

\*\*\*\* RENDER FINISHED \*\*\*\* stat=6

Render finished...

RESET PROJECT

Init defaults

Message type:14 data:0x00000001493DA7F0

Message type:1001071 data:0x00000001493DACD0

...INIT MAT:0x00007FABABD5C8C0 KIDSEarthBasic ID:0 time:1107830877 doc:

...INIT MAT:0x00007FABABD586C0 WindowLight ID:0 time:1107830881 doc:

...INIT MAT:0x00007FABABD592C0 Window ID:0 time:1107830882 doc:

...INIT MAT:0x00007FABABD532C0 EarthBasic ID:0 time:1107830883 doc:

...INIT MAT:0x00007FABABD52CC0 Greebles ID:0 time:1107830885 doc:

...INIT MAT:0x00007FABABD580C0 PodLightOctDiffuse ID:0 time:1107830886 doc:

-----INIT MIX MATERIAL----- 0x00007FABABD598C0

...INIT MAT:0x00007FABABD59EC0 SpaceStation noEmitWindows ID:0 time:  
1107830890 doc:

...INIT MAT:0x00007FABABD5A4C0 SSOctGlossy ID:0 time:1107830892 doc:

-----INIT MIX MATERIAL----- 0x00007FABABD652C0

...INIT MAT:0x00007FABABD65EC0 Tower Diffuse ID:0 time:1107830897 doc:

...INIT MAT:0x00007FABABD664C0 DomeOctGlossy ID:0 time:1107830899 doc:

...INIT MAT:0x00007FABABD66AC0 Dome Diffuse ID:0 time:1107830901 doc:

-----INIT MIX MATERIAL----- 0x00007FABC0523AC0

...INIT MAT:0x00007FABC050F0C0 ExitHatchBoxSurface ID:0 time:1107830907 doc:

...INIT MAT:0x00007FABC051F2C0 lamp metal ID:0 time:1107830909 doc:

...INIT MAT:0x00007FABC050EAC0 OctDiffuse ID:0 time:1107830912 doc:

...INIT MAT:0x00007FABC05186C0 ThrusterCone ID:0 time:1107830915 doc:

...INIT MAT:0x00007FABC05246C0 Material #19 ID:0 time:1107830925 doc:

...INIT MAT:0x00007FABC050FCC0 Material #8 ID:0 time:1107830928 doc:

...INIT MAT:0x00007FABC05108C0 Material #22 ID:0 time:1107830931 doc:

...INIT MAT:0x00007FABC0515CC0 Material #9 ID:0 time:1107830934 doc:

...INIT MAT:0x00007FABC05240C0 Material #11 ID:0 time:1107830938 doc:

...INIT MAT:0x00007FABC050F6C0 Material #21 ID:0 time:1107830941 doc:

...INIT MAT:0x00007FABC05192C0 Material #7 ID:0 time:1107830945 doc:

...INIT MAT:0x00007FABC05210C0 Material #19 ID:0 time:1107830949 doc:

...INIT MAT:0x00007FABC05156C0 Material #13 ID:0 time:1107830953 doc:

...INIT MAT:0x00007FABC051C2C0 Color\_002 ID:0 time:1107830957 doc:

...INIT MAT:0x00007FABC0516EC0 Color\_003 ID:0 time:1107830961 doc:

...INIT MAT:0x00007FABC051CEC0 OctGlossy ID:0 time:1107830965 doc:

...INIT MAT:0x00007FABC0514AC0 OctDiffuse ID:0 time:1107830970 doc:

...INIT MAT:0x00007FABC05126C0 Material #9 ID:0 time:1107831000 doc:

...INIT MAT:0x00007FABC051ECC0 Cyg\_main\_framework ID:0 time:1107831006 doc:

MSG\_DOCUMENTINFO type:[1021] node:0x0000000129B1B8C0 BL:

0x0000000000000000 infoDOC:tube\_hull\_workR17\_v23.c4d adoc:

0x000000012EC7C0C0

Message type:14 data:0x00000001309867F0

Message type:1001071 data:0x0000000130986CD0

Message type:180000900 data:0x00000001309858B8

MSG\_DOCUMENTINFO type:[1010] node:0x00000001370584C0 BL:

0x00007FABAA87B100 biType:Polygon BLDOC:0x0000000144BE8EC0 infoDOC:  
adoc:0x000000012EC7C0C0

----- VP START:0x00000001BC0D18C0 VPS:0x0000000130985368 -----

Starting render frame:40

FRAME 40 fps:24 camMb:0 objMb:0

StartRender w,h:1920,800

Sending scene data.....

----- EXPORT LOG -----

RESET PROJECT

Init defaults

create DirectLighting Kernel

use active Cameralmager

use active DirectLighting Kernel

Creating materials.....

\*\*\*\*\* createMaterials \*\*\*\*\*

Create Materials....

Create MatLink KIDSEarthBasic -> 0x00007FABB69DF1F0 bit:222

Create MatLink WindowLight -> 0x00007FABB1717A20 bit:222

Create MatLink Window -> 0x00007FABB698A390 bit:223

Create MatLink EarthBasic -> 0x00007FABB1781CB0 bit:221

Create MatLink Greebles -> 0x00007FABB698B140 bit:223

Create MatLink PodLightOctDiffuse -> 0x00007FABB17233C0 bit:222

Create MatLink SSOctMix\_MASTER -> 0x00007FABB17F9550 bit:62

Create MatLink SpaceStation noEmitWindows -> 0x00007FABB69C9D20 bit:223

Create MatLink SSOctGlossy -> 0x00007FABB69CAA00 bit:222

Create MatLink TowerOctMix -> 0x00007FABB69CB940 bit:62

Create MatLink Tower Diffuse -> 0x00007FABB69CD550 bit:223

Create MatLink DomeOctGlossy -> 0x00007FABB69CE230 bit:222

Create MatLink Dome Diffuse -> 0x00007FABB69CF2A0 bit:223

Create MatLink DomeOctMix\_MASTER -> 0x00007FABB69CFE50 bit:62

Create MatLink ExitHatchBoxSurface -> 0x00007FABB69D1A60 bit:222

Create MatLink lamp metal -> 0x00007FABB69F96B0 bit:222

Create MatLink OctDiffuse -> 0x00007FABB173DEF0 bit:222

Create MatLink ThrusterCone -> 0x00007FABB173EBD0 bit:222

Create MatLink Mat.1 -> 0x00007FABB1751510 bit:886

Create MatLink Material #7 -> 0x00007FABB1752580 bit:1010

Create MatLink Material #9 -> 0x00007FABB17535F0 bit:889

Create MatLink Material #8 -> 0x00007FABB1754660 bit:1010

Create MatLink Material #19 -> 0x00007FABB17556D0 bit:1011

Create MatLink Material #11 -> 0x00007FABB1756740 bit:1009

Create MatLink Material #21 -> 0x00007FABB17577B0 bit:1010

Create MatLink Middle Bit -> 0x00007FABB1758820 bit:1010

Create MatLink Material #22 -> 0x00007FABB1759890 bit:1010

Create MatLink Material #13 -> 0x00007FABB17FAD20 bit:1010

Create MatLink Material #19 -> 0x00007FABB6986C90 bit:1011

Create MatLink Material #11 -> 0x00007FABB6987D00 bit:1009

Create MatLink Material #19 -> 0x00007FABB6988D70 bit:222  
Create MatLink Material #8 -> 0x00007FABB69A3960 bit:222  
Create MatLink Material #22 -> 0x00007FABB69B5490 bit:221  
Create MatLink Material #9 -> 0x00007FABB69B6500 bit:222  
Create MatLink Material #11 -> 0x00007FABB17BBEF0 bit:221  
Create MatLink Material #21 -> 0x00007FABB1786680 bit:222  
Create MatLink Material #7 -> 0x00007FABB17876F0 bit:222  
Create MatLink Material #19 -> 0x00007FABB1788760 bit:222  
Create MatLink Material #13 -> 0x00007FABB17897D0 bit:222  
Create MatLink Middle Bit -> 0x00007FABB178A840 bit:1010  
Create MatLink Color\_002 -> 0x00007FABB178B8B0 bit:222  
Create MatLink Color\_003 -> 0x00007FABB178C920 bit:222  
Create MatLink OctGlossy -> 0x00007FABB178D990 bit:221  
Create MatLink OctDiffuse -> 0x00007FABB178EA00 bit:222  
Create MatLink atpro\_tank2 -> 0x00007FABB178F6E0 bit:887  
Create MatLink atpro\_tank -> 0x00007FABB1790750 bit:887  
Create MatLink ATPRO\_Structure\_undsupp -> 0x00007FABB17917C0 bit:886  
Create MatLink ATPRO\_Structure\_pipe2 -> 0x00007FABB1792830 bit:1007  
Create MatLink ATPRO\_Structure\_legs -> 0x00007FABB69BE250 bit:886  
Create MatLink atpro\_stair\_side -> 0x00007FABB69D4A10 bit:885  
Create MatLink atpro\_stair\_rail -> 0x00007FABB6995920 bit:885  
Create MatLink atpro\_stair\_landing -> 0x00007FABB17A23C0 bit:885  
Create MatLink atpro\_stairs -> 0x00007FABB17A3430 bit:885  
Create MatLink atpro\_pipefitting3 -> 0x00007FABB17A44A0 bit:1008  
Create MatLink atpro\_pipefitting2 -> 0x00007FABB17A5510 bit:886  
Create MatLink atpro\_pipefitting -> 0x00007FABB17A6580 bit:886  
Create MatLink atpro\_piped floor -> 0x00007FABB17A75F0 bit:886  
Create MatLink ATPRO\_mainpipe3 -> 0x00007FAB9B047080 bit:1008  
Create MatLink ATPRO\_mainpipe2 -> 0x00007FAB9B004110 bit:1008  
Create MatLink ATPRO\_mainpipe -> 0x00007FAB9B046BA0 bit:1008  
Create MatLink ATPRO\_mainedge -> 0x00007FAB9B04B4F0 bit:1008  
Create MatLink atpro\_int\_slope3 -> 0x00007FAB9B067A80 bit:886  
Create MatLink atpro\_int\_slope2 -> 0x00007FAB9B068AF0 bit:887  
Create MatLink atpro\_int\_slope1 -> 0x00007FAB9B069B60 bit:886  
Create MatLink atpro\_int\_platform -> 0x00007FAB9B0AB200 bit:1008  
Create MatLink atpro\_int\_pipe\_wall -> 0x00007FAB9B0BC490 bit:1008  
Create MatLink atpro\_int\_pipe7 -> 0x00007FAB9B0BD500 bit:1008  
Create MatLink atpro\_int\_pipe6 -> 0x00007FAB9B0BE570 bit:1008  
Create MatLink atpro\_int\_pipe5 -> 0x00007FAB9B0BF5E0 bit:1007  
Create MatLink atpro\_int\_pipe4 -> 0x00007FAB9B0C0650 bit:1007  
Create MatLink atpro\_int\_pipe3 -> 0x00007FAB9B0C16C0 bit:1008  
Create MatLink atpro\_int\_pipe2 -> 0x00007FAB9B0C2730 bit:1008  
Create MatLink atpro\_int\_pipe1 -> 0x00007FAB9B0C37A0 bit:1008  
Create MatLink atpro\_int\_pipe -> 0x00007FAB9B0C4810 bit:1008  
Create MatLink atpro\_int\_floor -> 0x00007FAB9B0C5880 bit:885  
Create MatLink atpro\_int\_flat\_dirty -> 0x00007FAB9B0C68F0 bit:886  
Create MatLink atpro\_int\_flat -> 0x00007FAB9B0C7960 bit:886

Create MatLink atpro\_int\_center\_grate -> 0x00007FAB9B0C89D0 bit:1008  
Create MatLink atpro\_int\_centerglow -> 0x00007FAB9B0C9A40 bit:1007  
Create MatLink atpro\_int\_center2 -> 0x00007FAB9B0CAAB0 bit:1008  
Create MatLink atpro\_int\_center1 -> 0x00007FAB9B0CBB20 bit:1007  
Create MatLink atpro\_ext\_small\_entry -> 0x00007FAB9B0CCB90 bit:1008  
Create MatLink atpro\_ext\_slope2 -> 0x00007FAB9B0CDC00 bit:886  
Create MatLink atpro\_ext\_slope1 -> 0x00007FAB9B0CEC70 bit:887  
Create MatLink atpro\_ext\_shiney -> 0x00007FAB9B0CFCE0 bit:1007  
Create MatLink atpro\_ext\_mid -> 0x00007FAB9B0D0D50 bit:886  
Create MatLink atpro\_ext\_low -> 0x00007FAB9B0D1DC0 bit:886  
Create MatLink atpro\_ext\_flattop -> 0x00007FAB9B0D2E30 bit:885  
Create MatLink atpro\_ext\_flat -> 0x00007FAB9B0D3EA0 bit:886  
Create MatLink atpro\_ext\_big\_entry -> 0x00007FAB9B0D4F10 bit:1008  
Create MatLink atpro\_entrydetails\_vented -> 0x00007FAB9B0D5F80 bit:885  
Create MatLink atpro\_entrydetails -> 0x00007FAB9B0D6FF0 bit:885  
Create MatLink ATPRO\_box -> 0x00007FAB9B0942A0 bit:886  
Create MatLink atpro\_antenna\_whitelite -> 0x00007FAB9B095310 bit:885  
Create MatLink atpro\_antenna\_redite -> 0x00007FAB9B096380 bit:885  
Create MatLink atpro\_antenna\_bluelite -> 0x00007FAB9B0973F0 bit:885  
Create MatLink atpro\_antenna -> 0x00007FAB9B098460 bit:887  
Create MatLink Metal\_Rough -> 0x00007FAB9B0860A0 bit:889  
Create MatLink Color\_004 -> 0x00007FAB9B07B370 bit:1133  
Create MatLink Color\_005 -> 0x00007FAB9B07C3E0 bit:889  
Create MatLink Color\_A06 -> 0x00007FAB9B07D450 bit:889  
Create MatLink black -> 0x00007FAB9B05C540 bit:889  
Create MatLink skp\_front\_defaul -> 0x00007FAB9B05D5B0 bit:889  
Create MatLink Color\_002 orig -> 0x00007FAB9B05E620 bit:890  
Create MatLink Color\_002 orig -> 0x00007FAB9B05F690 bit:890  
Create MatLink Metal\_Rough -> 0x00007FAB9B060700 bit:889  
Create MatLink Color\_004 -> 0x00007FAB9B061770 bit:1133  
Create MatLink Color\_005 -> 0x00007FAB9B057670 bit:889  
Create MatLink skp\_front\_defaul -> 0x00007FAB9B054A90 bit:889  
Create MatLink Material #9 -> 0x00007FAB9B016A60 bit:222  
Create MatLink Cyg\_main\_framework -> 0x00007FAB9B017AD0 bit:223  
generate material:KIDSEarthBasic  
IMAGE=/Volumes/Raid0/Data/models/earth/Textures/earth\_ill.jpg  
generate material:WindowLight  
generate material:Window  
generate material:EarthBasic  
IMAGE=/Volumes/Raid0/Data/models/earth/Textures/earth\_ill.jpg  
generate material:Greebles  
generate material:PodLIghtOctDiffuse  
generate material:SSOctMix\_MASTER  
generate material:SpaceStation noEmitWindows  
generate material:SSOctGlossy  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678.jpg  
generate material:TowerOctMix

generate material: Tower Diffuse  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678\_lgt5ol.png  
generate material: DomeOctGlossy  
generate material: Dome Diffuse  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678\_lgt5ol.png  
generate material: DomeOctMix\_MASTER  
generate material: ExitHatchBoxSurface  
generate material: lamp metal  
IMAGE=/Volumes/Raid0/Data/models/Industrial architecture/The Pixel  
Lab-3D\_Industrial\_Pack/Models/Warehouse-Light/tex/\_MG\_1463.JPG  
IMAGE=/Volumes/Raid0/Data/models/Industrial architecture/The Pixel  
Lab-3D\_Industrial\_Pack/Models/Warehouse-Light/tex/\_MG\_1463.JPG  
generate material: OctDiffuse  
generate material: ThrusterCone  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
generate material: Mat.1  
generate material: Material #7  
generate material: Material #9  
generate material: Material #8  
generate material: Material #19  
Shader to texture: Lumas 412ms. Lumas w:2048  
Shader to texture: Lumas 404ms. Lumas w:2048  
generate material: Material #11  
generate material: Material #21  
Shader to texture: Lumas 400ms. Lumas w:2048  
generate material: Middle Bit  
generate material: Material #22  
Shader to texture: Lumas 399ms. Lumas w:2048  
generate material: Material #13  
Shader to texture: Lumas 405ms. Lumas w:2048  
generate material: Material #19  
Shader to texture: Lumas 400ms. Lumas w:2048  
Shader to texture: Lumas 402ms. Lumas w:2048  
generate material: Material #11  
generate material: Material #19  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D

R8)/tex/PANEL05.JPG  
generate material:Material #8  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
generate material:Material #22  
generate material:Material #9  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
generate material:Material #11  
generate material:Material #21  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
generate material:Material #7  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
generate material:Material #19  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D

R8)/tex/PANEL05.JPG  
generate material:Material #13  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
generate material:Middle Bit  
generate material:Color\_002  
Shader to texture:Layer 1040ms. Layer w:2048  
Shader to texture:Layer 1016ms. Layer w:2048  
generate material:Color\_003  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01B.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/grungy-girder.png  
generate material:OctGlossy  
generate material:OctDiffuse  
generate material:atpro\_tank2  
generate material:atpro\_tank  
generate material:ATPRO\_Structure\_undsupp  
generate material:ATPRO\_Structure\_pipe2  
generate material:ATPRO\_Structure\_legs  
generate material:atpro\_stair\_side  
generate material:atpro\_stair\_rail  
generate material:atpro\_stair\_landing  
generate material:atpro\_stairs  
generate material:atpro\_pipefitting3  
generate material:atpro\_pipefitting2  
generate material:atpro\_pipefitting  
generate material:atpro\_piped floor  
generate material:ATPRO\_mainpipe3  
generate material:ATPRO\_mainpipe2  
generate material:ATPRO\_mainpipe  
generate material:ATPRO\_mainedge  
generate material:atpro\_int\_slope3  
generate material:atpro\_int\_slope2  
generate material:atpro\_int\_slope1  
generate material:atpro\_int\_platform  
generate material:atpro\_int\_pipe\_wall  
generate material:atpro\_int\_pipe7  
generate material:atpro\_int\_pipe6  
generate material:atpro\_int\_pipe5  
generate material:atpro\_int\_pipe4

generate material:atpro\_int\_pipe3  
generate material:atpro\_int\_pipe2  
generate material:atpro\_int\_pipe1  
generate material:atpro\_int\_pipe  
generate material:atpro\_int\_floor  
generate material:atpro\_int\_flat\_dirty  
generate material:atpro\_int\_flat  
generate material:atpro\_int\_center\_grate  
generate material:atpro\_int\_centerglow  
generate material:atpro\_int\_center2  
generate material:atpro\_int\_center1  
generate material:atpro\_ext\_small\_entry  
generate material:atpro\_ext\_slope2  
generate material:atpro\_ext\_slope1  
generate material:atpro\_ext\_shiney  
generate material:atpro\_ext\_mid  
generate material:atpro\_ext\_low  
generate material:atpro\_ext\_flattop  
generate material:atpro\_ext\_flat  
generate material:atpro\_ext\_big\_entry  
generate material:atpro\_entrydetails\_vented  
generate material:atpro\_entrydetails  
generate material:ATPRO\_box  
generate material:atpro\_antenna\_whitelite  
generate material:atpro\_antenna\_redite  
generate material:atpro\_antenna\_bluelite  
generate material:atpro\_antenna  
generate material:Metal\_Rough  
generate material:Color\_004  
generate material:Color\_005  
generate material:Color\_A06  
generate material:black  
generate material:skp\_front\_defaul  
generate material:Color\_002 orig  
generate material:Color\_002 orig  
generate material:Metal\_Rough  
generate material:Color\_004  
generate material:Color\_005  
generate material:skp\_front\_defaul  
generate material:Material #9  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
generate material:Cyg\_main\_framework



IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01B.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/grungy-girder.png  
Export materials time= 6831.063 ms  
Collecting objects.....  
Collect objects time= 40.912 ms  
Creating meshes.....  
SINGLE MESH COLLECTING cnt:1 tricnt:24 vtxCnt:34  
MESH null [1] geoSlot:2  
MESH null [2] geoSlot:3  
MESH null [3] geoSlot:4  
MESH null [4] geoSlot:5  
MESH null [5] geoSlot:6  
MESH null [6] geoSlot:7  
MESH null [7] geoSlot:8  
Check started  
find And Check BaseObjects 0  
Collect time:21.916 ms. Check time:32.559 ms. chk:0 instUpd:1 cnt:127  
Generate mesh data....  
MESH MATRIX UPDATED grp:1 cnt:8 UPD:1  
MESH MATRIX UPDATED grp:2 cnt:81 UPD:1  
Generate mesh data for intance base objects cnt:7  
0 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
1 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
2 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
3 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
4 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
5 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
6 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
Generate instance objects cnt:37  
TOTAL OBJ:1 CONVERTED OBJ:11  
Mesh creation time = 91.079 ms.  
SET SKY=0x0000000000000000  
LINK:..... IP:-1/24576 ptr:0x0000000000000000 >> 0x00007FABB0F0CD30  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
LINK:..... IP:-1/1 ptr:0x0000000000000000 >> 0x0000000000000000  
CHANGE ENVIRONMENT TEXTURE FROM TAG 0x000000015340C4C0

0x000000015340C8C0 0.019  
IMAGE=/Volumes/Raid0/Data/textures/stars and space/Stars\_SPHR\_8192x4096.png  
SKY OCTANE DIFFUSENODE VAR  
ENV CALC=11 force=0 updated=15 envtag=0x0000000000000000  
Triangle count:53k  
Update started  
Total export Time = 9038.704 ms  
movable:8 Nodes:332 camMb:0 objMb:0  
Starting render frame:41

FRAME 41 fps:24 camMb:0 objMb:0  
<<< Mat checkAndUpdate STARTED >>>  
MATCHANGE: KIDSEarthBasic BIT:222 OCT:0x00007FABB69DF1F0  
generate material:KIDSEarthBasic  
IMAGE=/Volumes/Raid0/Data/models/earth/Textures/earth\_ill.jpg  
MATCHANGE: WindowLight BIT:222 OCT:0x00007FABB1717A20  
generate material:WindowLight  
MATCHANGE: Window BIT:223 OCT:0x00007FABB698A390  
generate material:Window  
MATCHANGE: EarthBasic BIT:221 OCT:0x00007FABB1781CB0  
generate material:EarthBasic  
IMAGE=/Volumes/Raid0/Data/models/earth/Textures/earth\_ill.jpg  
MATCHANGE: Greebles BIT:223 OCT:0x00007FABB698B140  
generate material:Greebles  
MATCHANGE: PodLightOctDiffuse BIT:222 OCT:0x00007FABB17233C0  
generate material:PodLightOctDiffuse  
MATCHANGE: SSOctMix\_MASTER BIT:62 OCT:0x00007FABB17F9550  
generate material:SSOctMix\_MASTER  
MATCHANGE: SpaceStation noEmitWindows BIT:223 OCT:0x00007FABB69C9D20  
generate material:SpaceStation noEmitWindows  
MATCHANGE: SSOctGlossy BIT:222 OCT:0x00007FABB69CAA00  
generate material:SSOctGlossy  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678.jpg  
MATCHANGE: TowerOctMix BIT:62 OCT:0x00007FABB69CB940  
generate material:TowerOctMix  
MATCHANGE: Tower Diffuse BIT:223 OCT:0x00007FABB69CD550  
generate material:Tower Diffuse  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678\_lgt5ol.png  
MATCHANGE: DomeOctGlossy BIT:222 OCT:0x00007FABB69CE230  
generate material:DomeOctGlossy  
MATCHANGE: Dome Diffuse BIT:223 OCT:0x00007FABB69CF2A0  
generate material:Dome Diffuse  
IMAGE=/Volumes/Raid0/Data/textures/Greebles/17-29-84678\_lgt5ol.png  
MATCHANGE: DomeOctMix\_MASTER BIT:62 OCT:0x00007FABB69CFE50  
generate material:DomeOctMix\_MASTER  
MATCHANGE: ExitHatchBoxSurface BIT:222 OCT:0x00007FABB69D1A60  
generate material:ExitHatchBoxSurface

MATCHANGE: lamp metal BIT:222 OCT:0x00007FABB69F96B0  
generate material:lamp metal  
IMAGE=/Volumes/Raid0/Data/models/Industrial architecture/The Pixel  
Lab-3D\_Industrial\_Pack/Models/Warehouse-Light/tex/\_MG\_1463.JPG  
IMAGE=/Volumes/Raid0/Data/models/Industrial architecture/The Pixel  
Lab-3D\_Industrial\_Pack/Models/Warehouse-Light/tex/\_MG\_1463.JPG  
MATCHANGE: OctDiffuse BIT:222 OCT:0x00007FABB173DEF0  
generate material:OctDiffuse  
MATCHANGE: ThrusterCone BIT:222 OCT:0x00007FABB173EBD0  
generate material:ThrusterCone  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
MATCHANGE: Mat.1 BIT:886 OCT:0x00007FABB1751510  
generate material:Mat.1  
MATCHANGE: Material #7 BIT:1010 OCT:0x00007FABB1752580  
generate material:Material #7  
MATCHANGE: Material #9 BIT:889 OCT:0x00007FABB17535F0  
generate material:Material #9  
MATCHANGE: Material #8 BIT:1010 OCT:0x00007FABB1754660  
generate material:Material #8  
MATCHANGE: Material #19 BIT:1011 OCT:0x00007FABB17556D0  
generate material:Material #19  
MATCHANGE: Material #11 BIT:1009 OCT:0x00007FABB1756740  
generate material:Material #11  
MATCHANGE: Material #21 BIT:1010 OCT:0x00007FABB17577B0  
generate material:Material #21  
MATCHANGE: Middle Bit BIT:1010 OCT:0x00007FABB1758820  
generate material:Middle Bit  
MATCHANGE: Material #22 BIT:1010 OCT:0x00007FABB1759890  
generate material:Material #22  
MATCHANGE: Material #13 BIT:1010 OCT:0x00007FABB17FAD20  
generate material:Material #13  
MATCHANGE: Material #19 BIT:1011 OCT:0x00007FABB6986C90  
generate material:Material #19  
MATCHANGE: Material #11 BIT:1009 OCT:0x00007FABB6987D00  
generate material:Material #11  
MATCHANGE: Material #19 BIT:222 OCT:0x00007FABB6988D70  
generate material:Material #19  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D

R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
MATCHANGE: Material #8 BIT:222 OCT:0x00007FABB69A3960  
generate material:Material #8  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL02.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
MATCHANGE: Material #22 BIT:221 OCT:0x00007FABB69B5490  
generate material:Material #22  
MATCHANGE: Material #9 BIT:222 OCT:0x00007FABB69B6500  
generate material:Material #9  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
MATCHANGE: Material #11 BIT:221 OCT:0x00007FABB17BBEF0  
generate material:Material #11  
MATCHANGE: Material #21 BIT:222 OCT:0x00007FABB1786680  
generate material:Material #21  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL09.JPG  
MATCHANGE: Material #7 BIT:222 OCT:0x00007FABB17876F0  
generate material:Material #7  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL01.JPG

MATCHANGE: Material #19 BIT:222 OCT:0x00007FABB1788760  
generate material:Material #19  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL05.JPG  
MATCHANGE: Material #13 BIT:222 OCT:0x00007FABB17897D0  
generate material:Material #13  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL04.JPG  
MATCHANGE: Middle Bit BIT:1010 OCT:0x00007FABB178A840  
generate material:Middle Bit  
MATCHANGE: Color\_002 BIT:222 OCT:0x00007FABB178B8B0  
generate material:Color\_002  
MATCHANGE: Color\_003 BIT:222 OCT:0x00007FABB178C920  
generate material:Color\_003  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01B.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/grungy-girder.png  
MATCHANGE: OctGlossy BIT:221 OCT:0x00007FABB178D990  
generate material:OctGlossy  
MATCHANGE: OctDiffuse BIT:222 OCT:0x00007FABB178EA00  
generate material:OctDiffuse  
MATCHANGE: atpro\_tank2 BIT:887 OCT:0x00007FABB178F6E0  
generate material:atpro\_tank2  
MATCHANGE: atpro\_tank BIT:887 OCT:0x00007FABB1790750  
generate material:atpro\_tank  
MATCHANGE: ATPRO\_Structure\_undsupp BIT:886 OCT:0x00007FABB17917C0  
generate material:ATPRO\_Structure\_undsupp  
MATCHANGE: ATPRO\_Structure\_pipe2 BIT:1007 OCT:0x00007FABB1792830  
generate material:ATPRO\_Structure\_pipe2  
MATCHANGE: ATPRO\_Structure\_legs BIT:886 OCT:0x00007FABB69BE250  
generate material:ATPRO\_Structure\_legs  
MATCHANGE: atpro\_stair\_side BIT:885 OCT:0x00007FABB69D4A10  
generate material:atpro\_stair\_side  
MATCHANGE: atpro\_stair\_rail BIT:885 OCT:0x00007FABB6995920

generate material:atpro\_stair\_rail  
MATCHANGE: atpro\_stair\_landing BIT:885 OCT:0x00007FABB17A23C0  
generate material:atpro\_stair\_landing  
MATCHANGE: atpro\_stairs BIT:885 OCT:0x00007FABB17A3430  
generate material:atpro\_stairs  
MATCHANGE: atpro\_pipefitting3 BIT:1008 OCT:0x00007FABB17A44A0  
generate material:atpro\_pipefitting3  
MATCHANGE: atpro\_pipefitting2 BIT:886 OCT:0x00007FABB17A5510  
generate material:atpro\_pipefitting2  
MATCHANGE: atpro\_pipefitting BIT:886 OCT:0x00007FABB17A6580  
generate material:atpro\_pipefitting  
MATCHANGE: atpro\_piped floor BIT:886 OCT:0x00007FABB17A75F0  
generate material:atpro\_piped floor  
MATCHANGE: ATPRO\_mainpipe3 BIT:1008 OCT:0x00007FAB9B047080  
generate material:ATPRO\_mainpipe3  
MATCHANGE: ATPRO\_mainpipe2 BIT:1008 OCT:0x00007FAB9B004110  
generate material:ATPRO\_mainpipe2  
MATCHANGE: ATPRO\_mainpipe BIT:1008 OCT:0x00007FAB9B046BA0  
generate material:ATPRO\_mainpipe  
MATCHANGE: ATPRO\_mainedge BIT:1008 OCT:0x00007FAB9B04B4F0  
generate material:ATPRO\_mainedge  
MATCHANGE: atpro\_int\_slope3 BIT:886 OCT:0x00007FAB9B067A80  
generate material:atpro\_int\_slope3  
MATCHANGE: atpro\_int\_slope2 BIT:887 OCT:0x00007FAB9B068AF0  
generate material:atpro\_int\_slope2  
MATCHANGE: atpro\_int\_slope1 BIT:886 OCT:0x00007FAB9B069B60  
generate material:atpro\_int\_slope1  
MATCHANGE: atpro\_int\_platform BIT:1008 OCT:0x00007FAB9B0AB200  
generate material:atpro\_int\_platform  
MATCHANGE: atpro\_int\_pipe\_wall BIT:1008 OCT:0x00007FAB9B0BC490  
generate material:atpro\_int\_pipe\_wall  
MATCHANGE: atpro\_int\_pipe7 BIT:1008 OCT:0x00007FAB9B0BD500  
generate material:atpro\_int\_pipe7  
MATCHANGE: atpro\_int\_pipe6 BIT:1008 OCT:0x00007FAB9B0BE570  
generate material:atpro\_int\_pipe6  
MATCHANGE: atpro\_int\_pipe5 BIT:1007 OCT:0x00007FAB9B0BF5E0  
generate material:atpro\_int\_pipe5  
MATCHANGE: atpro\_int\_pipe4 BIT:1007 OCT:0x00007FAB9B0C0650  
generate material:atpro\_int\_pipe4  
MATCHANGE: atpro\_int\_pipe3 BIT:1008 OCT:0x00007FAB9B0C16C0  
generate material:atpro\_int\_pipe3  
MATCHANGE: atpro\_int\_pipe2 BIT:1008 OCT:0x00007FAB9B0C2730  
generate material:atpro\_int\_pipe2  
MATCHANGE: atpro\_int\_pipe1 BIT:1008 OCT:0x00007FAB9B0C37A0  
generate material:atpro\_int\_pipe1  
MATCHANGE: atpro\_int\_pipe BIT:1008 OCT:0x00007FAB9B0C4810  
generate material:atpro\_int\_pipe

MATCHANGE: atpro\_int\_floor BIT:885 OCT:0x00007FAB9B0C5880  
generate material:atpro\_int\_floor  
MATCHANGE: atpro\_int\_flat\_dirty BIT:886 OCT:0x00007FAB9B0C68F0  
generate material:atpro\_int\_flat\_dirty  
MATCHANGE: atpro\_int\_flat BIT:886 OCT:0x00007FAB9B0C7960  
generate material:atpro\_int\_flat  
MATCHANGE: atpro\_int\_center\_grate BIT:1008 OCT:0x00007FAB9B0C89D0  
generate material:atpro\_int\_center\_grate  
MATCHANGE: atpro\_int\_centerglow BIT:1007 OCT:0x00007FAB9B0C9A40  
generate material:atpro\_int\_centerglow  
MATCHANGE: atpro\_int\_center2 BIT:1008 OCT:0x00007FAB9B0CAAB0  
generate material:atpro\_int\_center2  
MATCHANGE: atpro\_int\_center1 BIT:1007 OCT:0x00007FAB9B0CBB20  
generate material:atpro\_int\_center1  
MATCHANGE: atpro\_ext\_small\_entry BIT:1008 OCT:0x00007FAB9B0CCB90  
generate material:atpro\_ext\_small\_entry  
MATCHANGE: atpro\_ext\_slope2 BIT:886 OCT:0x00007FAB9B0CDC00  
generate material:atpro\_ext\_slope2  
MATCHANGE: atpro\_ext\_slope1 BIT:887 OCT:0x00007FAB9B0CEC70  
generate material:atpro\_ext\_slope1  
MATCHANGE: atpro\_ext\_shiney BIT:1007 OCT:0x00007FAB9B0CFCE0  
generate material:atpro\_ext\_shiney  
MATCHANGE: atpro\_ext\_mid BIT:886 OCT:0x00007FAB9B0D0D50  
generate material:atpro\_ext\_mid  
MATCHANGE: atpro\_ext\_low BIT:886 OCT:0x00007FAB9B0D1DC0  
generate material:atpro\_ext\_low  
MATCHANGE: atpro\_ext\_flattop BIT:885 OCT:0x00007FAB9B0D2E30  
generate material:atpro\_ext\_flattop  
MATCHANGE: atpro\_ext\_flat BIT:886 OCT:0x00007FAB9B0D3EA0  
generate material:atpro\_ext\_flat  
MATCHANGE: atpro\_ext\_big\_entry BIT:1008 OCT:0x00007FAB9B0D4F10  
generate material:atpro\_ext\_big\_entry  
MATCHANGE: atpro\_entrydetails\_vented BIT:885 OCT:0x00007FAB9B0D5F80  
generate material:atpro\_entrydetails\_vented  
MATCHANGE: atpro\_entrydetails BIT:885 OCT:0x00007FAB9B0D6FF0  
generate material:atpro\_entrydetails  
MATCHANGE: ATPRO\_box BIT:886 OCT:0x00007FAB9B0942A0  
generate material:ATPRO\_box  
MATCHANGE: atpro\_antenna\_whitelite BIT:885 OCT:0x00007FAB9B095310  
generate material:atpro\_antenna\_whitelite  
MATCHANGE: atpro\_antenna\_redite BIT:885 OCT:0x00007FAB9B096380  
generate material:atpro\_antenna\_redite  
MATCHANGE: atpro\_antenna\_bluelite BIT:885 OCT:0x00007FAB9B0973F0  
generate material:atpro\_antenna\_bluelite  
MATCHANGE: atpro\_antenna BIT:887 OCT:0x00007FAB9B098460  
generate material:atpro\_antenna  
MATCHANGE: Metal\_Rough BIT:889 OCT:0x00007FAB9B0860A0

generate material:Metal\_Rough  
MATCHANGE: Color\_004 BIT:1133 OCT:0x00007FAB9B07B370  
generate material:Color\_004  
MATCHANGE: Color\_005 BIT:889 OCT:0x00007FAB9B07C3E0  
generate material:Color\_005  
MATCHANGE: Color\_A06 BIT:889 OCT:0x00007FAB9B07D450  
generate material:Color\_A06  
MATCHANGE: black BIT:889 OCT:0x00007FAB9B05C540  
generate material:black  
MATCHANGE: skp\_front\_defaul BIT:889 OCT:0x00007FAB9B05D5B0  
generate material:skp\_front\_defaul  
MATCHANGE: Color\_002 orig BIT:890 OCT:0x00007FAB9B05E620  
generate material:Color\_002 orig  
MATCHANGE: Color\_002 orig BIT:890 OCT:0x00007FAB9B05F690  
generate material:Color\_002 orig  
MATCHANGE: Metal\_Rough BIT:889 OCT:0x00007FAB9B060700  
generate material:Metal\_Rough  
MATCHANGE: Color\_004 BIT:1133 OCT:0x00007FAB9B061770  
generate material:Color\_004  
MATCHANGE: Color\_005 BIT:889 OCT:0x00007FAB9B057670  
generate material:Color\_005  
MATCHANGE: skp\_front\_defaul BIT:889 OCT:0x00007FAB9B054A90  
generate material:skp\_front\_defaul  
MATCHANGE: Material #9 BIT:222 OCT:0x00007FAB9B016A60  
generate material:Material #9  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/SciFi3d.com/escapePod(C4D  
R8)/tex/PANEL06.JPG  
MATCHANGE: Cyg\_main\_framework BIT:223 OCT:0x00007FAB9B017AD0  
generate material:Cyg\_main\_framework  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01B.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/Cyg\_frame01.png  
IMAGE=/Volumes/Raid0/Projects/Assassinats/Models/cgtrader/Cygnus/Cygnus/rev 2  
textures/grungy-girder.png  
<<< Mat checkAndUpdate FINISHED >>> time= 65.848 ms  
SET SKY=0x00007FABB37C5940  
ENVTAG UPDATED: 3  
CHANGE ENVIRONMENT TEXTURE FROM TAG 0x000000015340C4C0  
0x000000015340C8C0 0.019  
IMAGE=/Volumes/Raid0/Data/textures/stars and space/Stars\_SPHR\_8192x4096.png



SKY OCTANE DIFFUSENODE VAR  
ENV CALC=5 force=0 updated=1 envtag=0x000000015340C4C0  
Check others time:16.982  
Check Object Updates....  
Check started  
find And Check BaseObjects 0  
Collect time:20.368 ms. Check time:28.395 ms. chk:0 instUpd:1 cnt:127  
Generate mesh data....  
Generate mesh data for instance base objects cnt:7  
0 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
1 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
2 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
3 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
4 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
5 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
6 GENERATE new instance base mesh:0x0000000000000000 objects:Cube.1 0,  
Generate instance objects cnt:37  
use active DirectLighting Kernel  
Movable:8 Nodes:337 Tri:0/53k Mesh:130 Hair:0 Used/free/total vram:517Mb/3.157Gb/  
6Gb  
\*\*\*\* RENDER FINISHED \*\*\*\* stat=6  
Render finished...  
RESET PROJECT  
Init defaults  
Message type:14 data:0x00000001309867F0  
Message type:1001071 data:0x0000000130986CD0