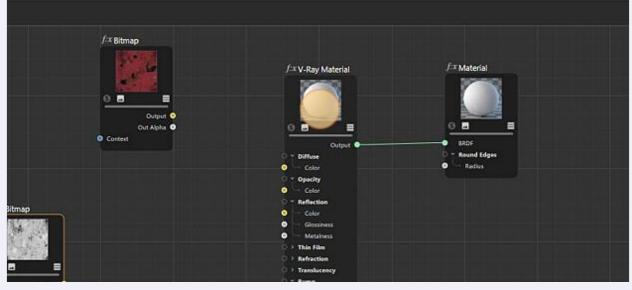
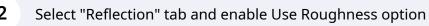
# **PBR Glossiness**



#### Color Mult Color Offset C



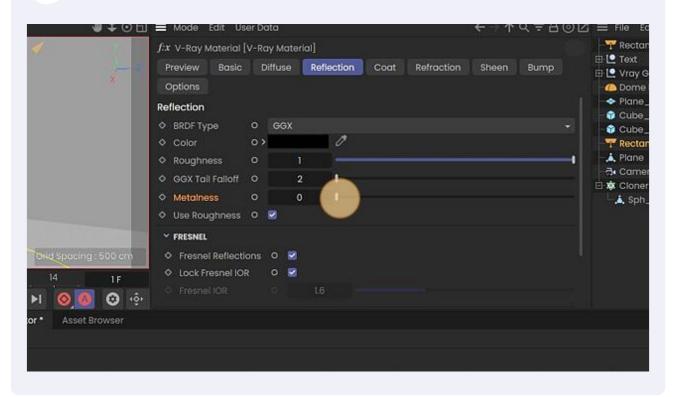


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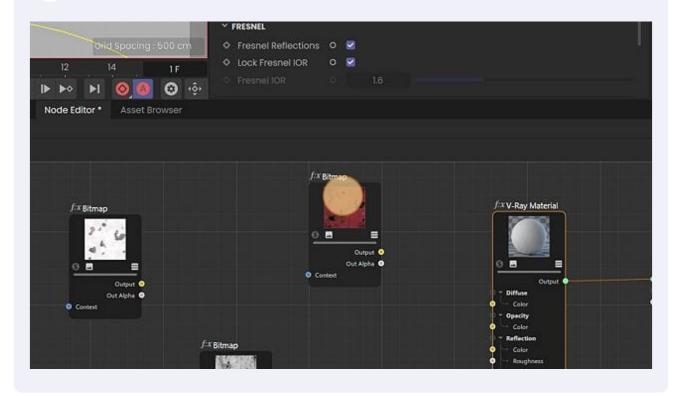
#### Select "Metalness" option

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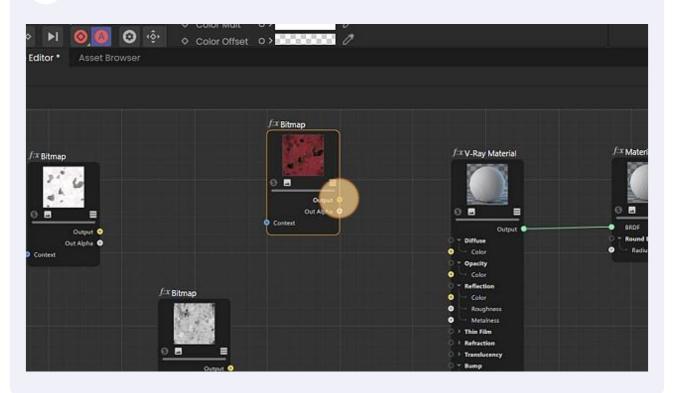
4 Set option to 1



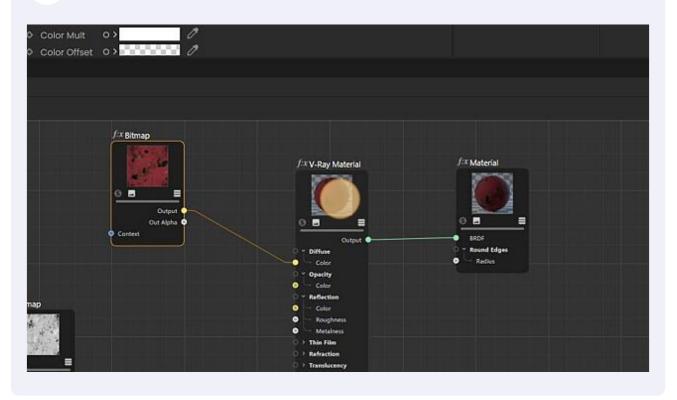
#### Add textures to Node space



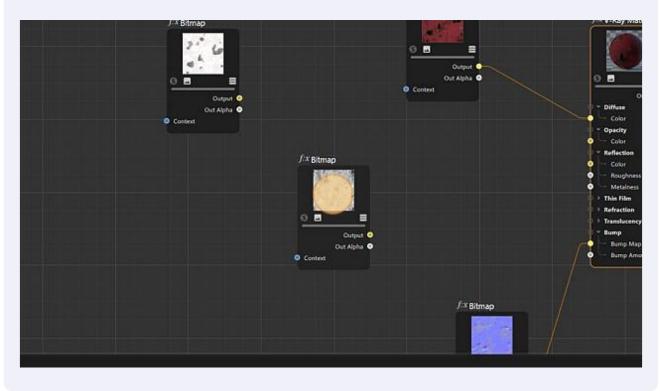
#### **6** Select Diffuse texture and add it to Material Diffuse Color node



#### 7 Texture to color node



Select Glossiness texture map (in my case). I use this setup because that includes one more extra step.



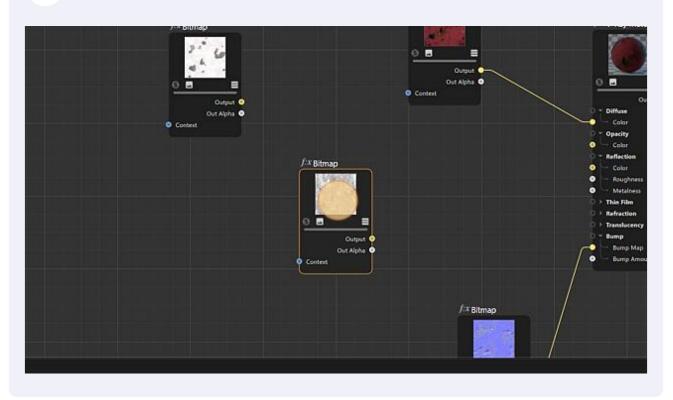
Select the Bitmap tab and next enable the Invert option. If you have a Roughness map you don't need to invert texture map.

	5-3	Preview Basic Bitmap Mapping	
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## Connect texture map to Roughness slot



### Assign material to geometry and render it.

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