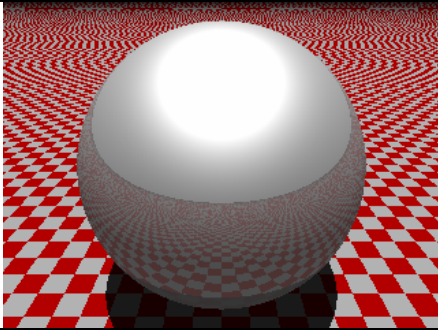
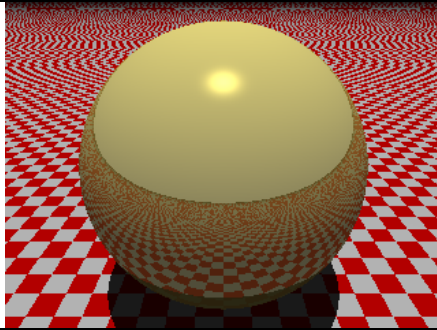

POV-Ray Metal Textures Reference

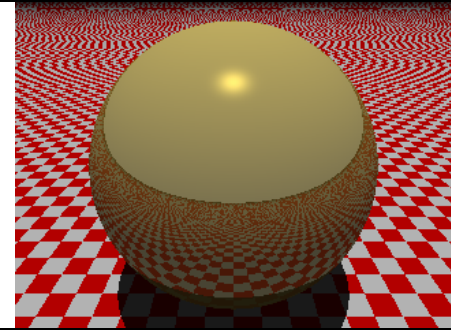
```
#include "textures.inc"
```



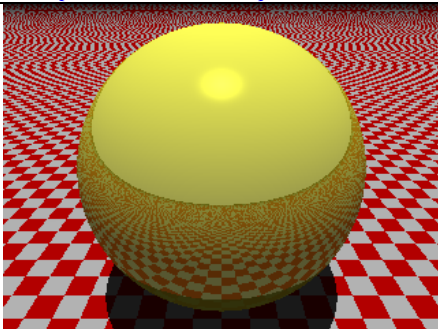
Texture {Chrome_Metal}



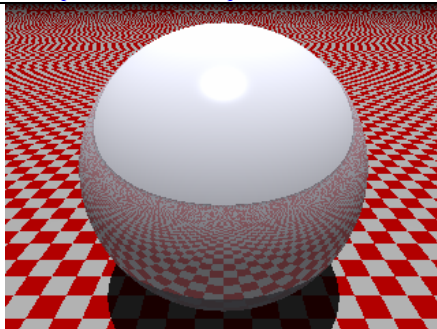
Texture {Brass_Metal}



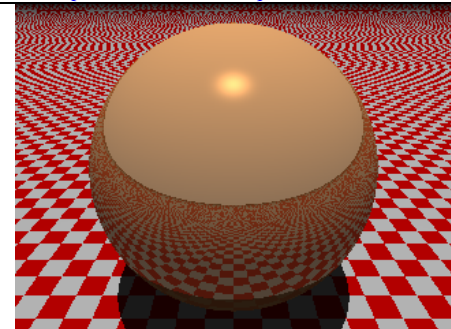
Texture {Bronze_Metal}



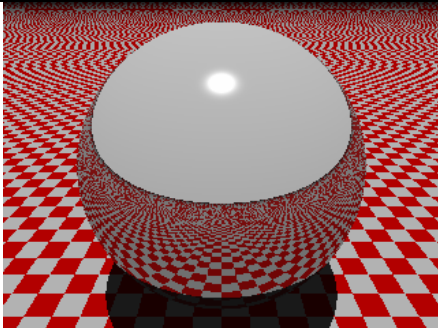
Texture {Gold_Metal}



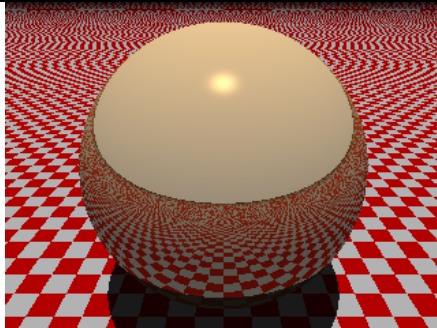
Texture {Silver_Metal}



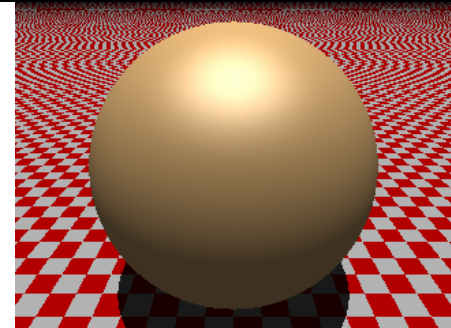
Texture {Copper_Metal}



Texture {Polished_Chrome}



Texture {Polished_Brass}



Texture {New_Brass}

