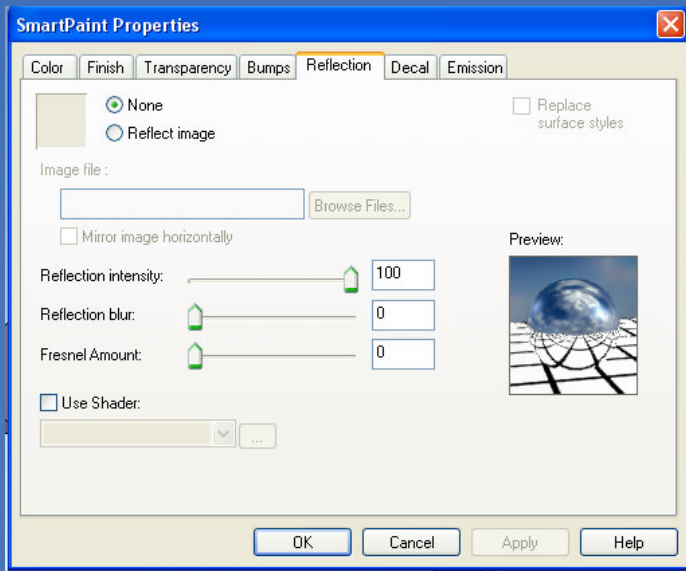


# SmartPaint™

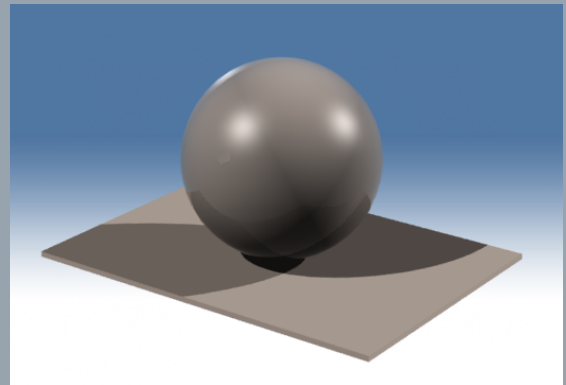
## Options Exploration



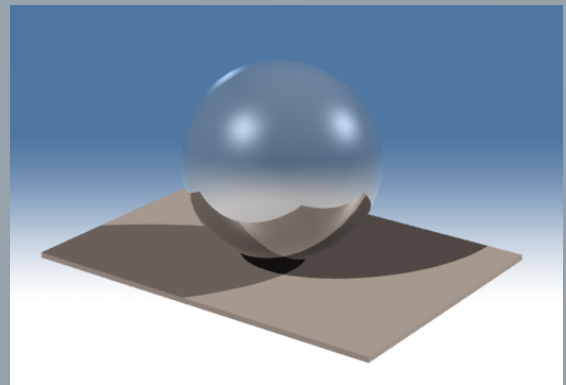
## Fresnel

Fresnel only works when you have a reflection value set. In these examples the reflection was set to 100 and with the default scene lighting and no other special circumstances used.

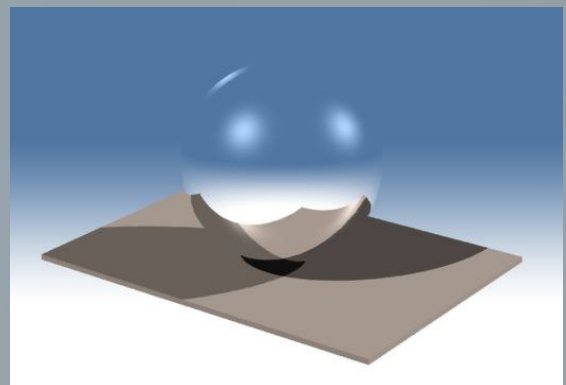
Some good uses would be to simulate chrome or even glass in some instances.



Fresnel Set to 1



Fresnel Set to 0.6



Fresnel Set to 0