

# Gloss map (QSF)

## Table Of Contents

- [1 General](#)

Information about the texture type "gloss map"

## 1 General

**File extention:** \*\_g.tif

**Image:** Grayscale

**Description:** Define the microfacet geometry of a surface.

### Properties

- 0 = rough surface; 1 = smooth surface.
- 0 = no reflections; 0.5 = diffuse reflections; 1 = sharp reflections.
- only use flat glossiness for very clean surfaces.
- dirt always darken the glossiness because dirt is rough.