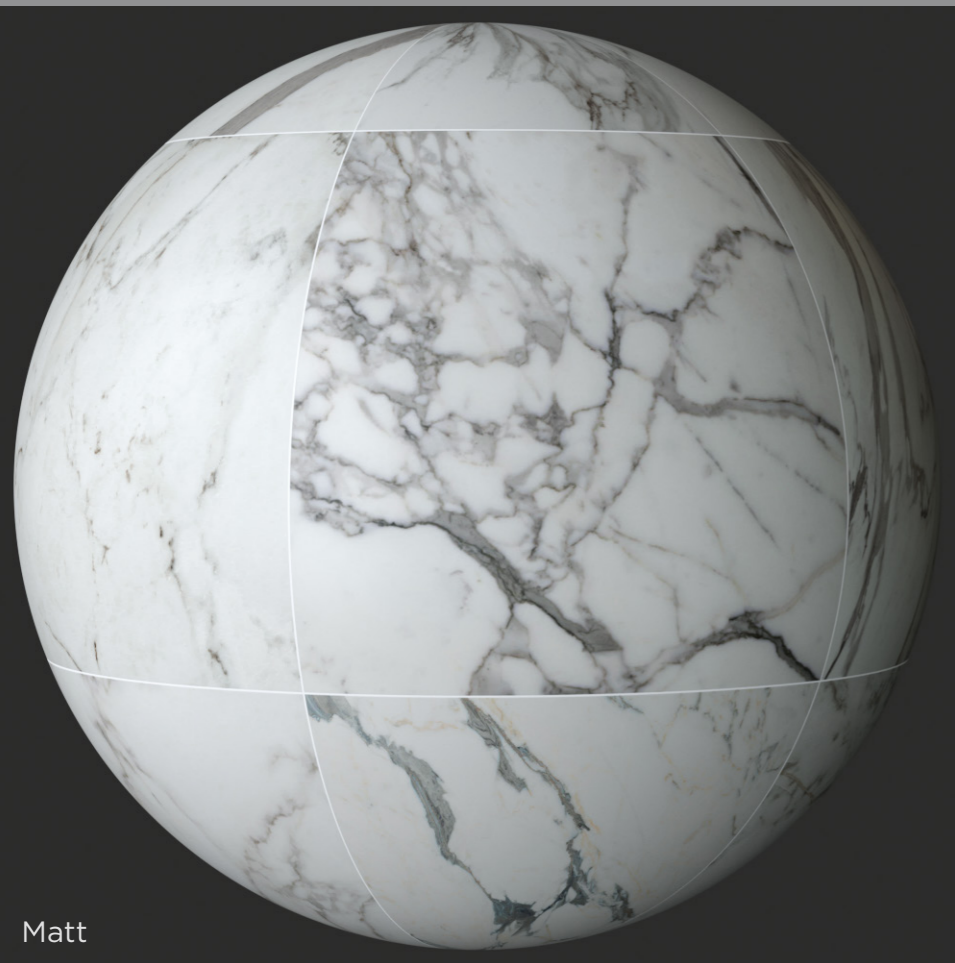


Polished

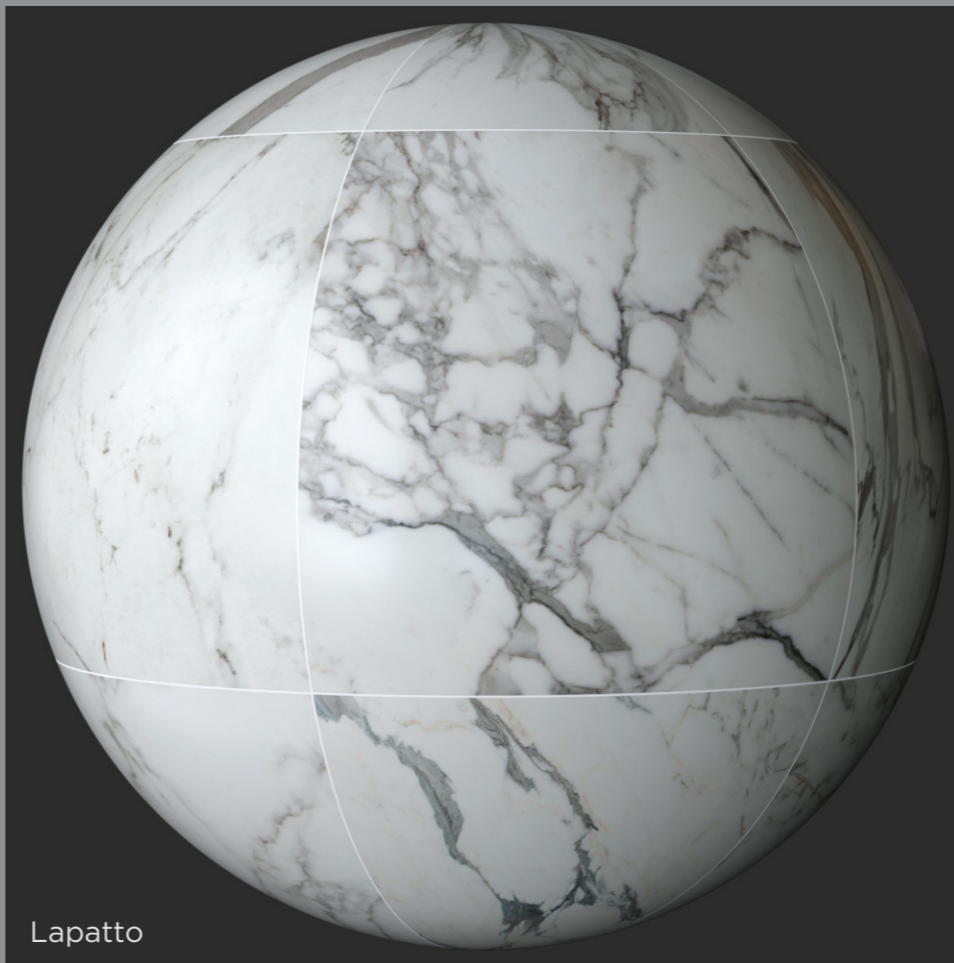
Tiles CALACATTA

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V

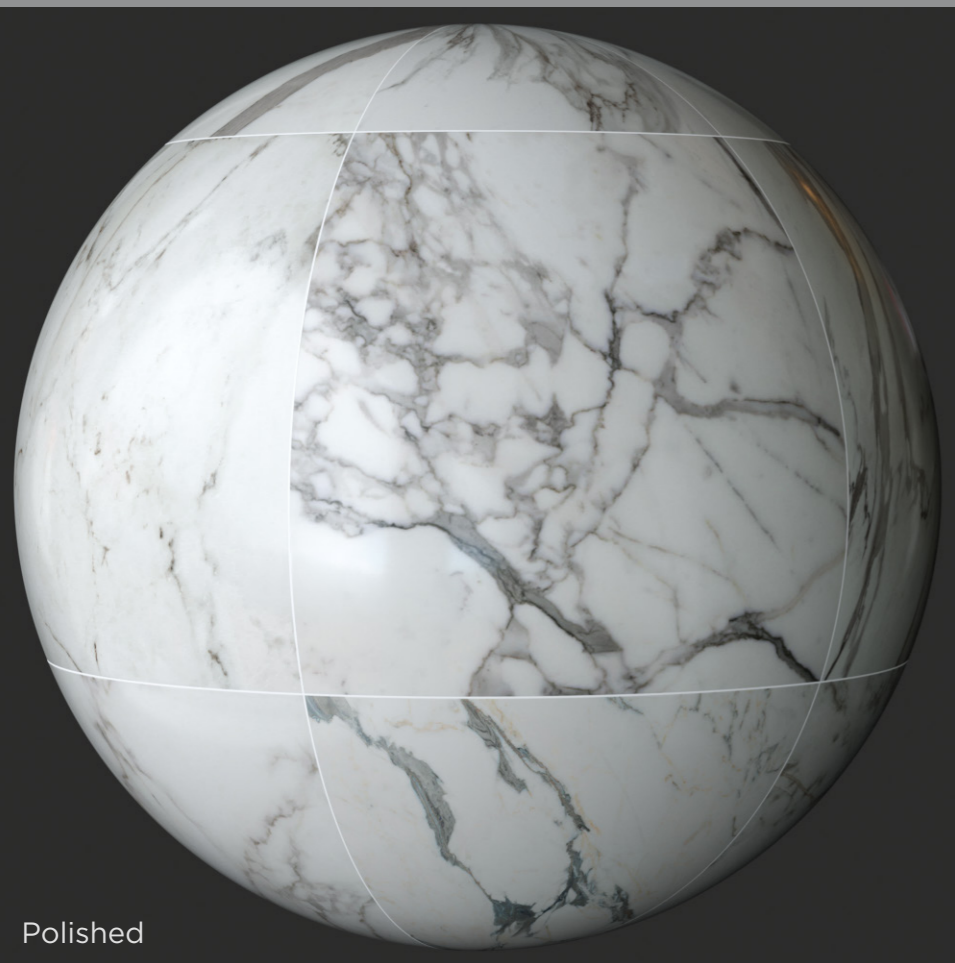




Matt



Lapatto

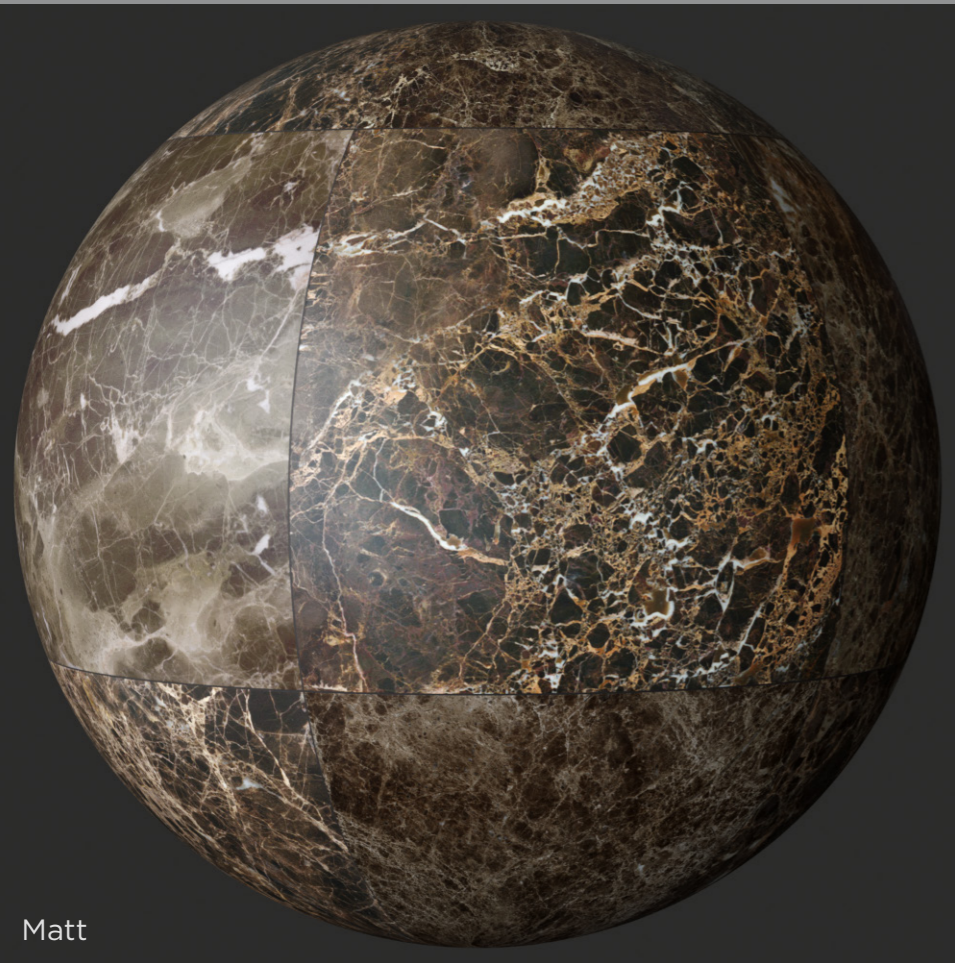


Polished

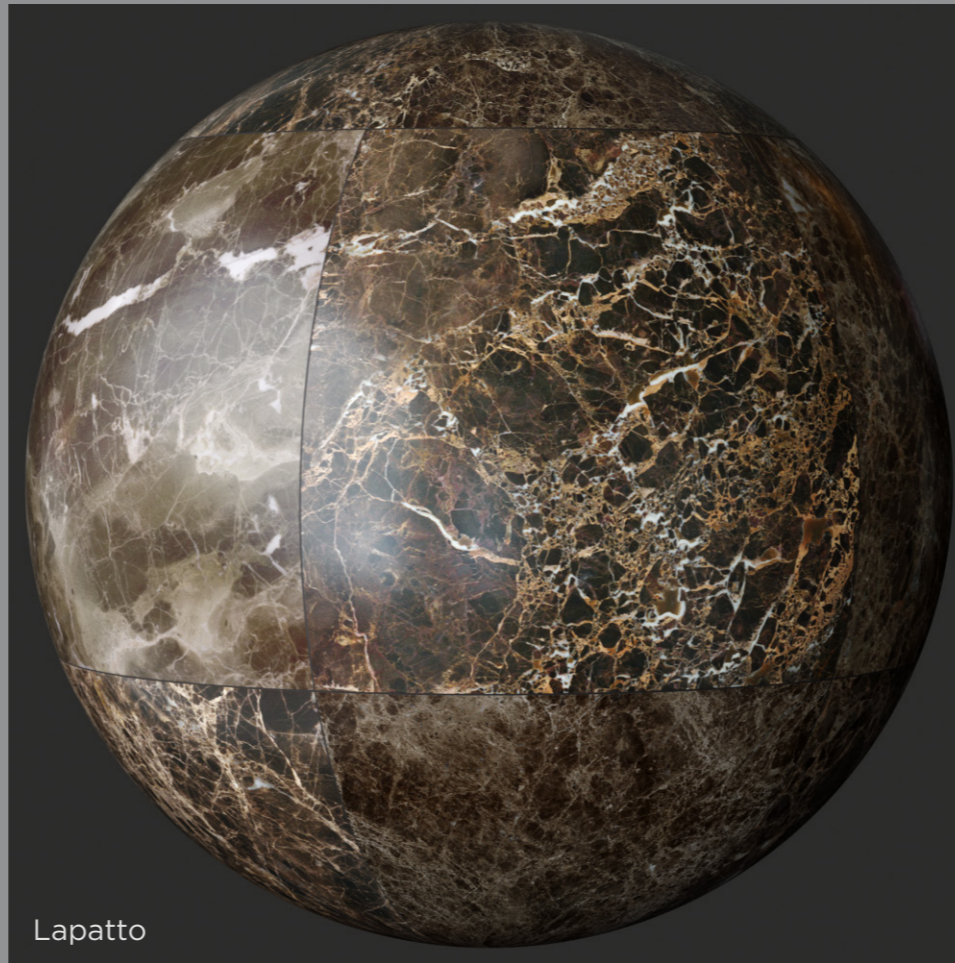
Tiles EMPERADOR

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V

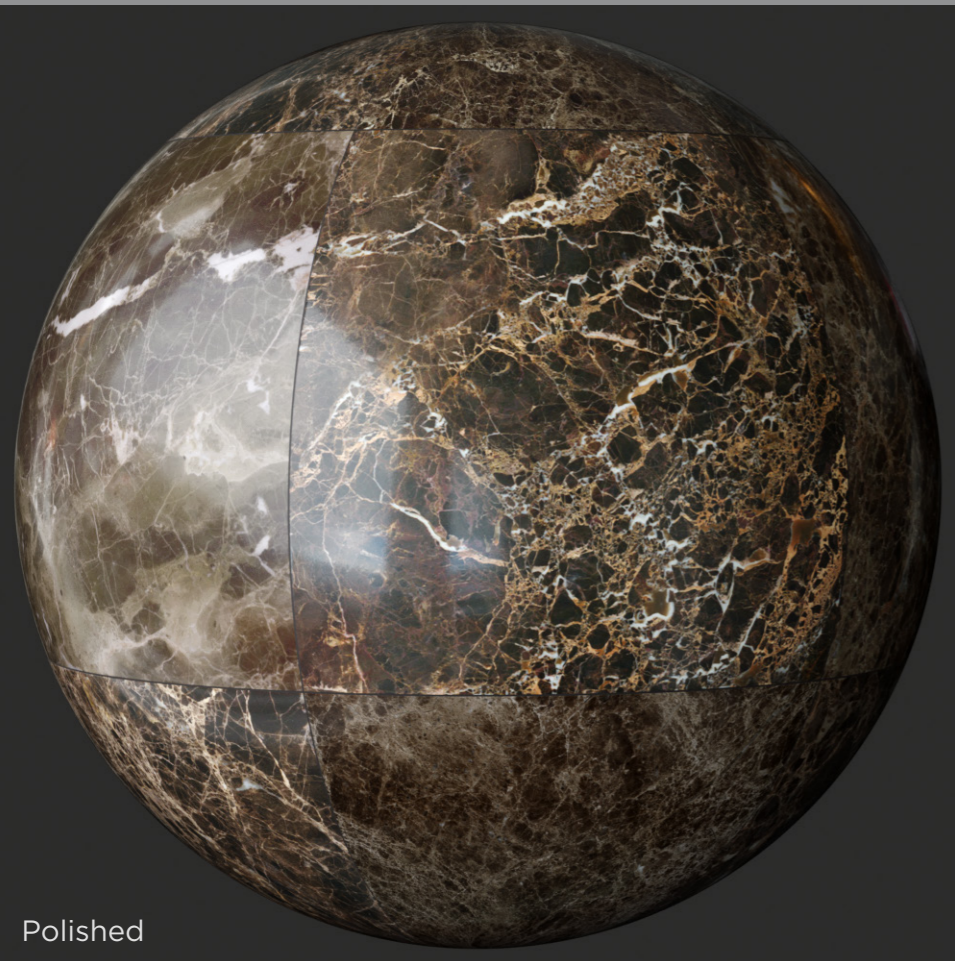




Matt



Lapatto



Polished

Tiles PORT LAURENT

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V





Matt



Lapatto



Polished

Tiles SILVER GREY

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V





Matt



Lapatto

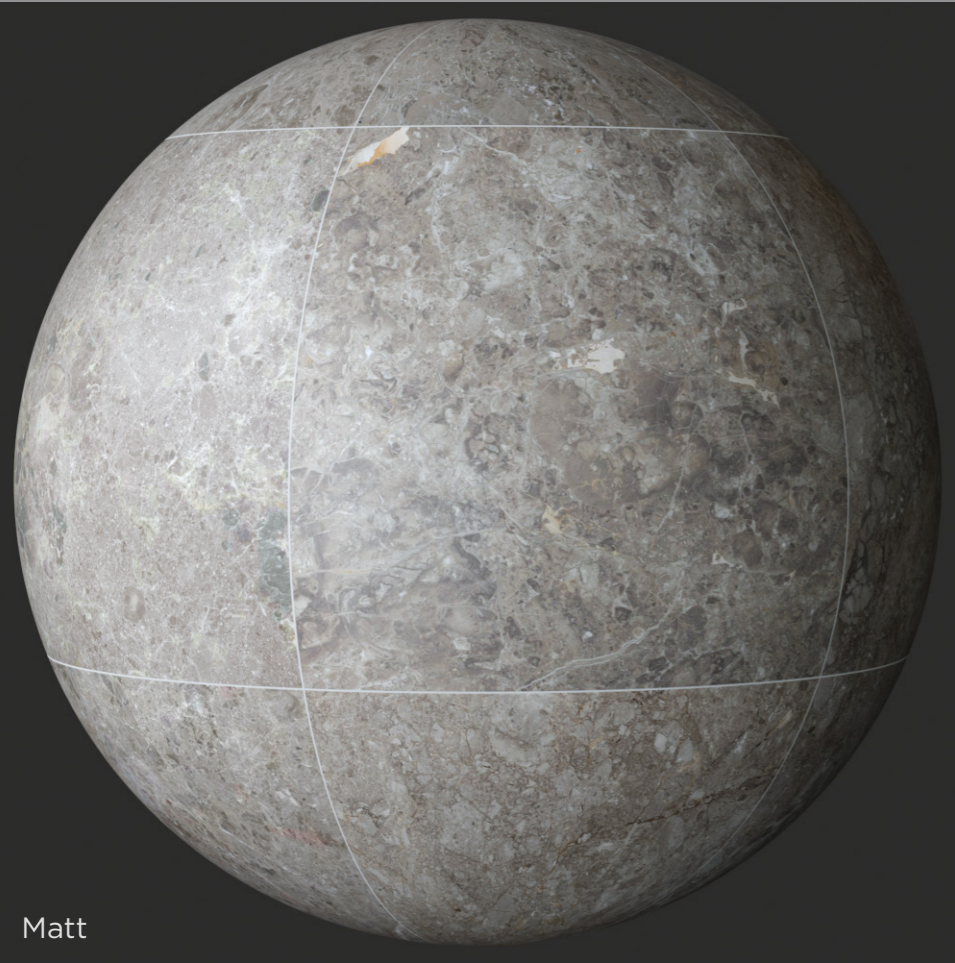


Polished

Tiles WILLIAMS GREY

Real Size: 300 cm x 300 cm
Pixel Size: 6000 px x 6000 px
Seamless: H / V





Matt



Lapatto



Polished