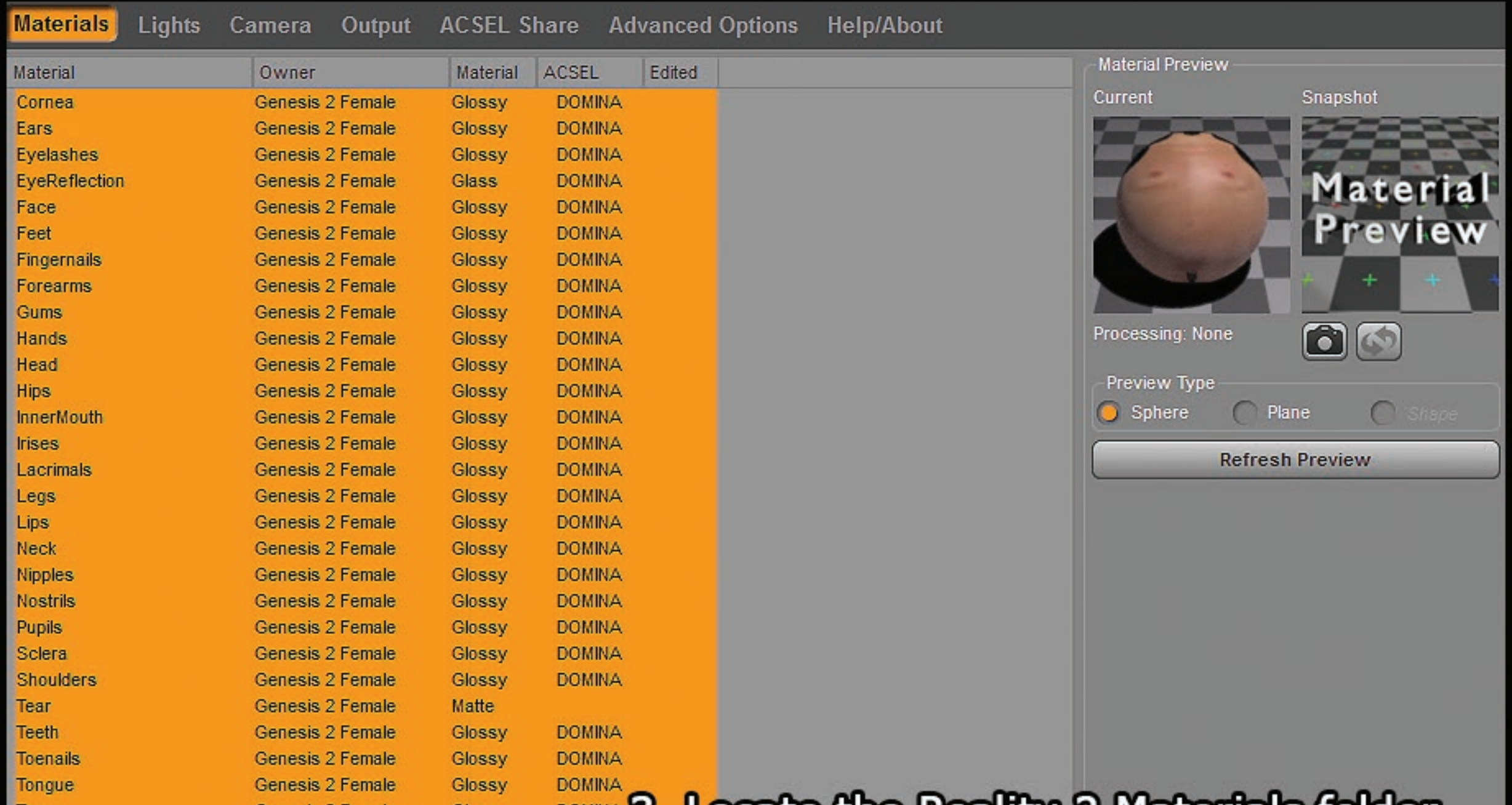
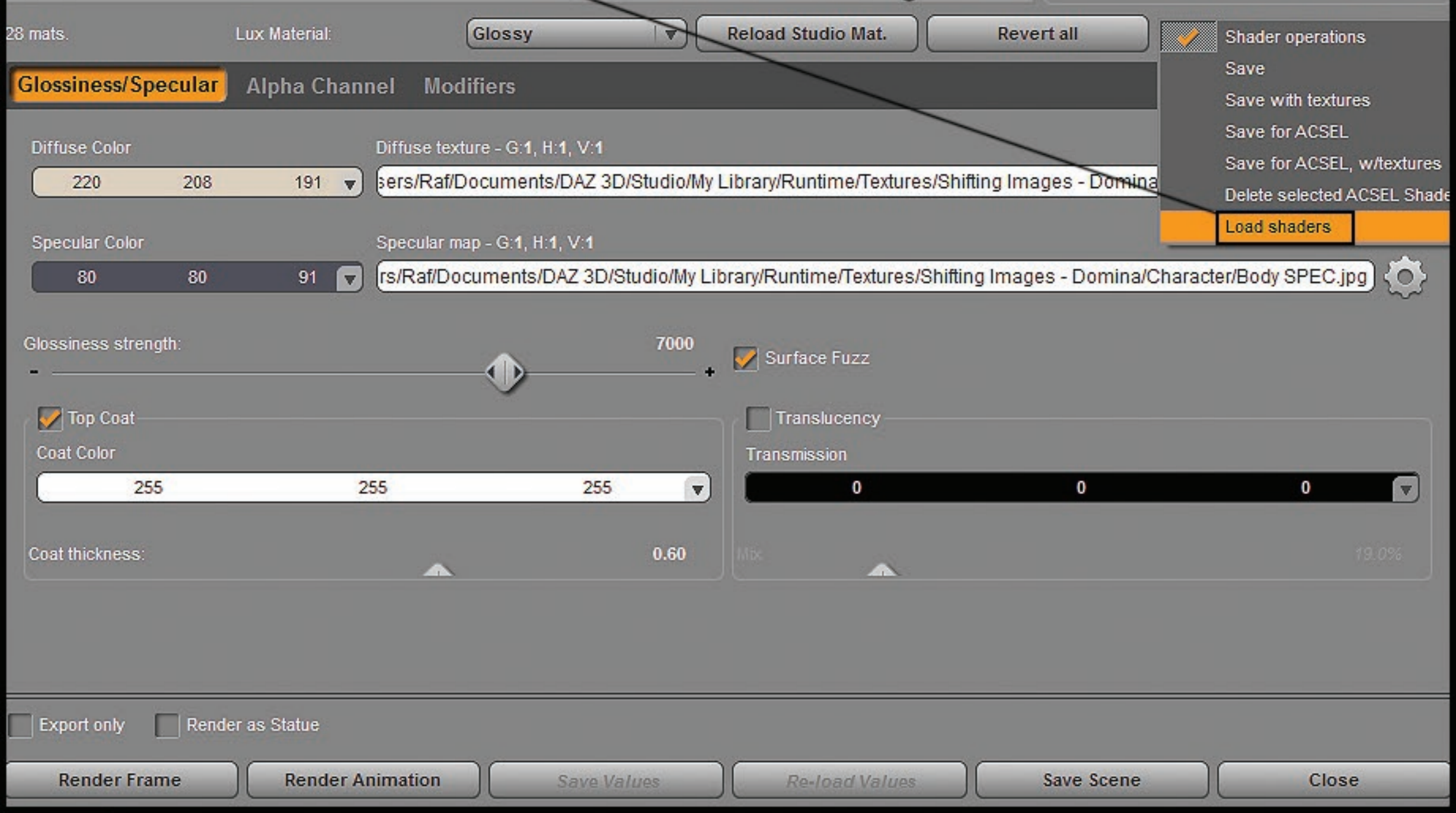
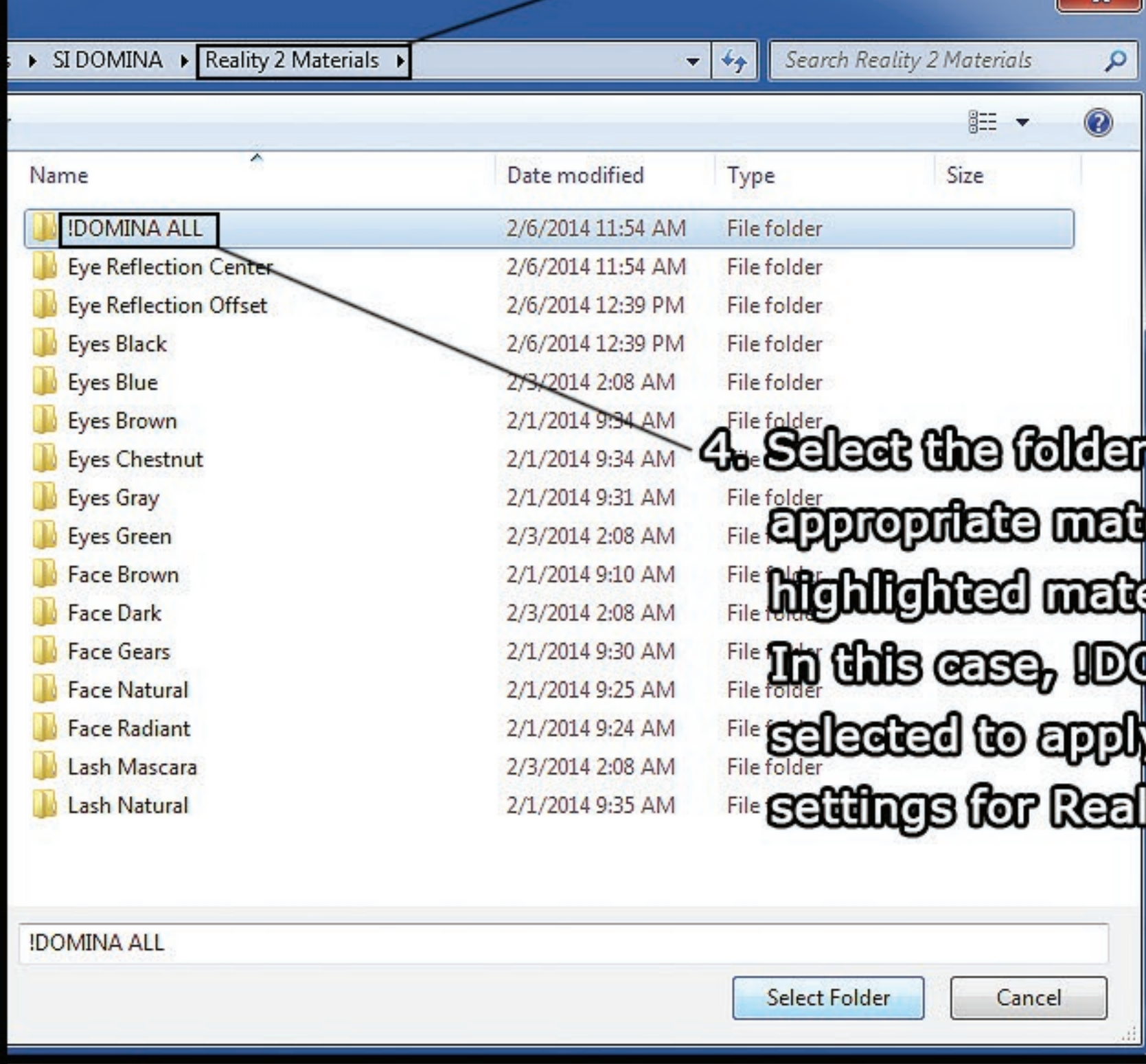


**1. Highlight the applicable materials.**

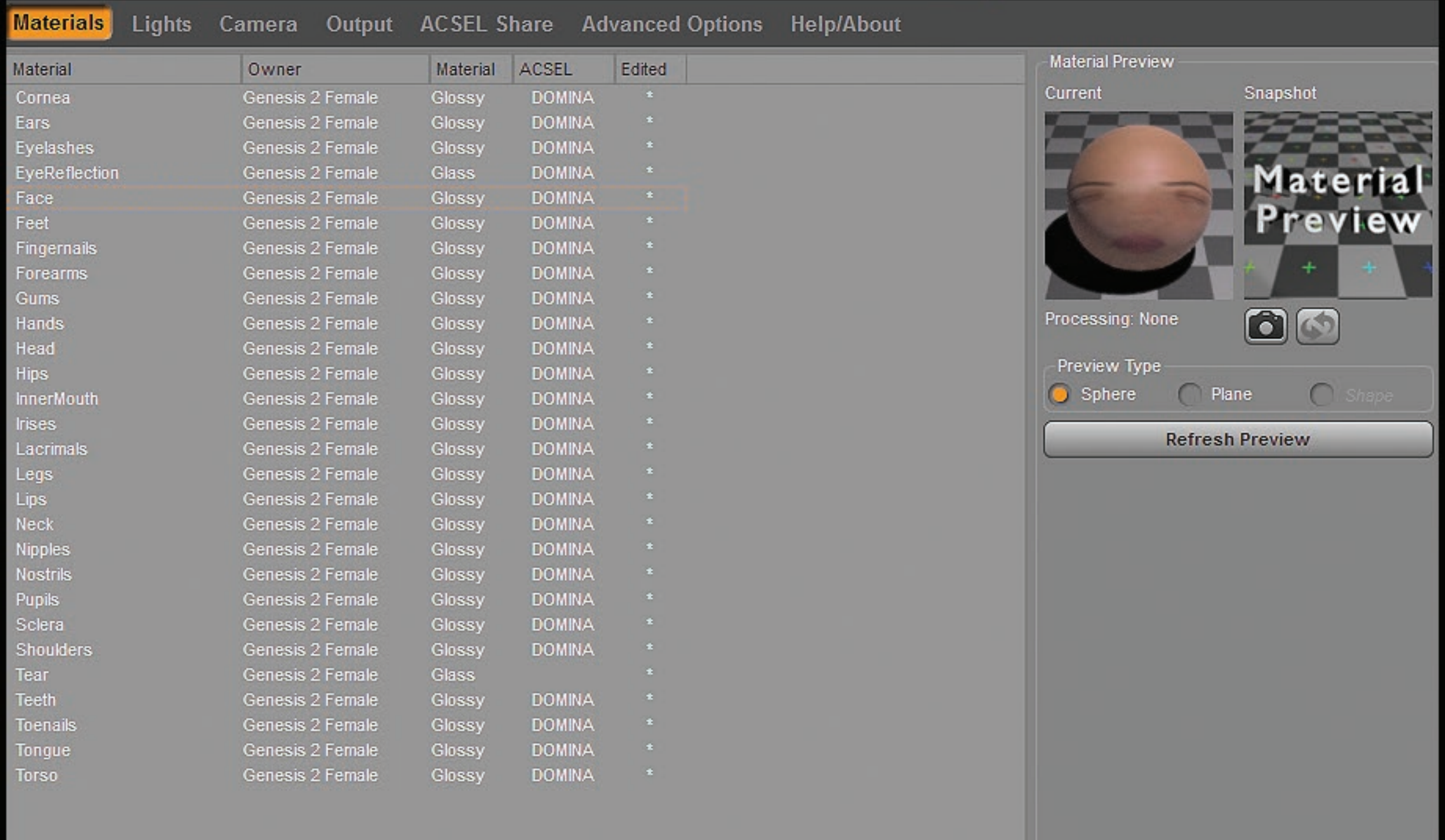
**2. Select Shader operations -> Load Shaders**



**3. Locate the Reality 2 Materials folder.**

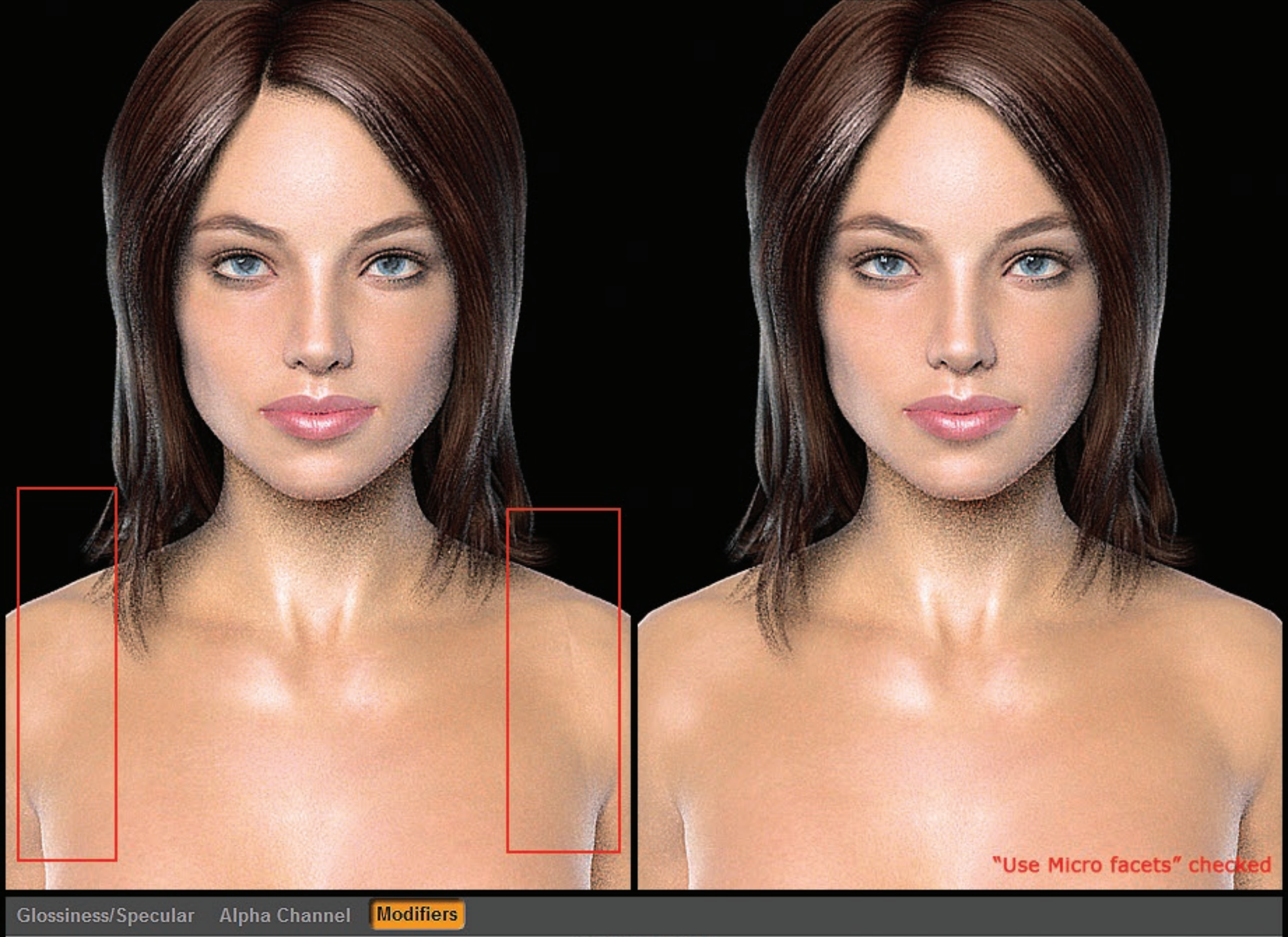
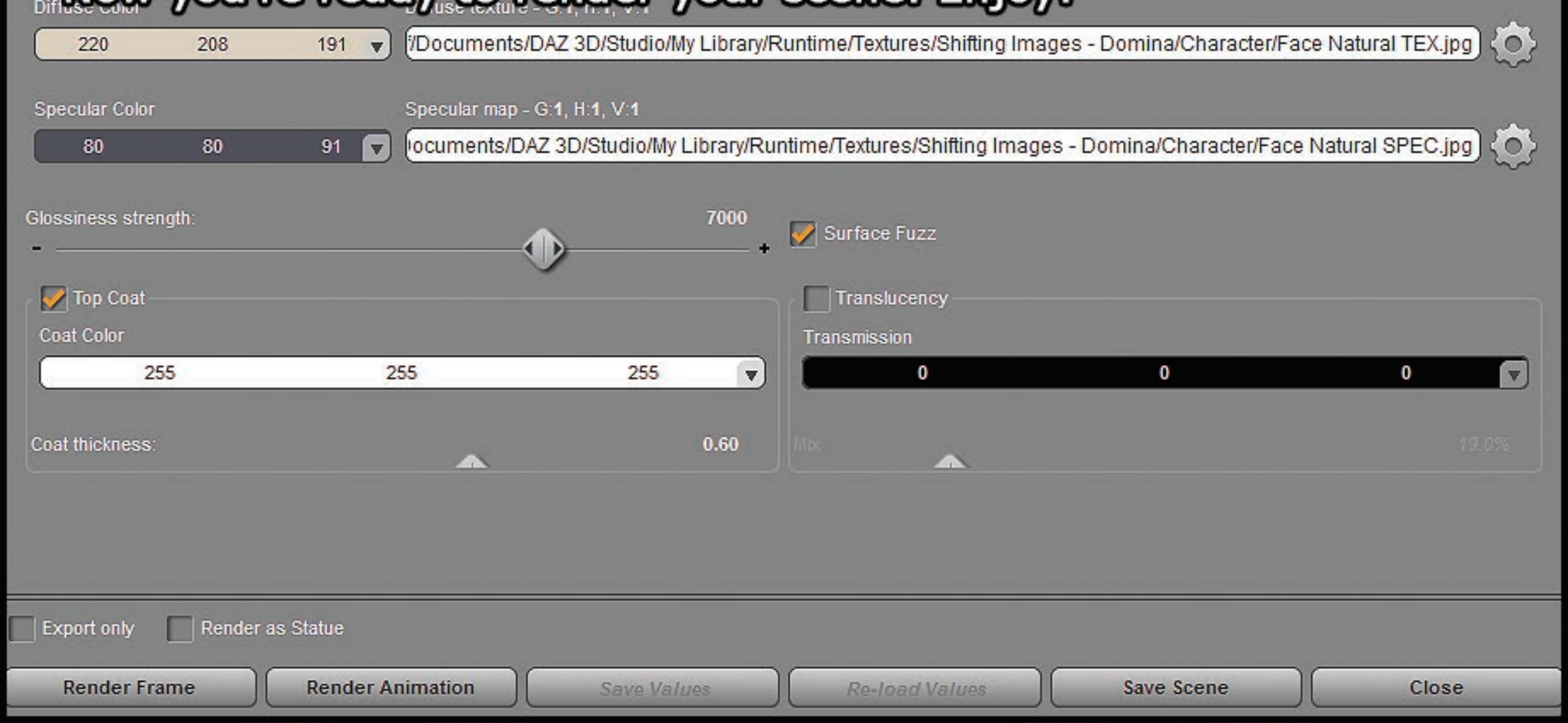


**4. Select the folder which contains the appropriate material settings for the highlighted material zones.**  
**In this case, !DOMINA ALL folder was selected to apply enhanced material settings for Reality 2.**



**5. After applying the materials from the "Reality 2 Materials" folder, you should notice a change in your material setting.**

**Now you're ready to render your scene. Enjoy!**



**6. One last tip, whenever you find seams in your renders, simply enable "Use Micro facets". It should "connect" separate material zones.**

