



ROOMS

30 MAPS

INCLUDES
15 NIGHT | 15 DAY | 3K EXR FILES
3D SCENE FILE | 3 FACADES | STREET
OSL SHADERS



PARALLAX
ONE CLICK INTERIORS



ROOM 1



wP_Rooms_v1_R01_L_night.exr



wP_Rooms_v1_R01_L_day.exr

ROOM 2



wP_Rooms_v1_R02_L_night.exr



wP_Rooms_v1_R02_L_day.exr

ROOM 3



wP_Rooms_v1_R03_L_night.exr



wP_Rooms_v1_R03_L_day.exr

ROOM 4



wP_Rooms_v1_R04_L_night.exr



wP_Rooms_v1_R04_L_day.exr



PARALLAX
ONE CLICK INTERIORS

ROOM 5



wP_Rooms_v1_R05_L_night.exr



wP_Rooms_v1_R05_L_day.exr

ROOM 6

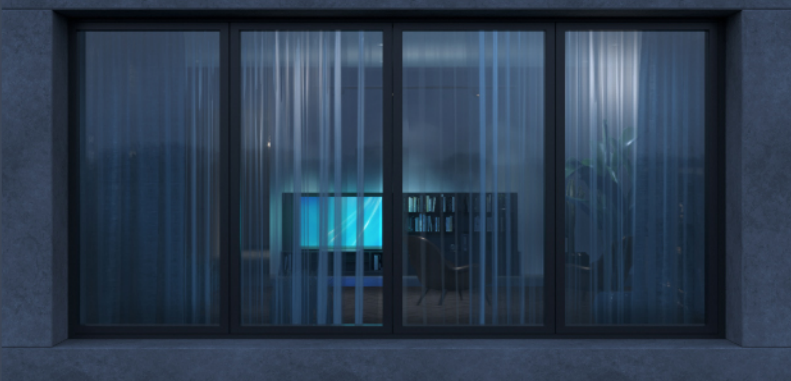


wP_Rooms_v1_R06_L_night.exr



wP_Rooms_v1_R06_L_day.exr

ROOM 7



wP_Rooms_v1_R07_L_night.exr



wP_Rooms_v1_R07_L_day.exr

ROOM 8



wP_Rooms_v1_R08_L_night.exr



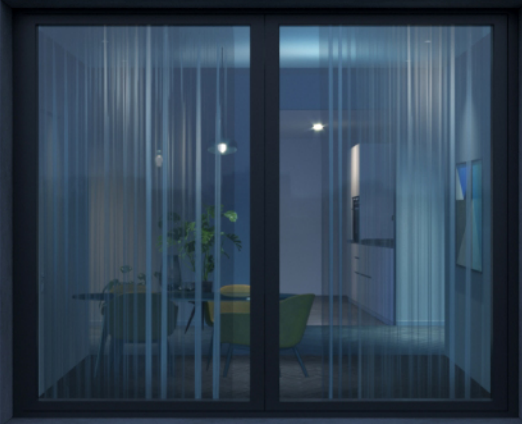
wP_Rooms_v1_R08_L_day.exr



ROOM 9

wP_Rooms_v1_R09_S_night.exr

wP_Rooms_v1_R09_S_day.exr



ROOM 10

wP_Rooms_v1_R10_S_night.exr

wP_Rooms_v1_R10_S_day.exr



ROOM 11

wP_Rooms_v1_R11_S_night.exr

wP_Rooms_v1_R11_S_day.exr



ROOM 12

wP_Rooms_v1_R12_S_night.exr

wP_Rooms_v1_R12_S_day.exr



ROOM 13

wP_Rooms_v1_R13_S_night.exr



wP_Rooms_v1_R13_S_day.exr



ROOM 14

wP_Rooms_v1_R14_S_night.exr



wP_Rooms_v1_R14_S_day.exr



ROOM 15

wP_Rooms_v1_R15_S_night.exr



wP_Rooms_v1_R15_S_day.exr



wP_Room_v1_R00[S]_night.exr

wP_Retail_v1_R00[M]_day.exr

wP_Office_v1_R00[L]_night.exr



File names have a tag, S,M, or L for easily understanding which image is a square and medium and long.

Performance vs Quality

Difference between 3K vs 1K EXR Maps



16MB
3K EXR
 Much cleaner, crisp quality
 Use for close-up renders



2MB
1K EXR
 Blurry, quick load, fast interactive
 Use for far renders, recommended.