

Merchant Resource Information for:

SBibb Slush and Snow Shaders for Iray

The texture files located in the folder:

Runtime\Textures\SBibb\SBibb Slush and Snow Shaders

may be used as a merchant resource, provided that they have been modified in such a way that the original file cannot be extracted from the new product, and that they are not used in a competing product (for example: shader presets or brush presets).

Enjoy! :-)