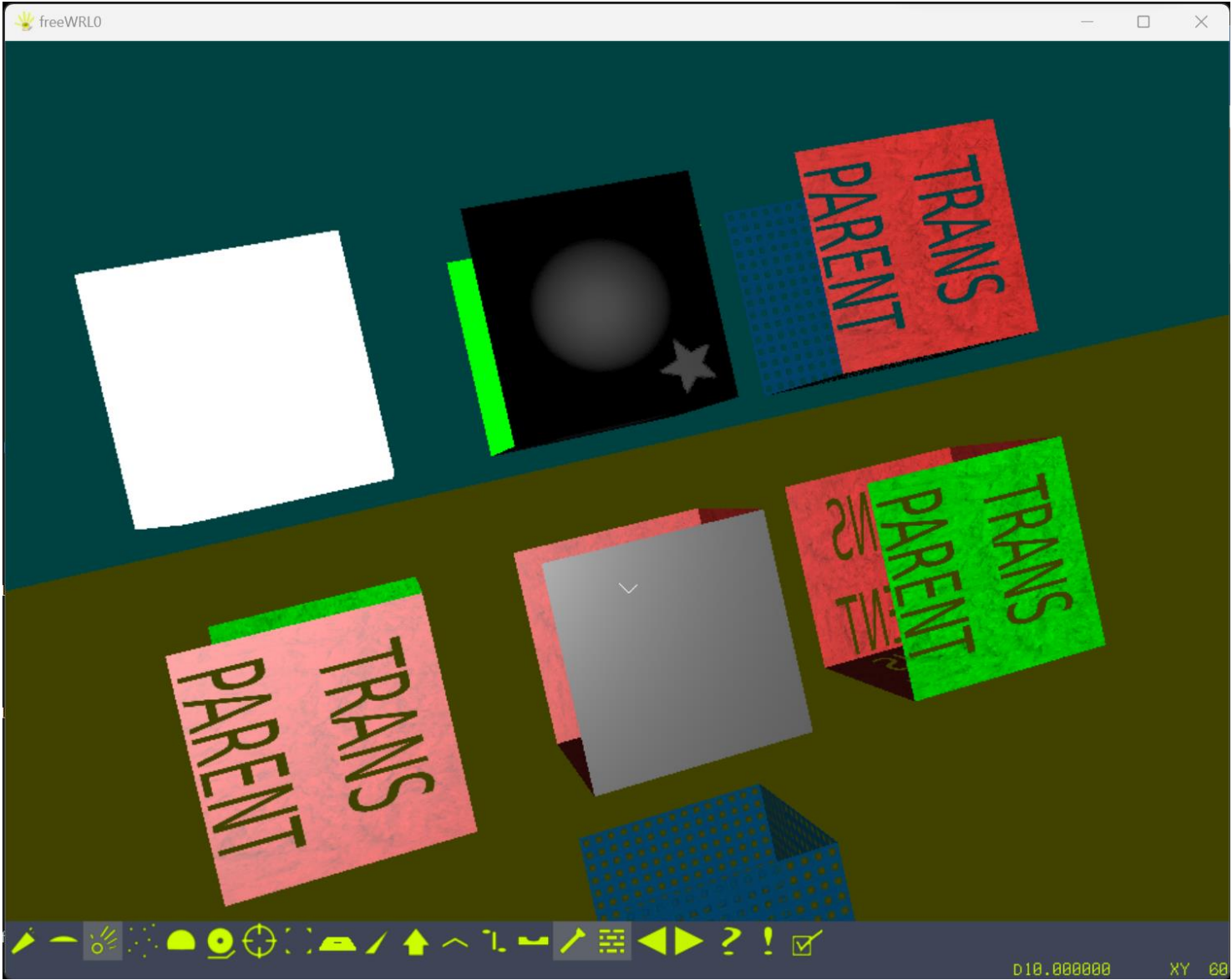
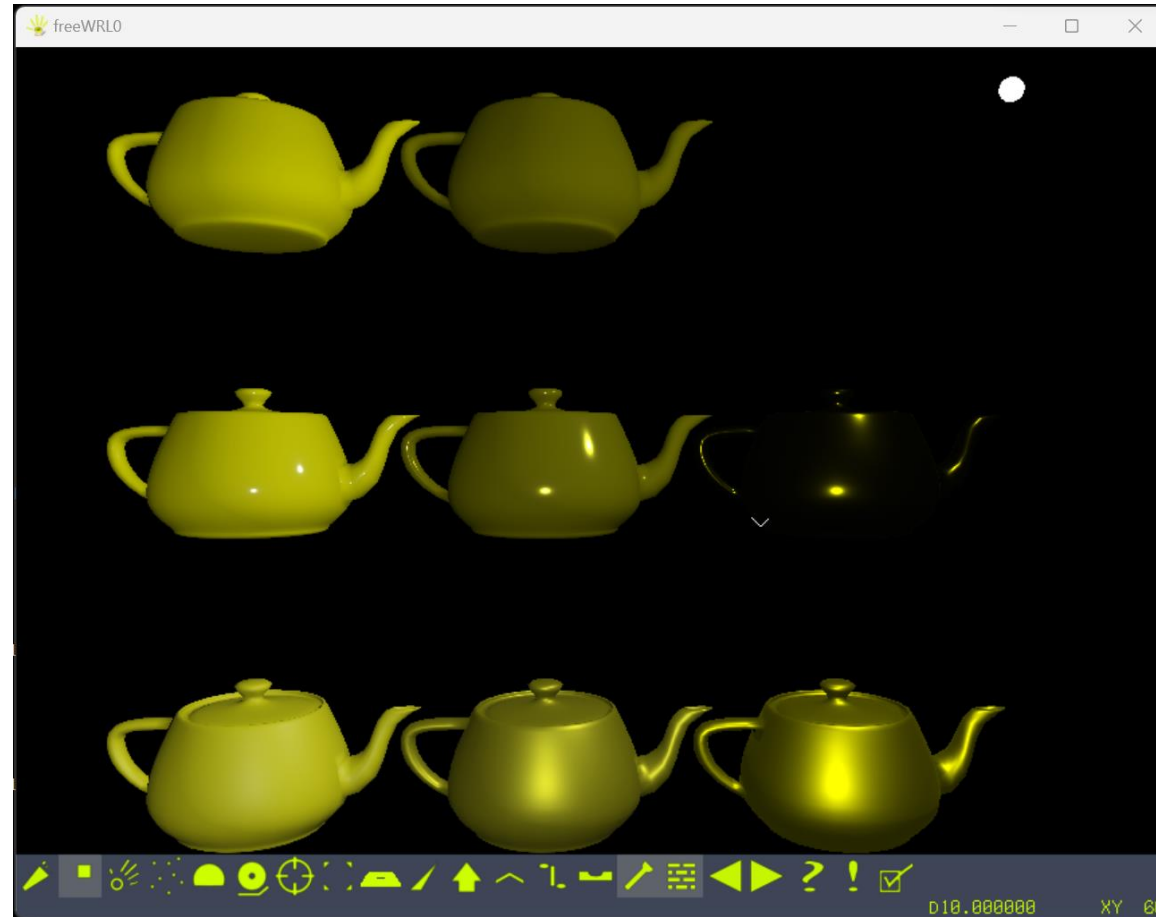


Unlit and Physical Materials

In web3d v4.0



metallic, roughness



References

- <https://www.web3d.org/documents/specifications/19775-1/V4.0/Part01/components/shape.html#PhysicalMaterial>
- <https://www.web3d.org/documents/specifications/19775-1/V4.0/Part01/components/shape.html#UnlitMaterial>
- https://freewrl.sourceforge.io/tests/12_Shape/PBR/