



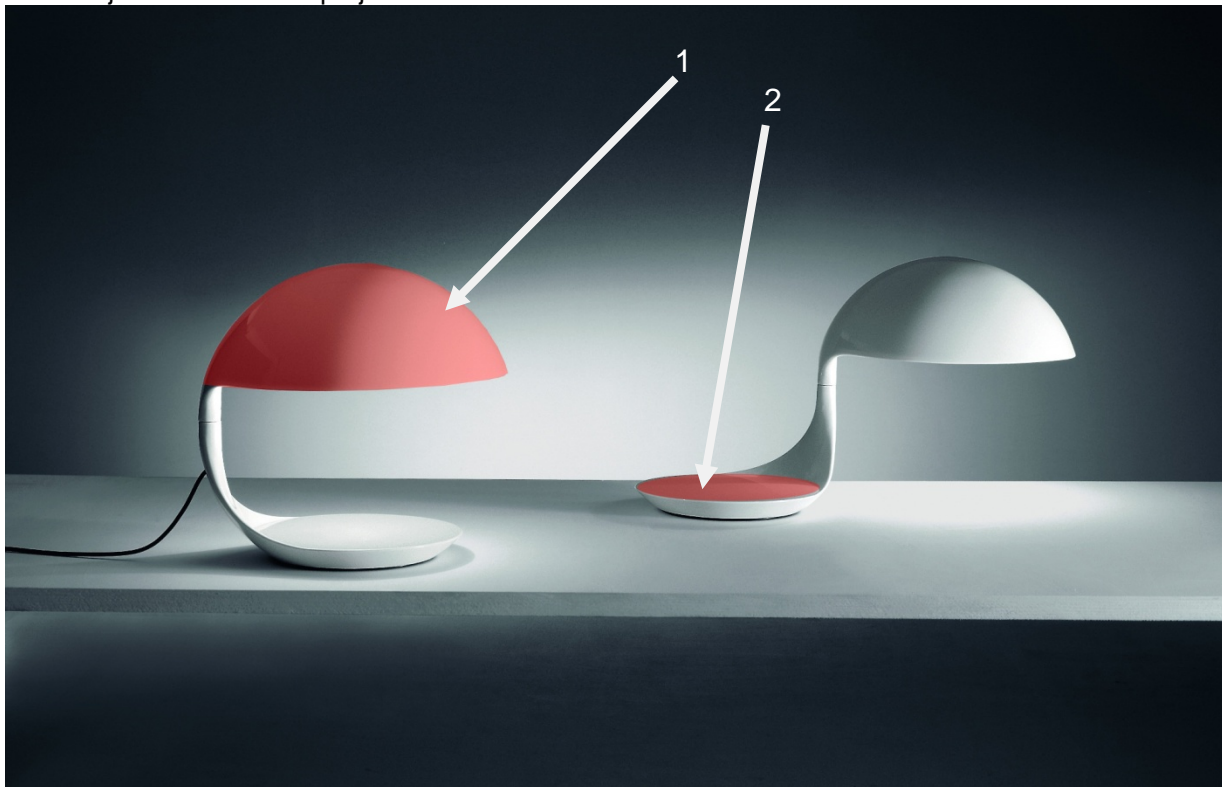
### Technical data to create the texture

To facilitate creating the project, we have prepared a 3D file of the lamp using virtual mapping (UWMAP) that can be used to draw directly on the 3D object using many digital drawing programs.

We recommend the following programs:  
ZBrush, Photoshop, Cinema 4D and Substance Painter.

### IMPORTANT

Areas object of the texture project



- 1. upper shell
- 2. base plate

**Drawing of the Cobra lamp**

