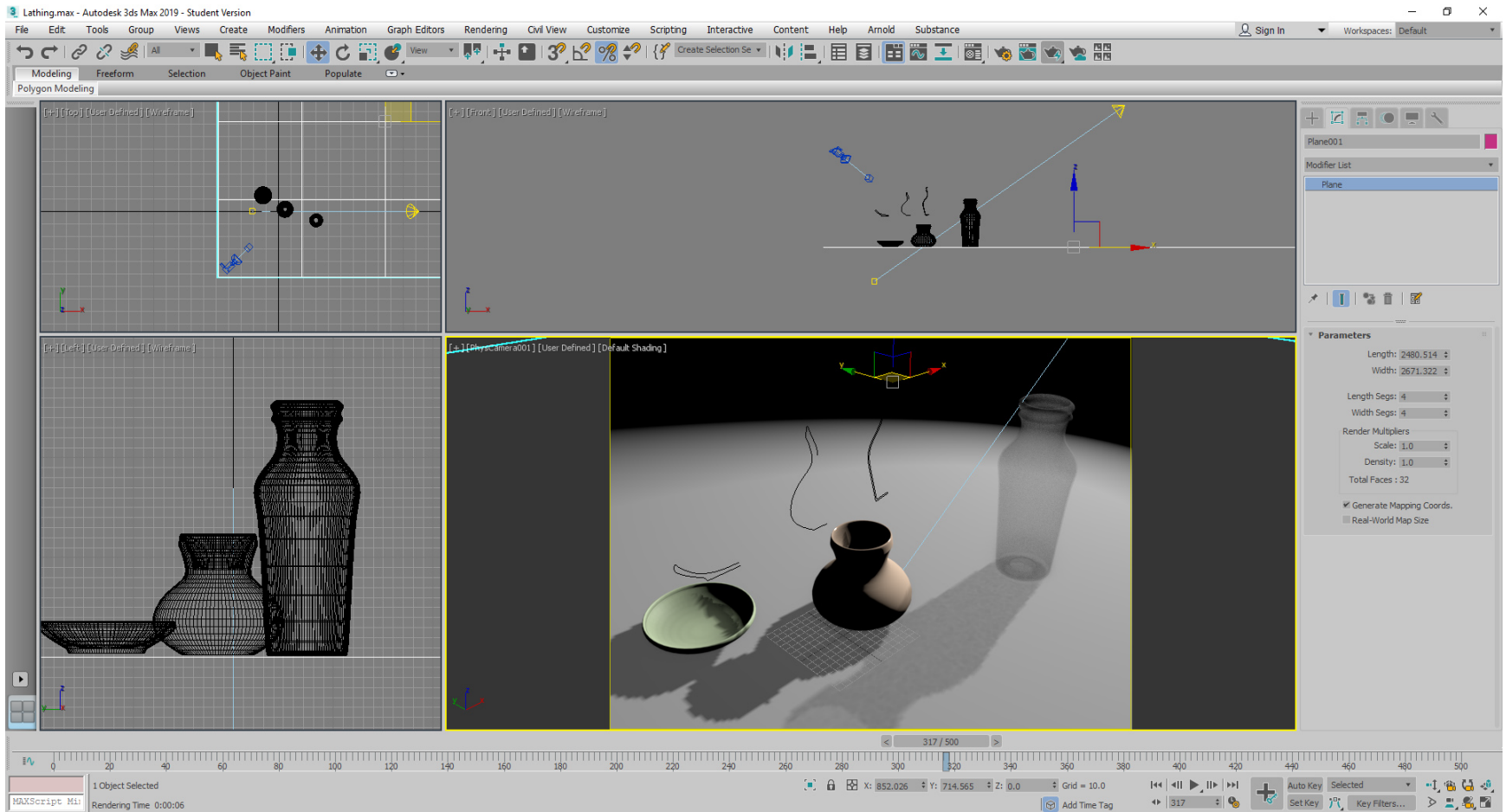


# Lathes



# Lathes

Standard Physical Raytrace  
Material Material Material

The screenshot shows a ray-tracing software interface with a material editor. At the top, there are three material preview spheres: a green one, an orange one, and a multi-colored checkerboard one. Below these are three more spheres, all appearing as a light beige or off-white color. The interface includes a toolbar with various icons for material manipulation. The main panel displays the following parameters:

- Reflectance: Avg: 6% Max: 6%
- Transmittance: Avg: 88% Max: 88% Diffuse: 0%
- Shading: Phong
- Ambient: [Black]
- Diffuse: [White]
- Reflect: [Black]
- Specular Highlight: Specular Color [White], Specular Level: 50, Glossiness: 40, N/A: 50, N/A: 0, Soften: 0.1
- Environment: None
- Bump: 30

Buttons for 'Raytrace' and '02 - Default' are visible at the bottom of the panel.

