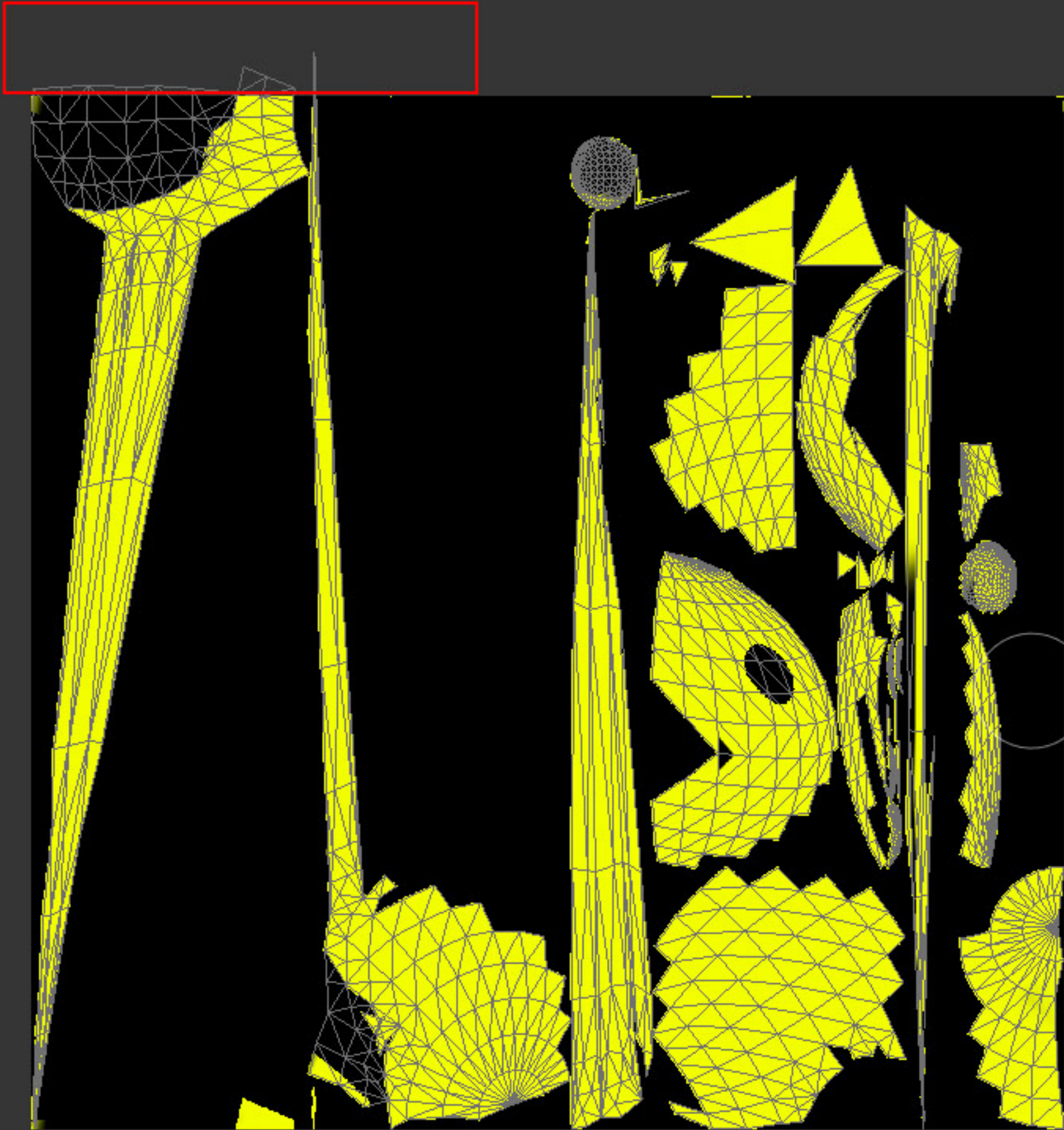
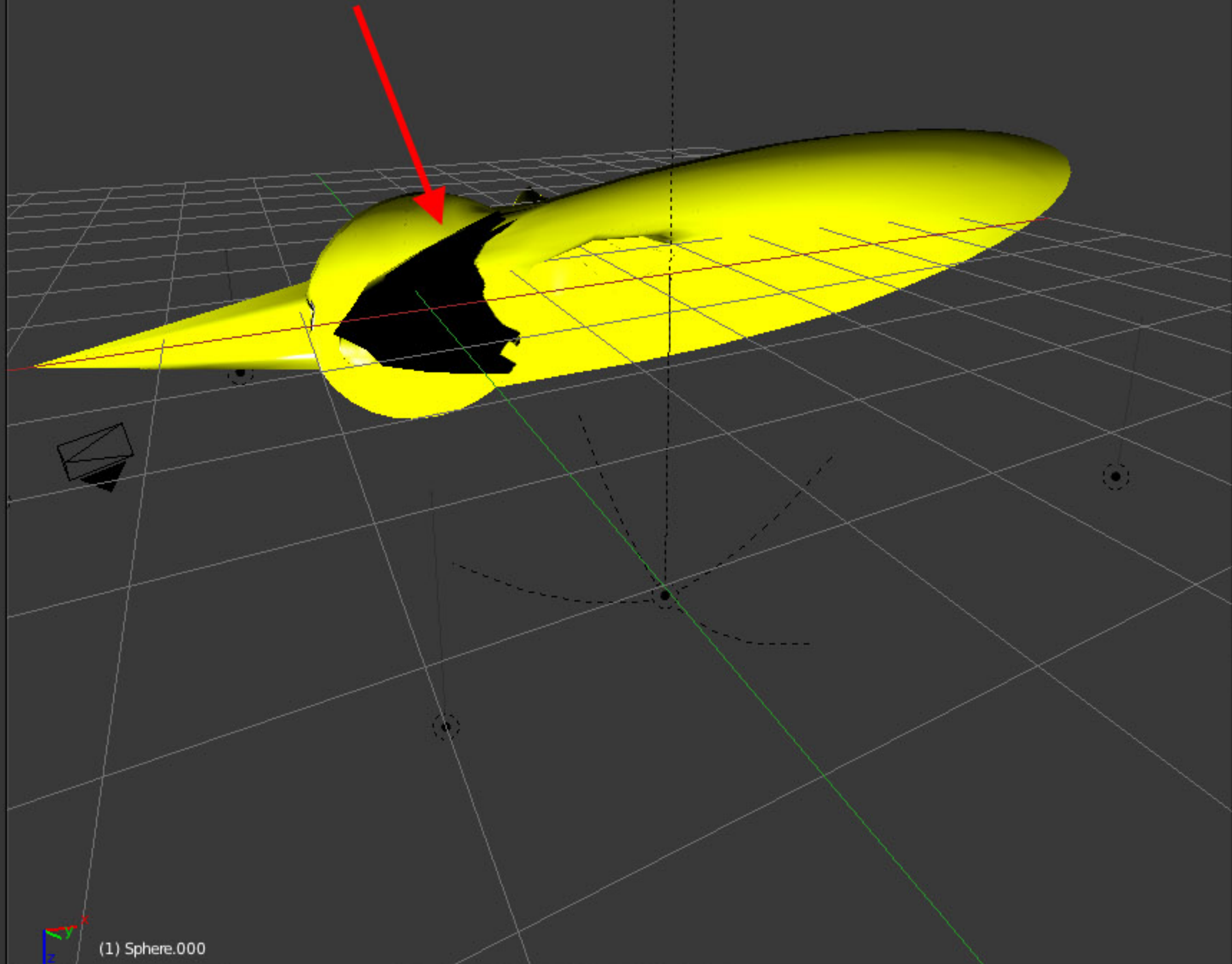


Out of bounds, you need to remap



Unused useless interior geometry



View Search All Scenes

Hemi

Point

Point.001

Point.002

Point.003

Point.004

Point.005

Point.006

Point.007

Point.008

Point.009

Sphere.000

Sphere.002

Texture.005

Texture.005

Type: Image or Movie

Preview

Texture Material Both

Show Alpha

Colors

Image

untitled 2 F

Source: Generated

Color Space: sRGB

View as Render

X: 1024 Y: 1024

Blank UV Grid Color Grid

Image Sampling

Image Mapping

Mapping

View Image* untitled 2 F

Paint

View Brush Texture Paint

Sel: 0

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290

View Marker Frame Playback

Start: 1 End: 250 1

No Sync