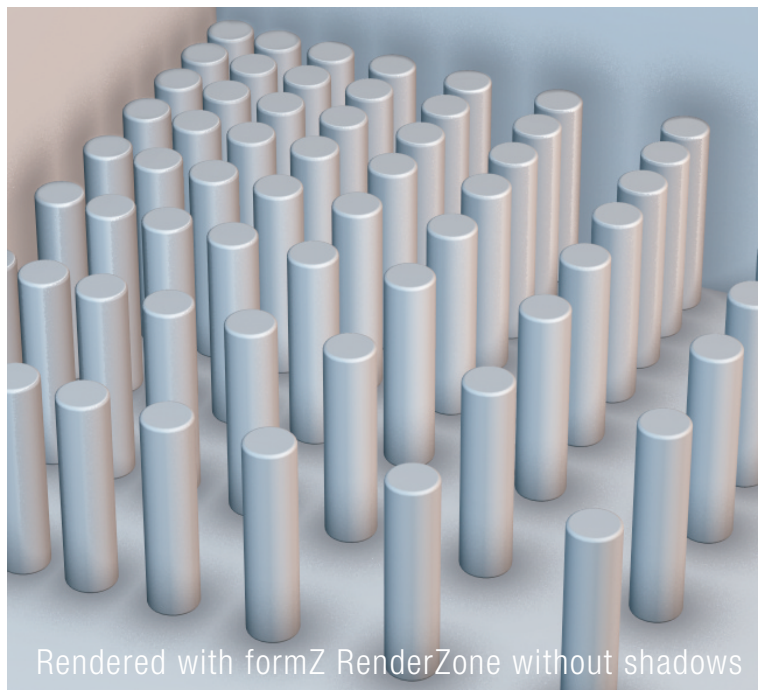


## metaShapes K\_AmbientOcclusion

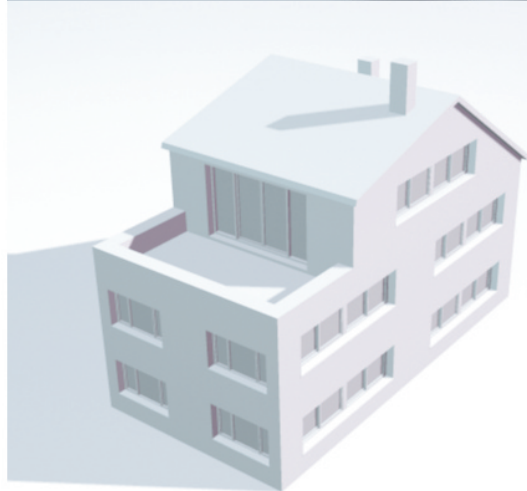


Rendered with formZ RenderZone without shadows

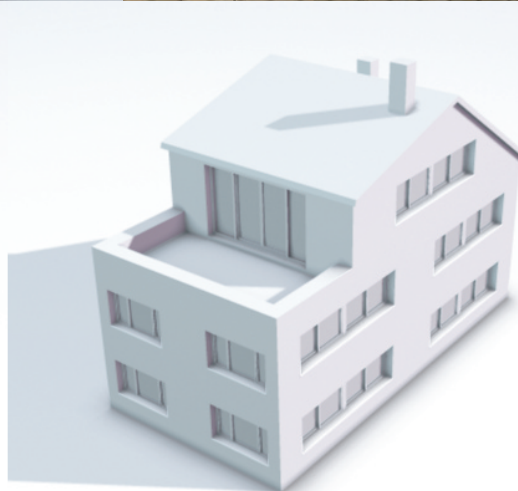
K\_AmbientOcclusion is an exciting shader that calculates ambient light occlusion areas on your scene. The shader is perfect to give the finish that all your images need, increasing the sense of realism.



Rendered with shadows and AmbientOcclusion



Rendered with formZ RenderZone without K\_AmbientOcclusion



Rendered with formZ RenderZone with K\_AmbientOcclusion

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