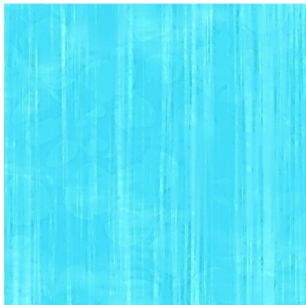




Art01



Art02



Art03



Art04



Art05



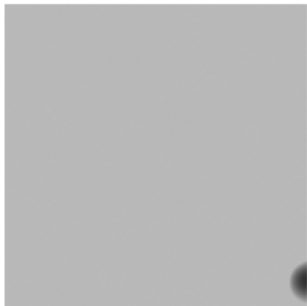
Art06



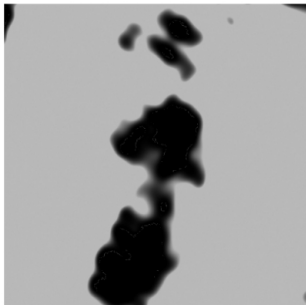
Cardboard01



Cardboard02



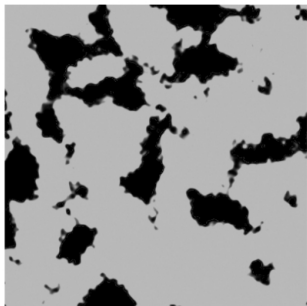
Combustion01



Combustion02



Combustion02_alpha



Combustion03



Combustion03_alpha



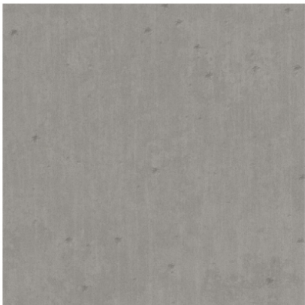
Concrete01



Concrete02



Concrete03



Concrete04



Concrete05



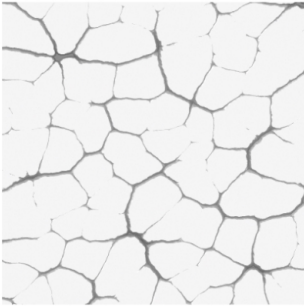
Concrete06



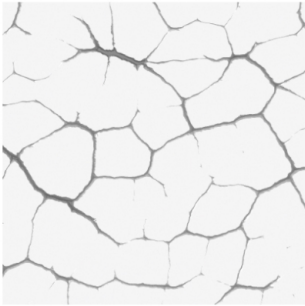
Concrete07



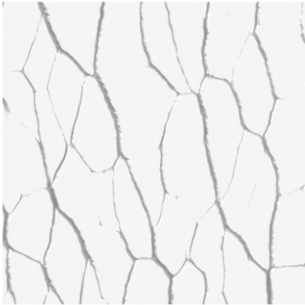
Concrete08



Crack01



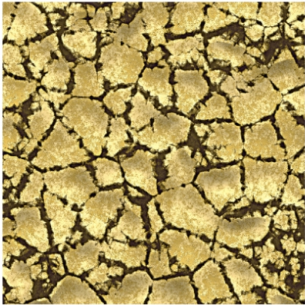
Crack02



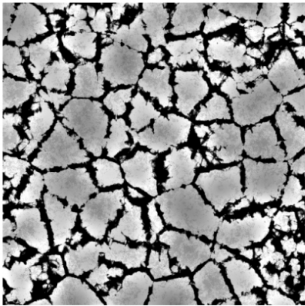
Crack03



Crack04



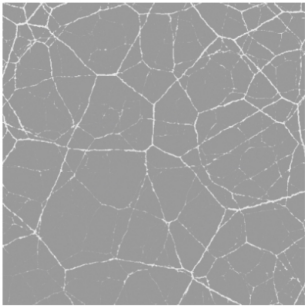
Crack05



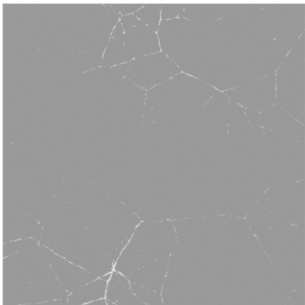
Crack05_bump



Creases01



Creases02



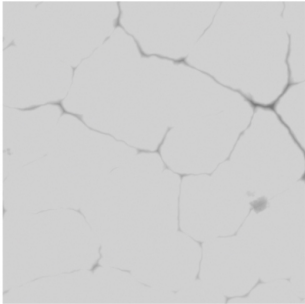
Creases03



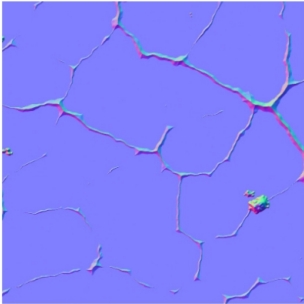
Damaged01



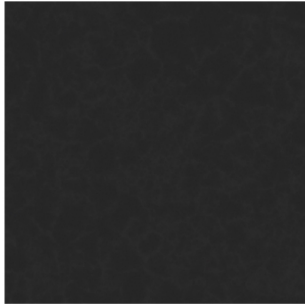
Damaged01_bump



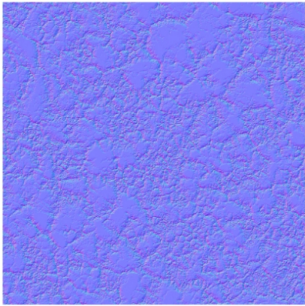
Damaged01_diffuse



Damaged01_normal



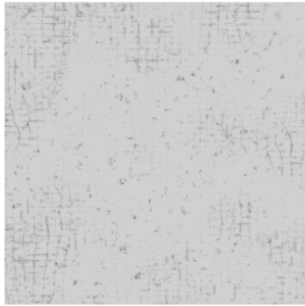
Damaged02_bump



Damaged02_normal



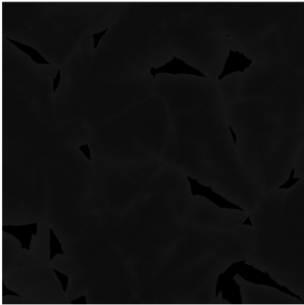
Damaged02I



Damaged03



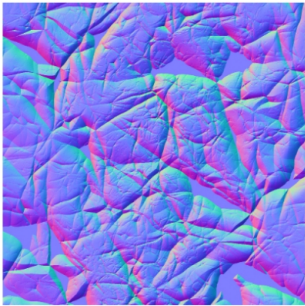
Damaged04



Damaged04_bump



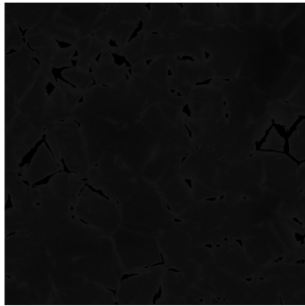
Damaged04_diffuse



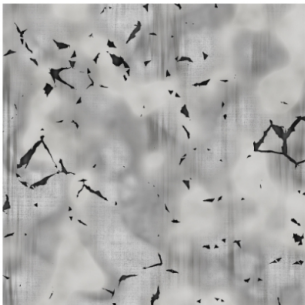
Damaged04_normal



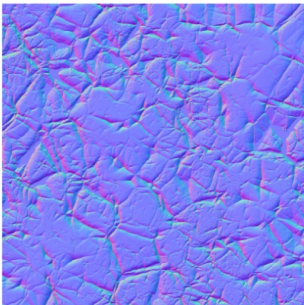
Damaged05



Damaged05_bump



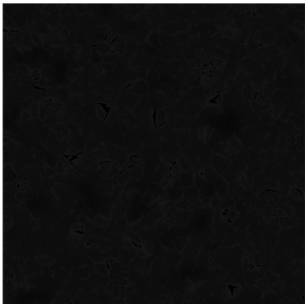
Damaged05_diffuse



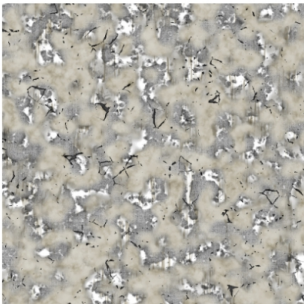
Damaged05_normal



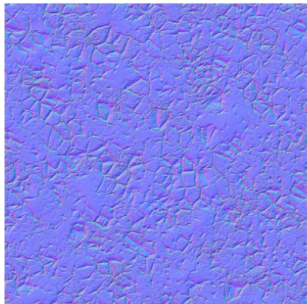
Damaged06



Damaged06_bump



Damaged06_diffuse



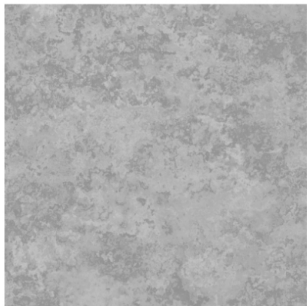
Damaged06_normal



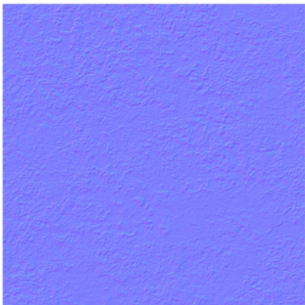
Damaged07



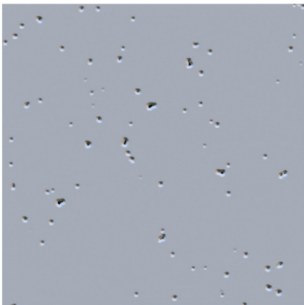
Damaged07_bump



Damaged07_diffuse



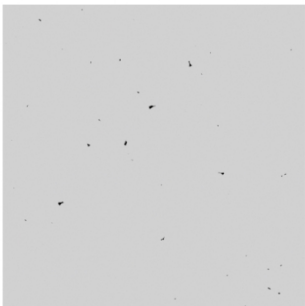
Damaged07_normal



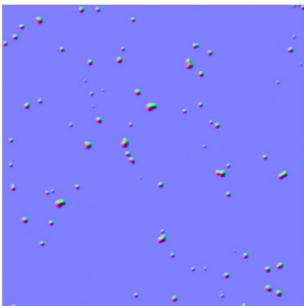
Damaged08



Damaged08_bump



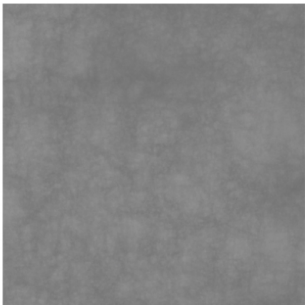
Damaged08_diffuse



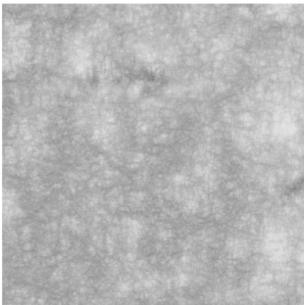
Damaged08_normal



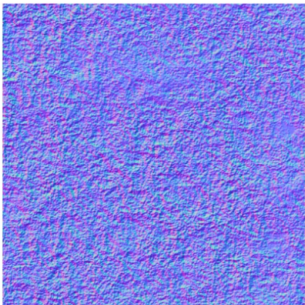
Damaged09



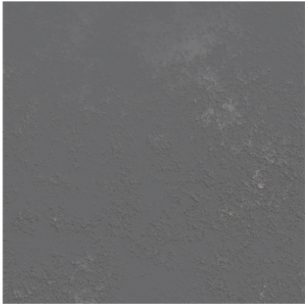
Damaged09_bump



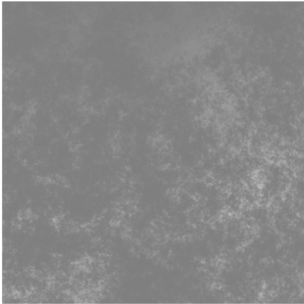
Damaged09_diffuse



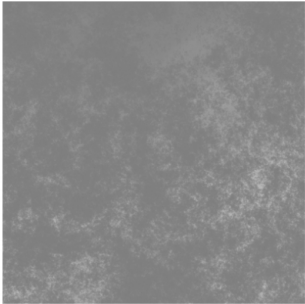
Damaged09_normal



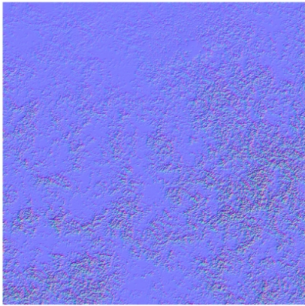
Damaged10



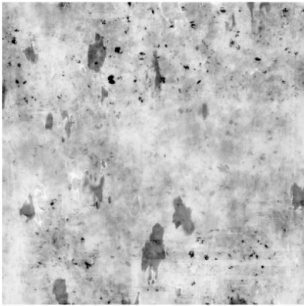
Damaged10_bump



Damaged10_diffuse



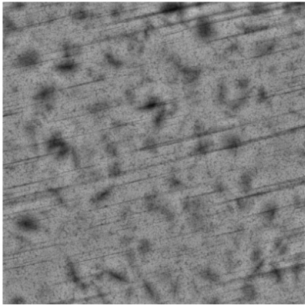
Damaged10_normal



Damaged11



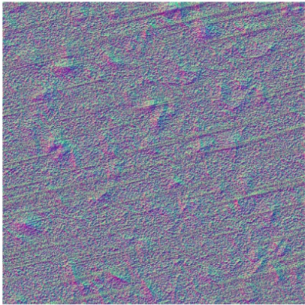
Damaged12



Damaged12_bump



Damaged12_diffuse



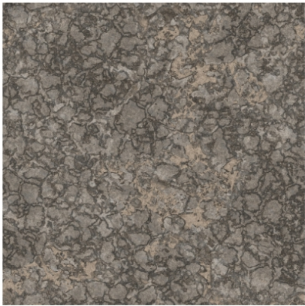
Damaged12_normal



Diffuse01



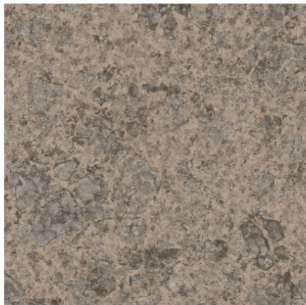
Diffuse02



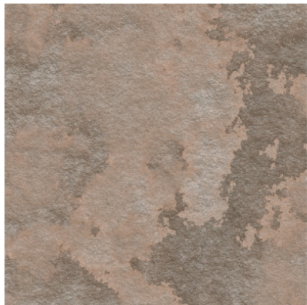
Dirt01



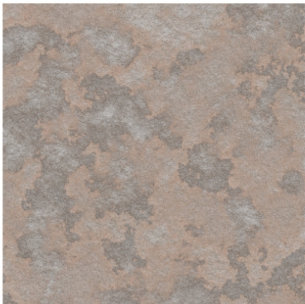
Dirt02



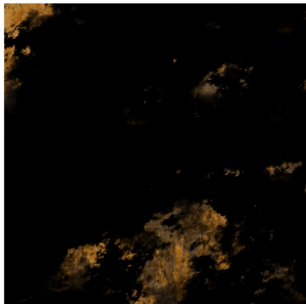
Dirt03



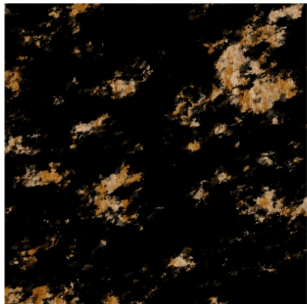
Dirt04



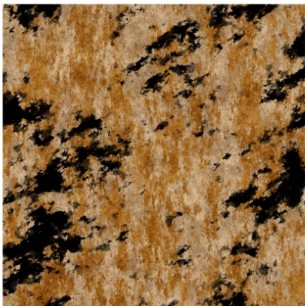
Dirt05



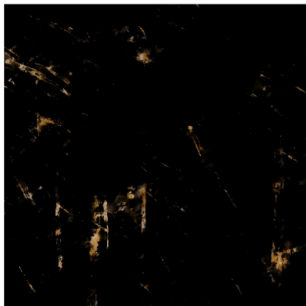
Dirt06



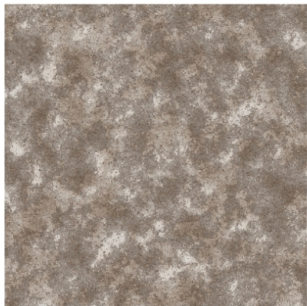
Dirt07



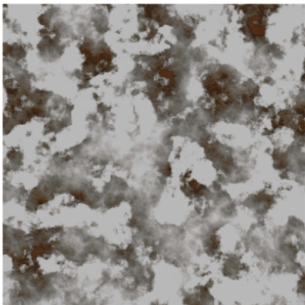
Dirt08



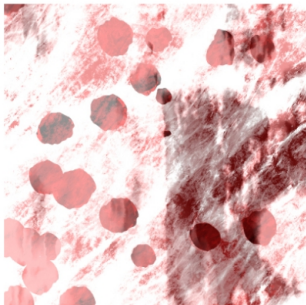
Dirt09



Dirt10



Dirt11



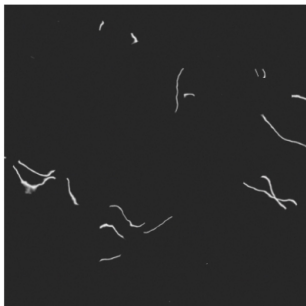
Dots01



Dust01



Dust02



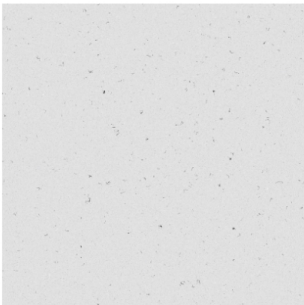
Dust03



Dust04



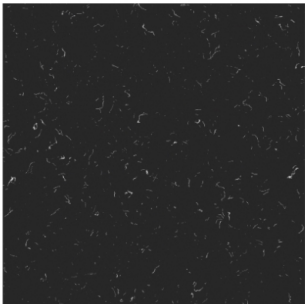
Dust05



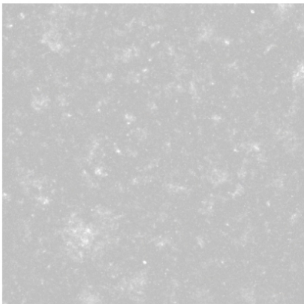
Dust06



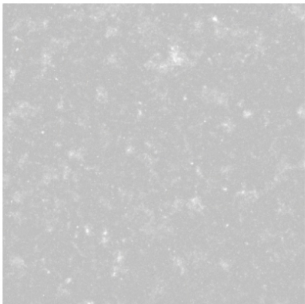
Dust07



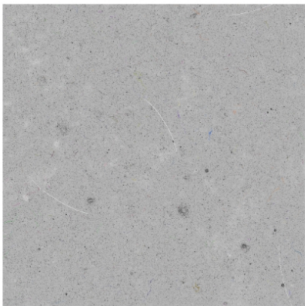
Dust08



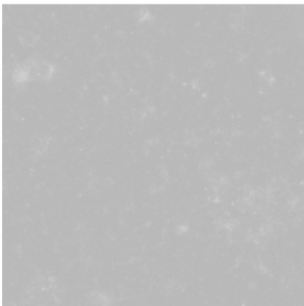
Dust09



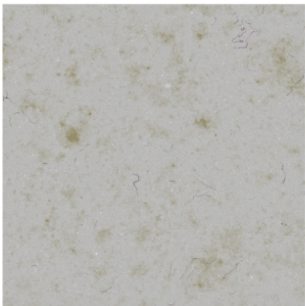
Dust10



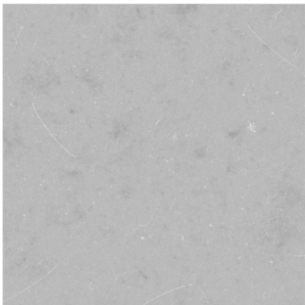
Dust11



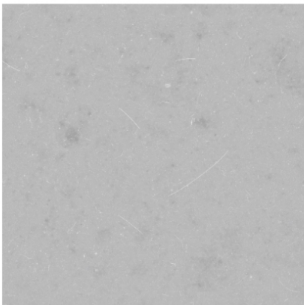
Dust12



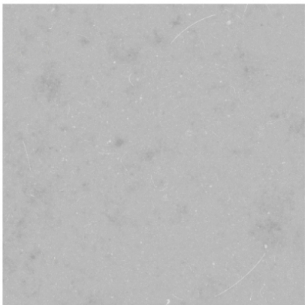
Dust13



Dust14



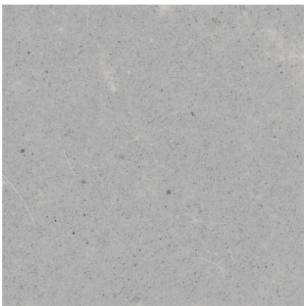
Dust15



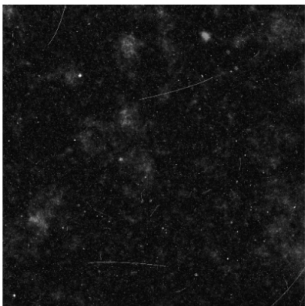
Dust16



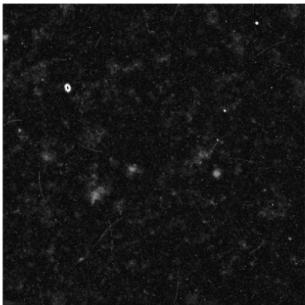
Dust17



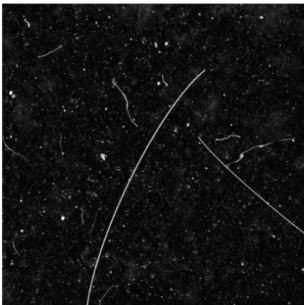
Dust18



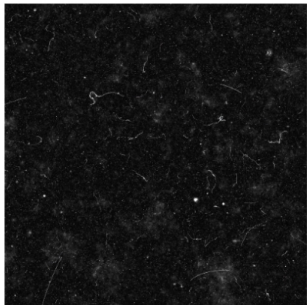
Dust19



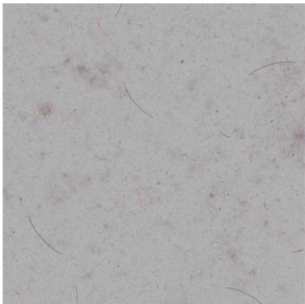
Dust20



Dust21



Dust22



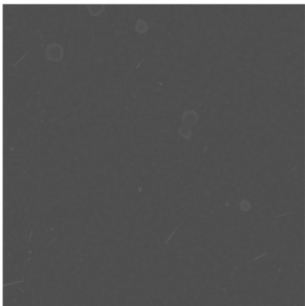
Dust23



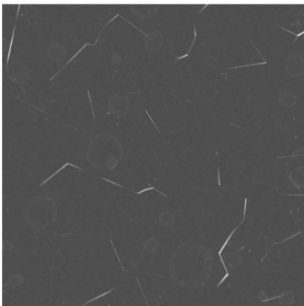
Dust24



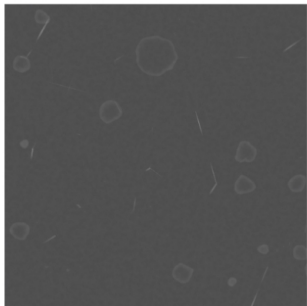
Dust25



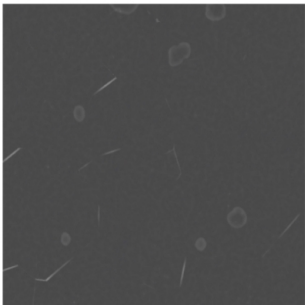
Dust26



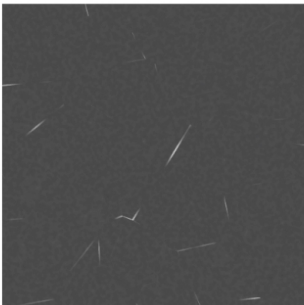
Dust27



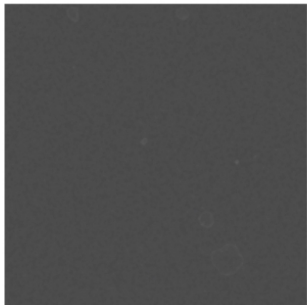
Dust28



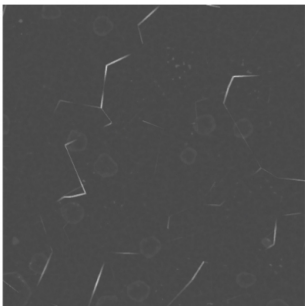
Dust29



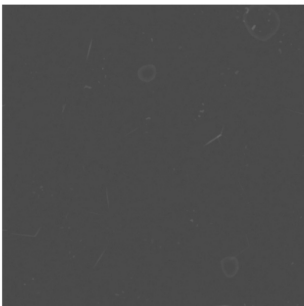
Dust30



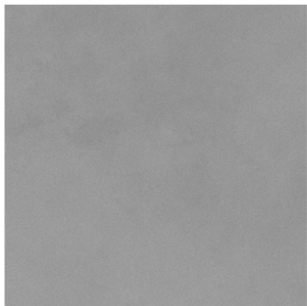
Dust31



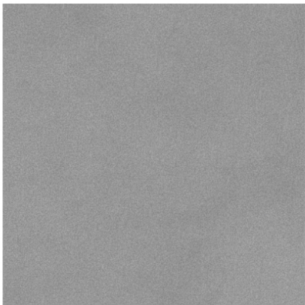
Dust32



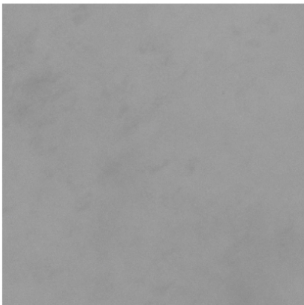
Dust33



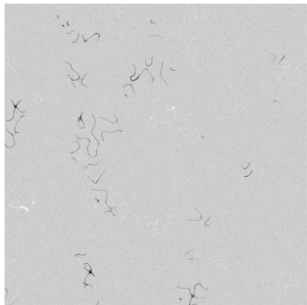
Grain01



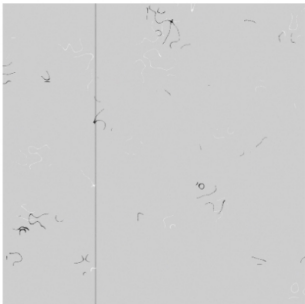
Grain02



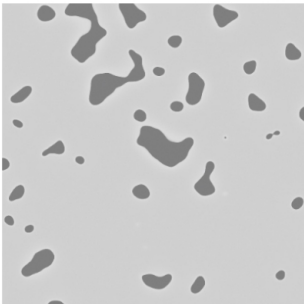
Grain03



Hair01



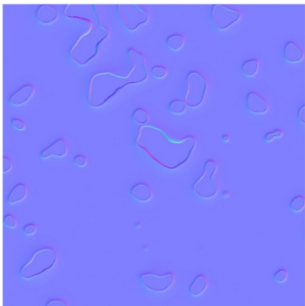
Hair02



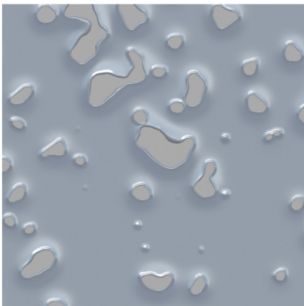
Liquid01_bump



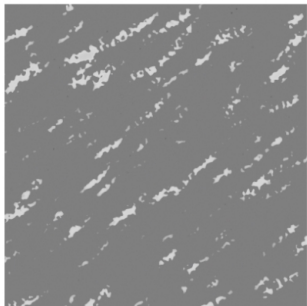
Liquid01_diffuse



Liquid01_normal



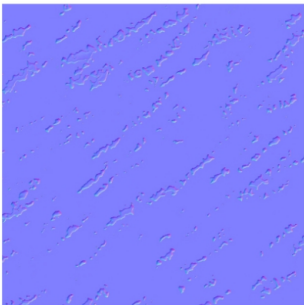
Liquid01_render



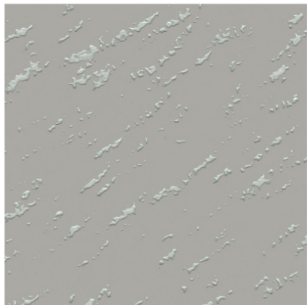
Liquid02_bump



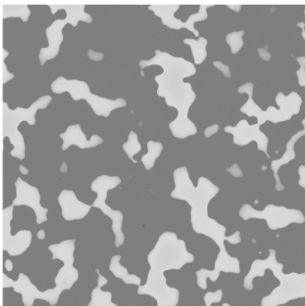
Liquid02_diffuse



Liquid02_normal



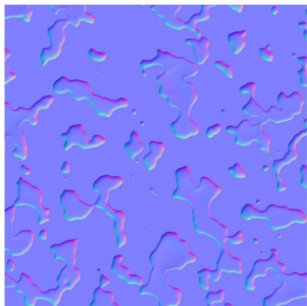
Liquid02_render



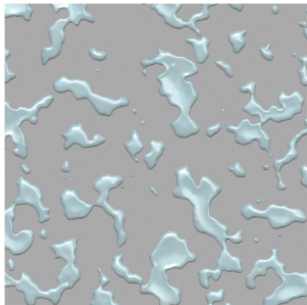
Liquid03_bump



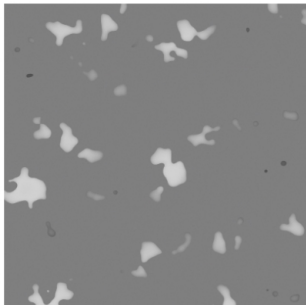
Liquid03_diffuse



Liquid03_normal



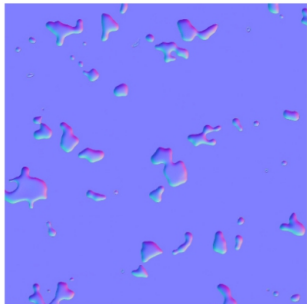
Liquid03_render1



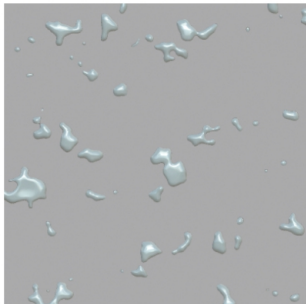
Liquid04_bump



Liquid04_diffuse



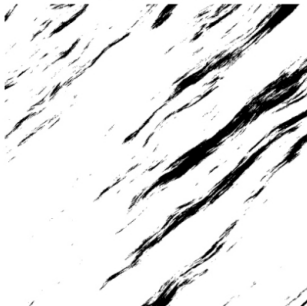
Liquid04_normal



Liquid04_render



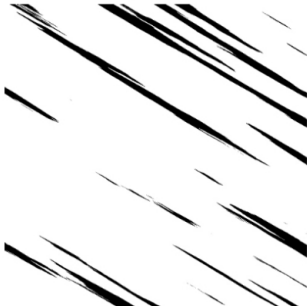
Noise01



Noise02



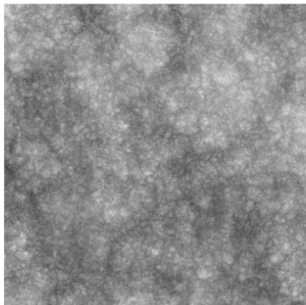
Noise03



Noise04



Noise05



Noise06



Noise07



Overlay01



Overlay02



Overlay03



Overlay04



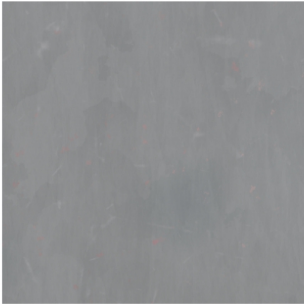
Overlay05



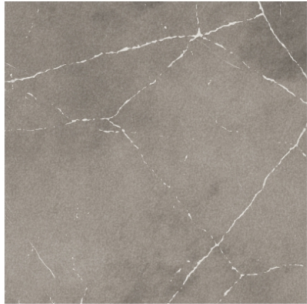
Overlay06



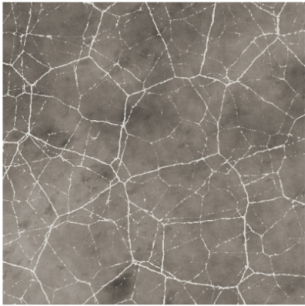
Overlay07



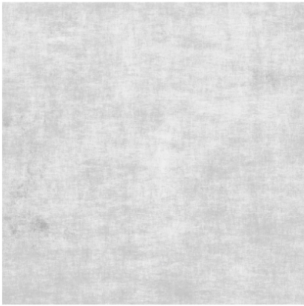
Overlay08



Overlay09



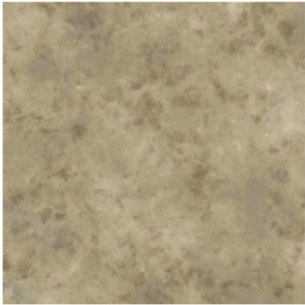
Overlay10



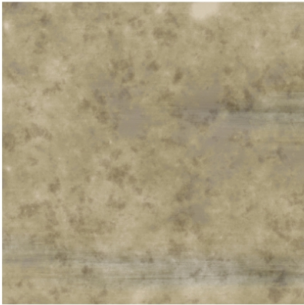
Overlay11



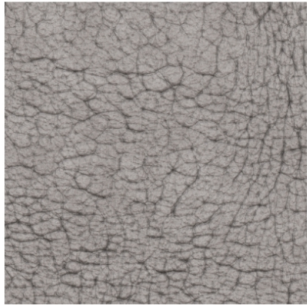
Overlay12



Overlay13



Overlay14



Overlay15



Overlay16



Paint01



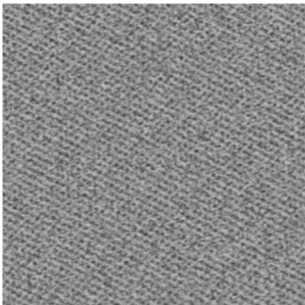
Paint02



Paint03



Paper01



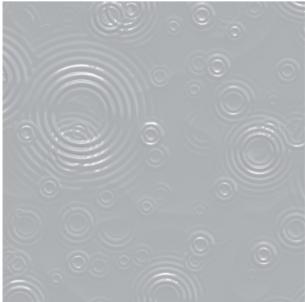
Paper01_bump



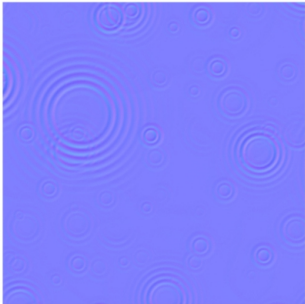
Parchment01



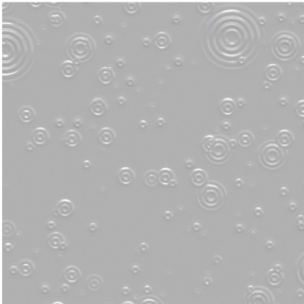
Parchment02



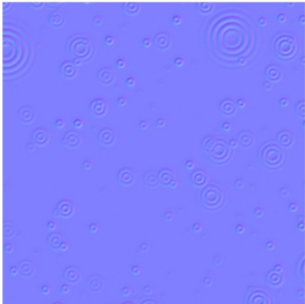
Rain01



Rain01_normal



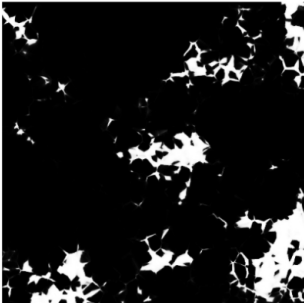
Rain02



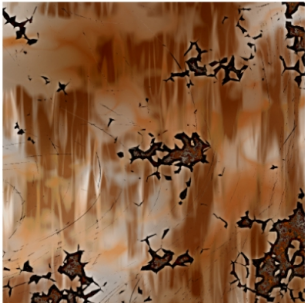
Rain02_normal



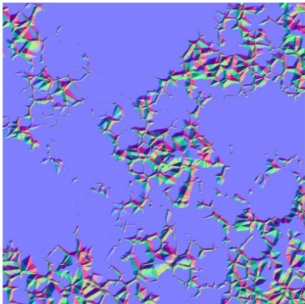
Rust01



Rust01_bump



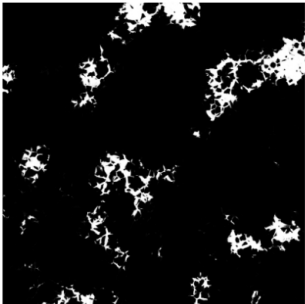
Rust01_diffuse



Rust01_normal



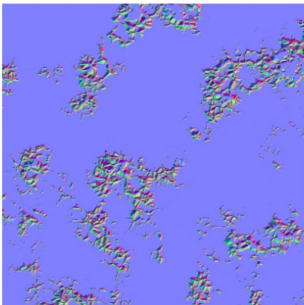
Rust02



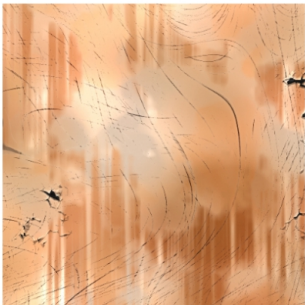
Rust02_bump



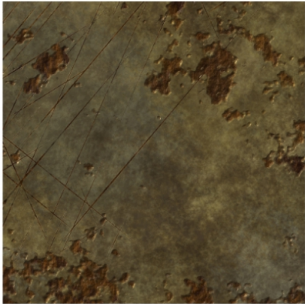
Rust02_diffuse



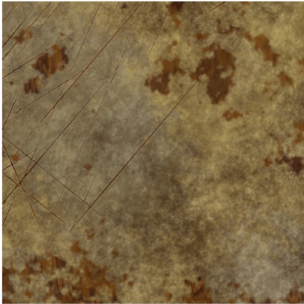
Rust02_normal



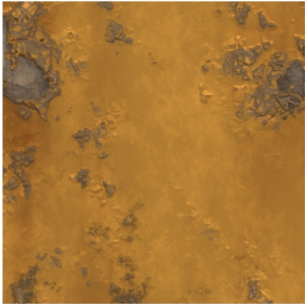
Rust03



Rust04



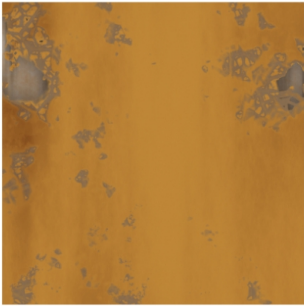
Rust04_Diffuse



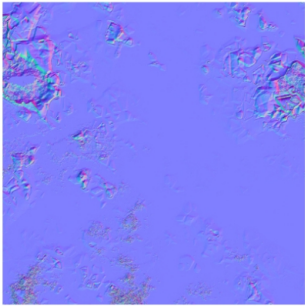
Rust05



Rust05_bump



Rust05_diffuse



Rust05_normal



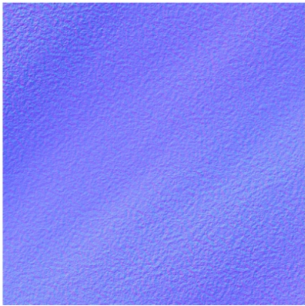
Sand01



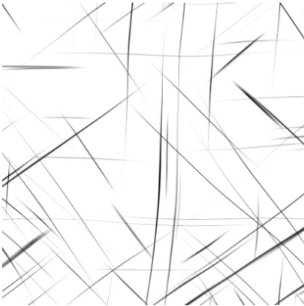
Sand01_bump



Sand01_diffuse



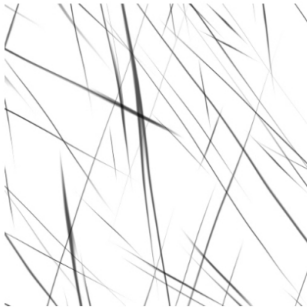
Sand01_normal



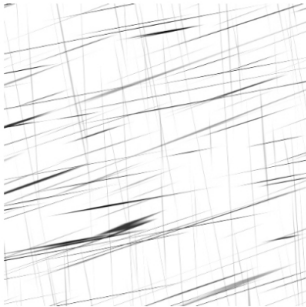
Scratch01



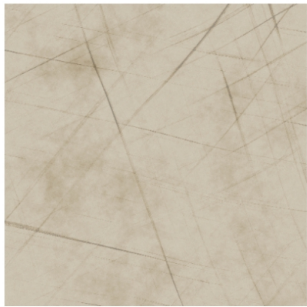
Scratch02



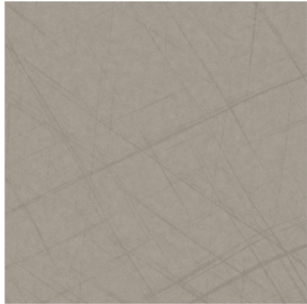
Scratch03



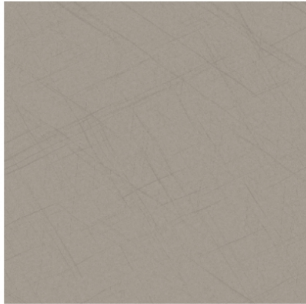
Scratch04



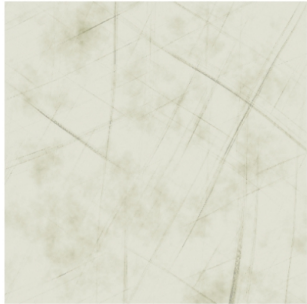
Scratch05



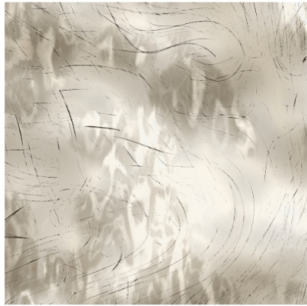
Scratch06



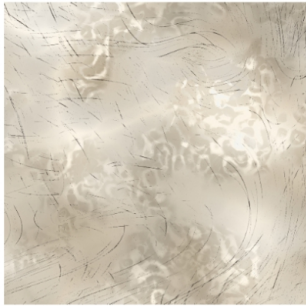
Scratch07



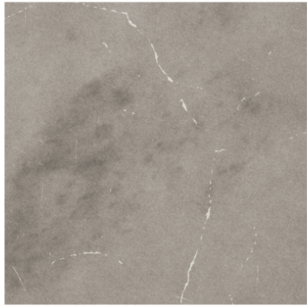
Scratch08



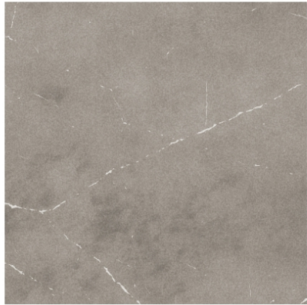
Scratch09



Scratch10



Scratch11



Scratch12



Scratch13



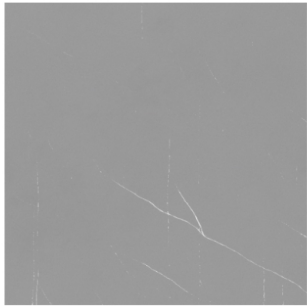
Scratch14



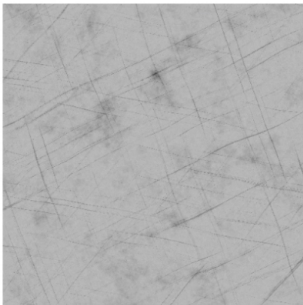
Scratch15



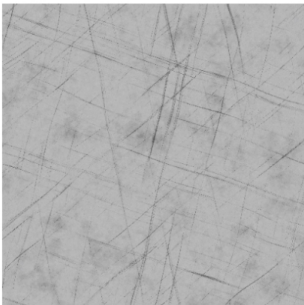
Scratch16



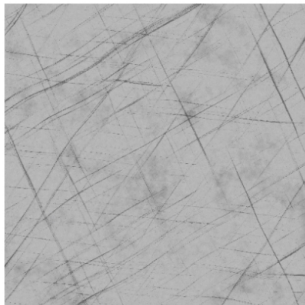
Scratch17



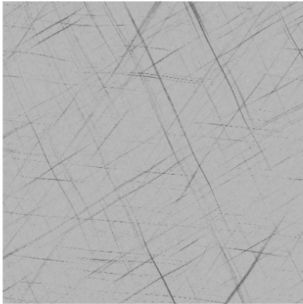
Scratch18



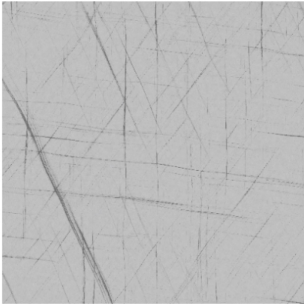
Scratch19



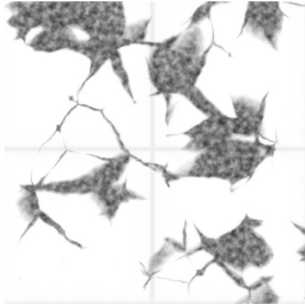
Scratch20



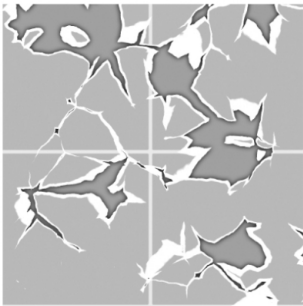
Scratch21



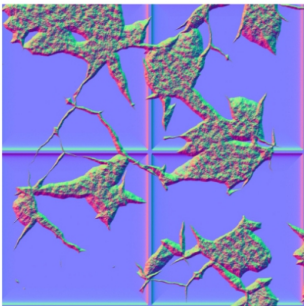
Scratch22



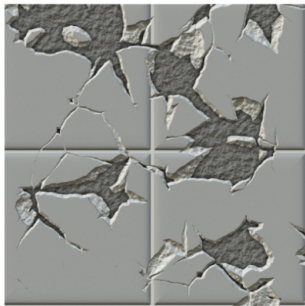
Tile01_bump



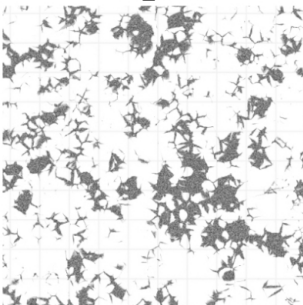
Tile01_diffuse



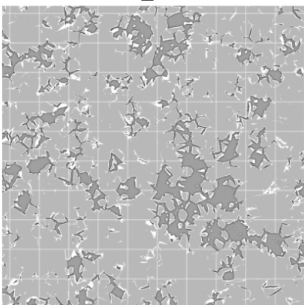
Tile01_normal



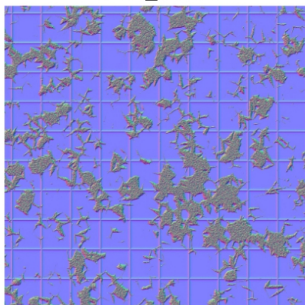
Tile01_render



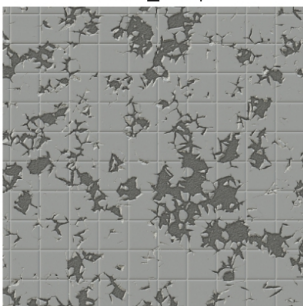
Tile02_bump



Tile02_diffuse



Tile02_normal



Tile02_render