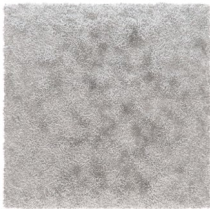




01



02



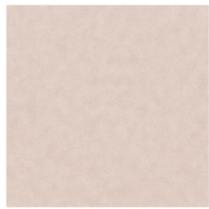
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04



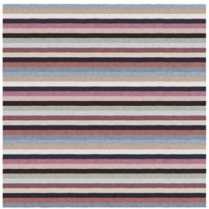
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06



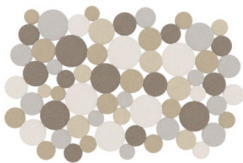
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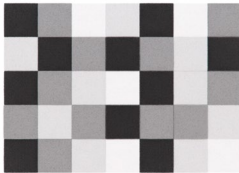
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09



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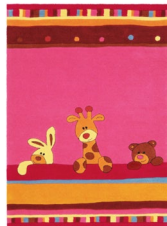
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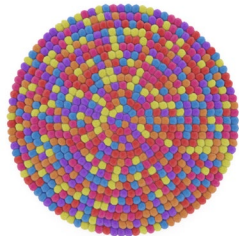
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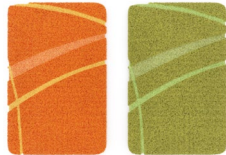
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29



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31



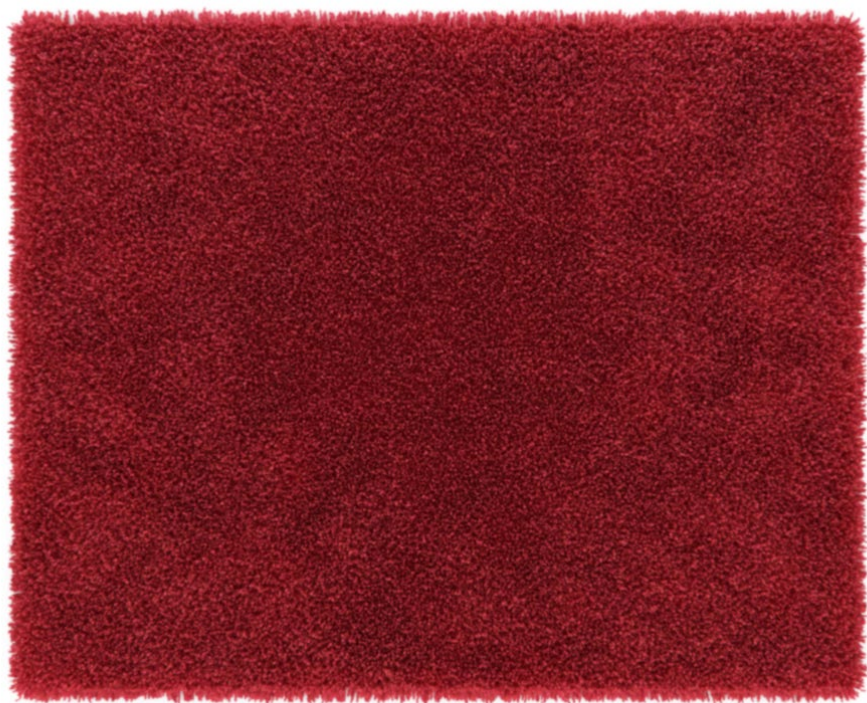
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33



01

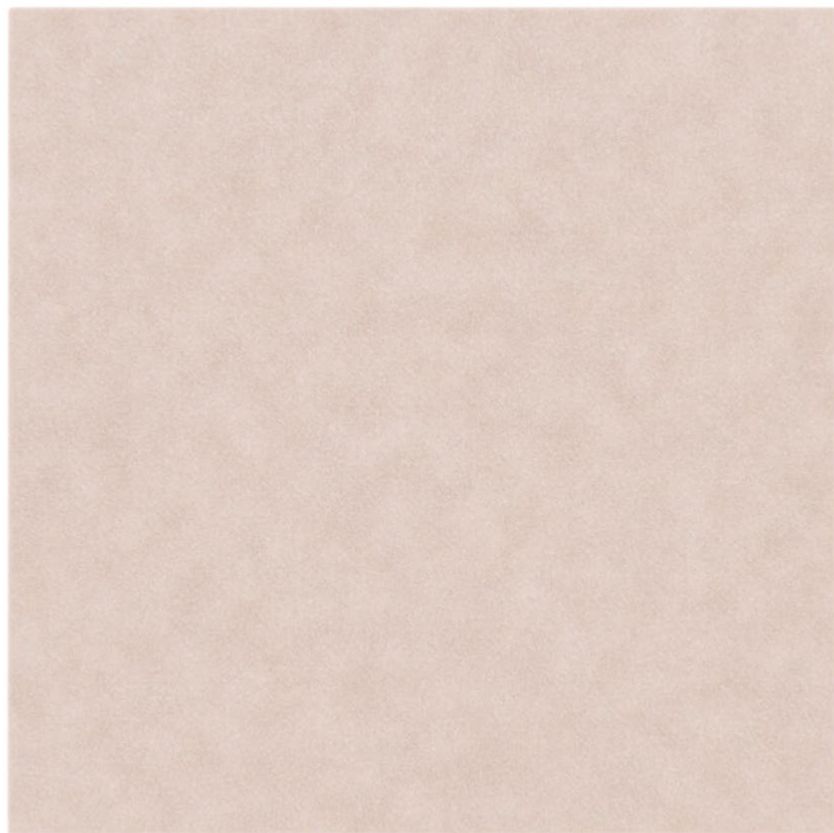


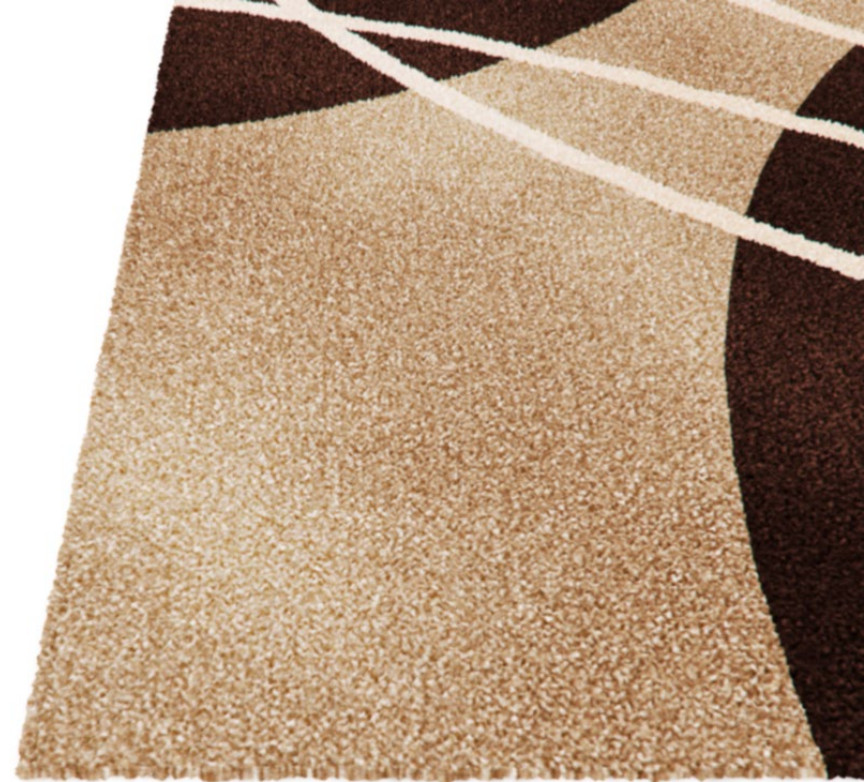


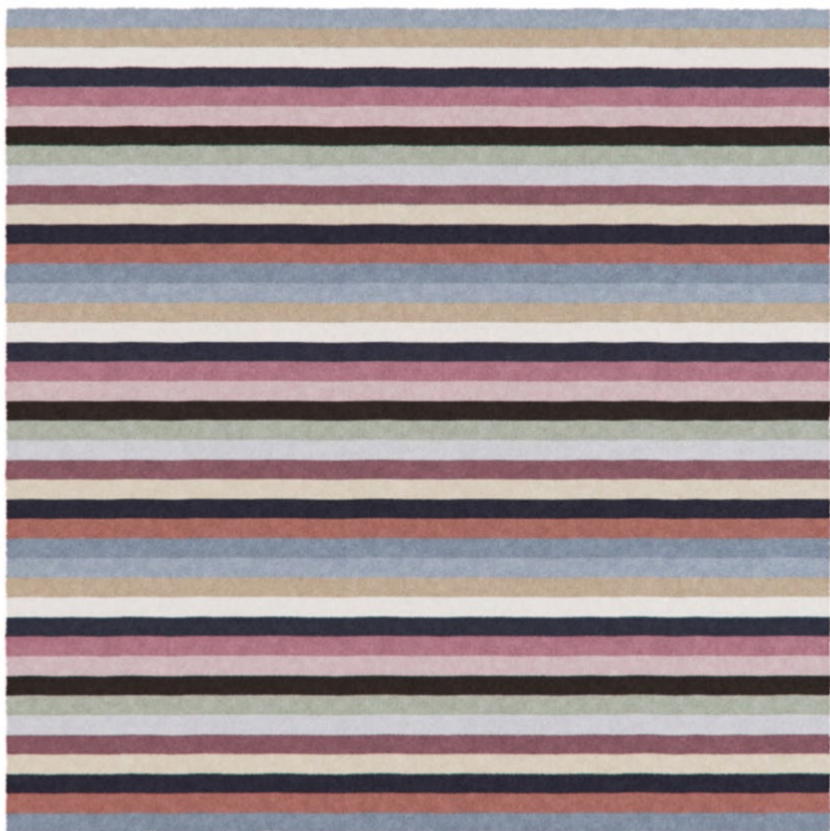




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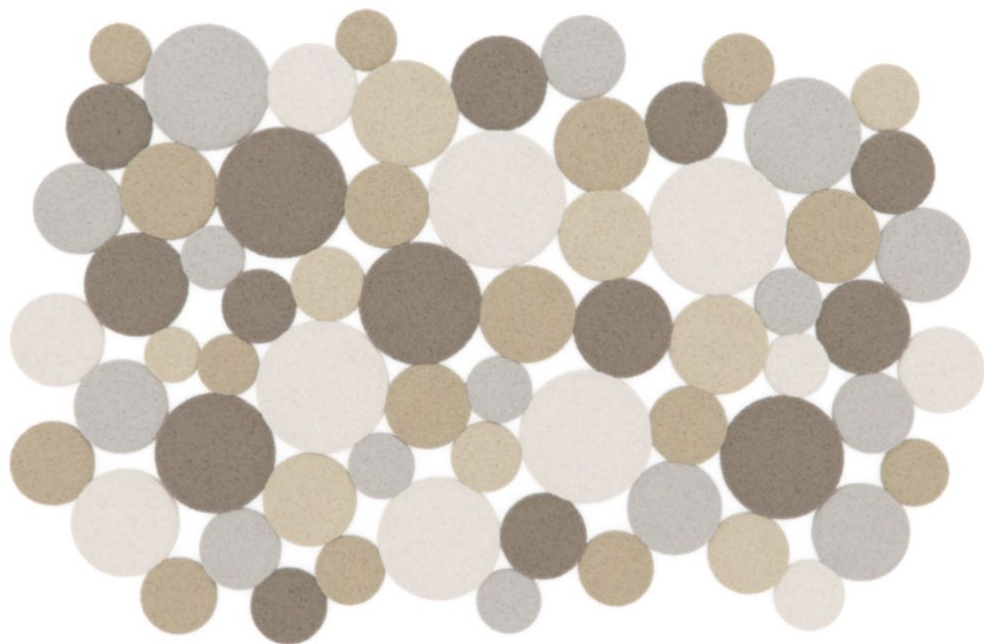
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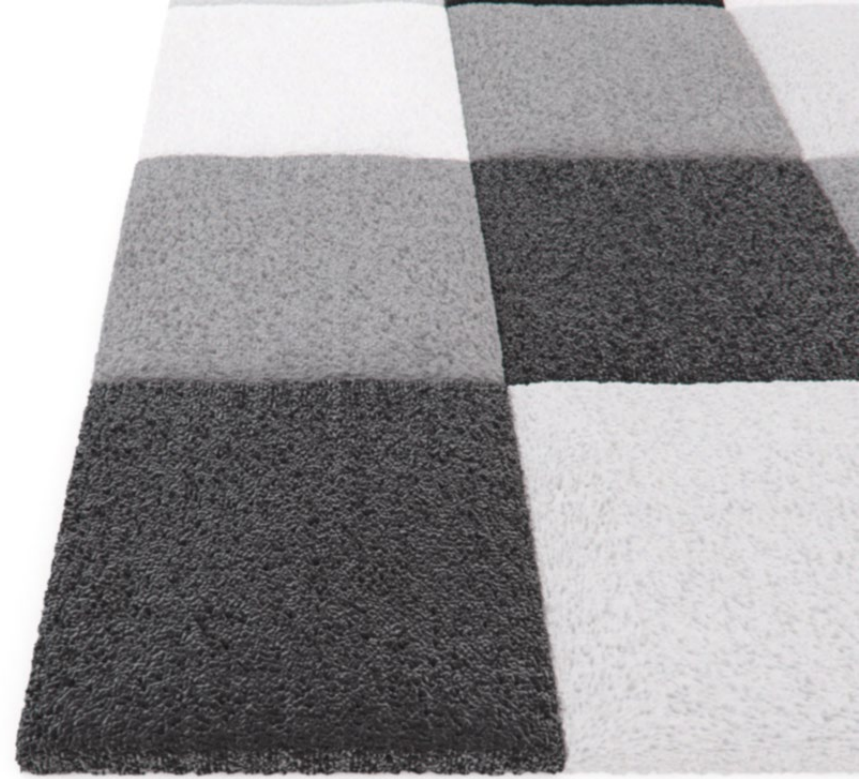
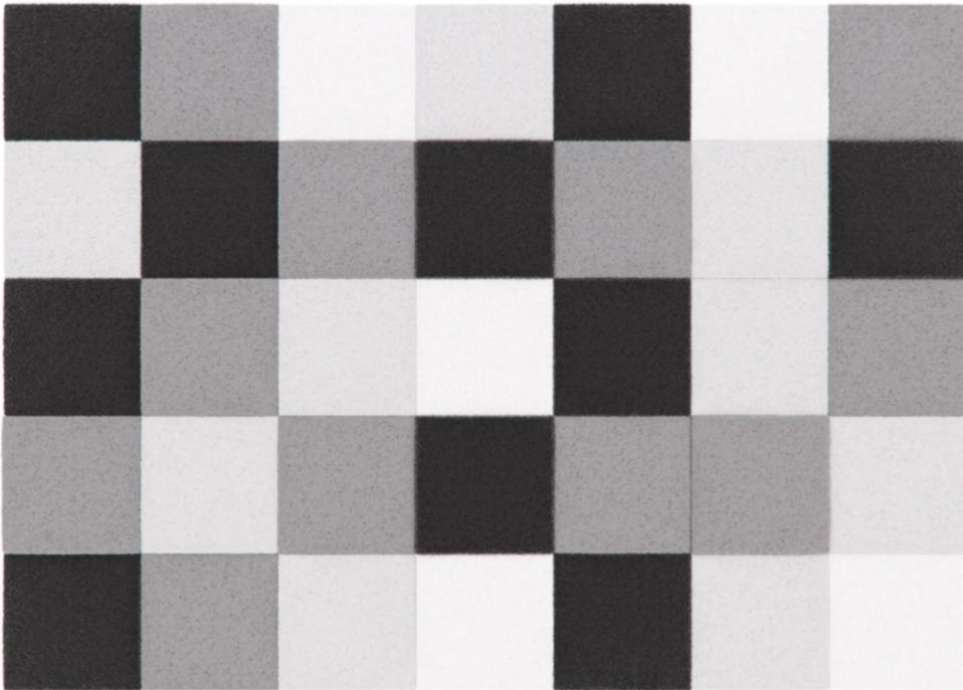




09















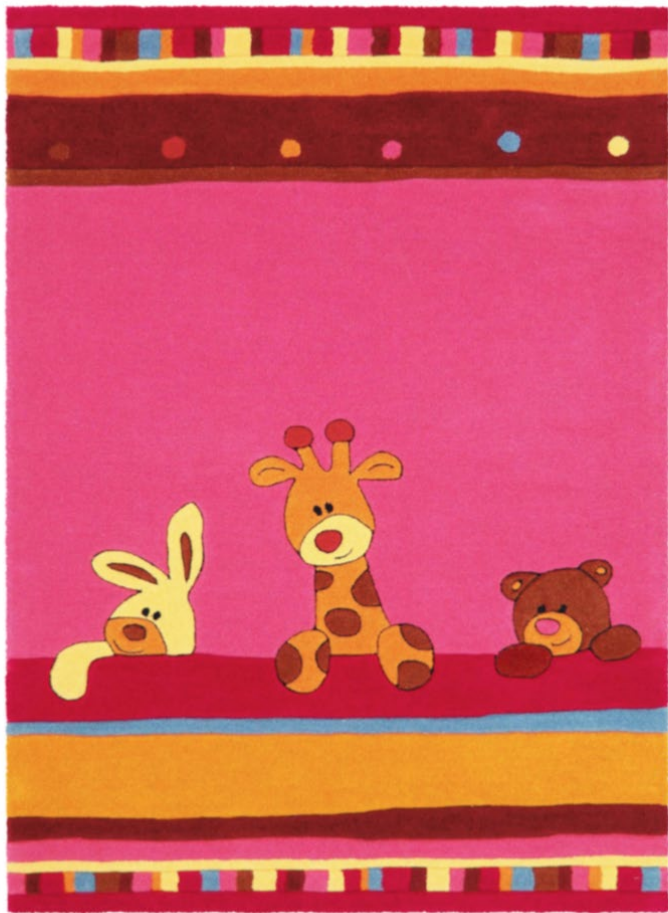


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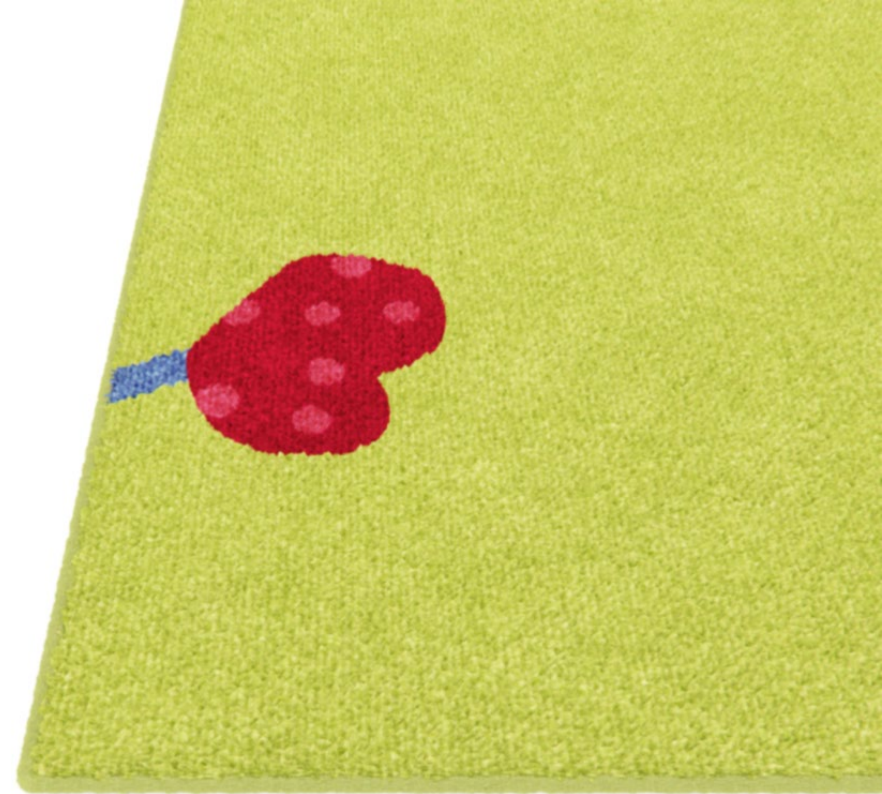






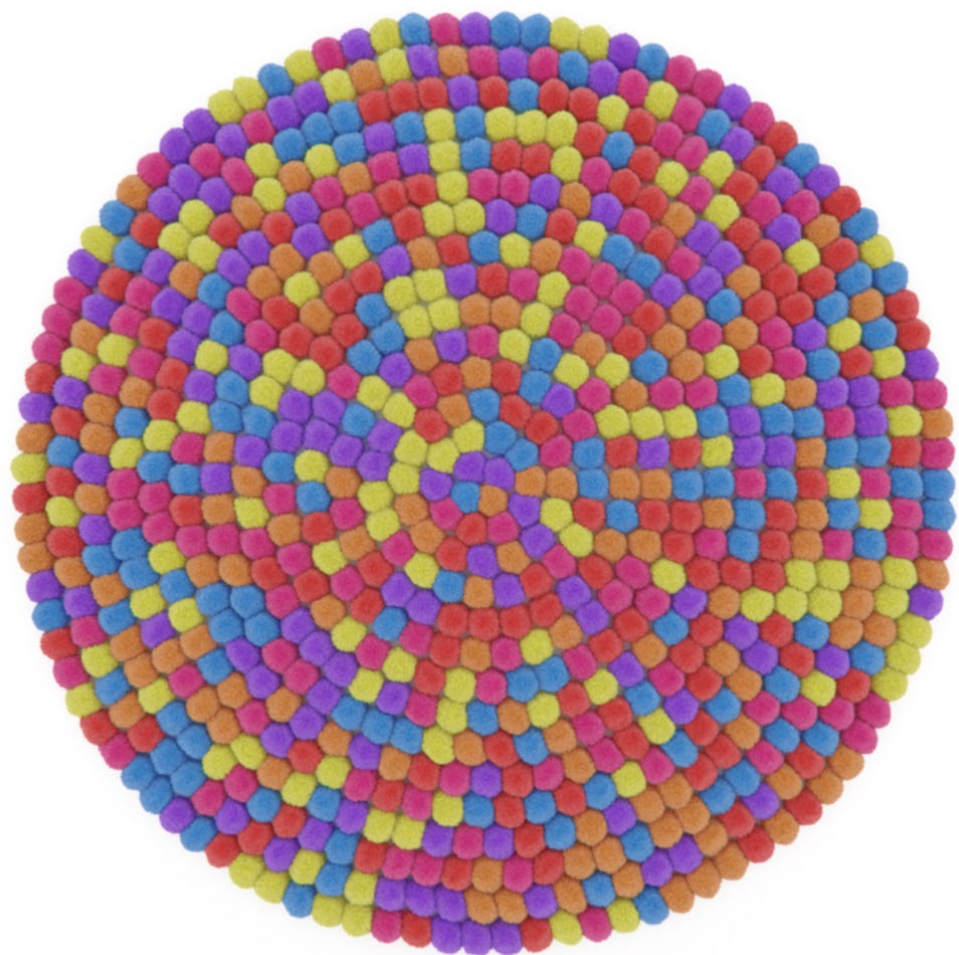














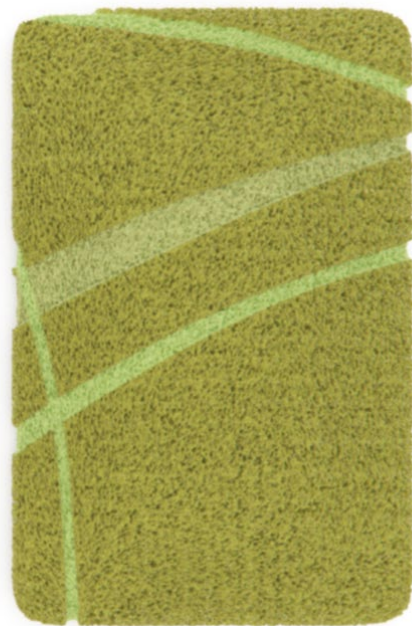






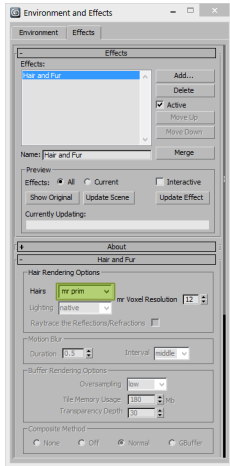












Beginnig from 3dsMax 2010 V-Ray supports mr prim fur rendering mode.

In diffrence of geometry mode it needs less RAM and supports some useful Hair and Fur features.

This option will not merge with carpet scene, so in every new scene you must set it up manually.