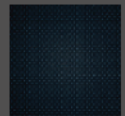




# X-RITE PANTORA + CLO

## HOW TO EXPORT AN AXF INTO CLO

## General



Material: RITE\_DemoMaterials\_GreyWithTinyBlueDots

File: X-RITE\_DemoMaterial...thTinyBlueDots.zdf

Folder: G:\DemoScans\_201...18\_DemoScan\_AxFs

Representation: Svbrdf [GOX] (Version 1.5)

## Cropping

Enable 

Crop Size: 8.32 x 8.14 cm

Crop Center: 4.46 x 4.38 cm

Rotation: 0.00 °

## Gradient Removal

Enable Diffuse Color:  15.0 %Normal:  5.0 %Specular Color:  15.0 %Roughness:  15.0 %Anisotropic Rotation:  15.0 %

## Make Material Seamless

Enable  The material size must not change The material may become smaller The material must have a specific output size

Stitching Method: Min Cut

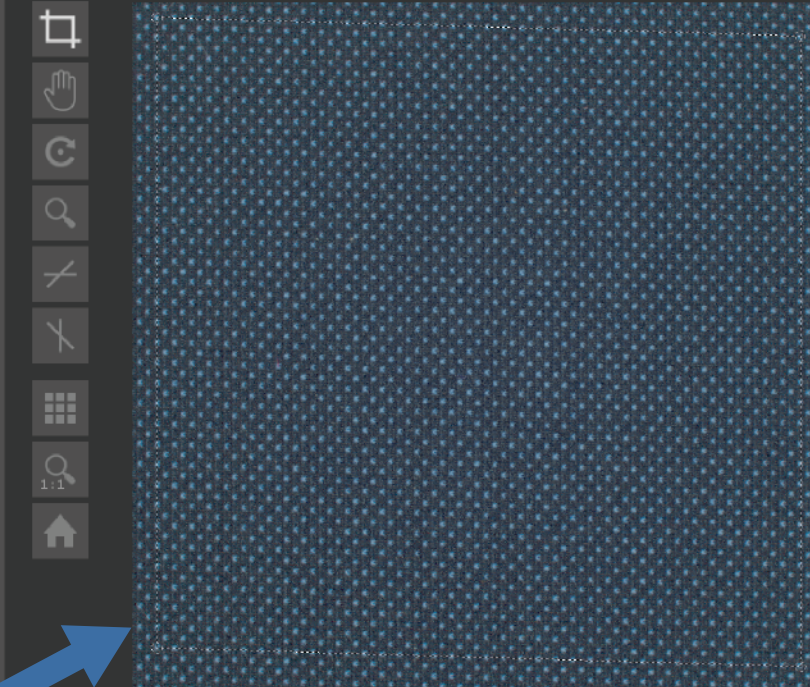
 Try to retain material size by expanding crop region

Horizontal Overlap: 2.90 %

Vertical Overlap: 3.22 %

## Original

Diffuse Color



8.88 x 8.85 cm | 1280 x 1280 ...

## Edited

Diffuse Color



8.07 x 7.88 cm | 1164 x 1139 ...

## Material Tray



SVBRDF

X-RITE\_Dem...nyBlueDots

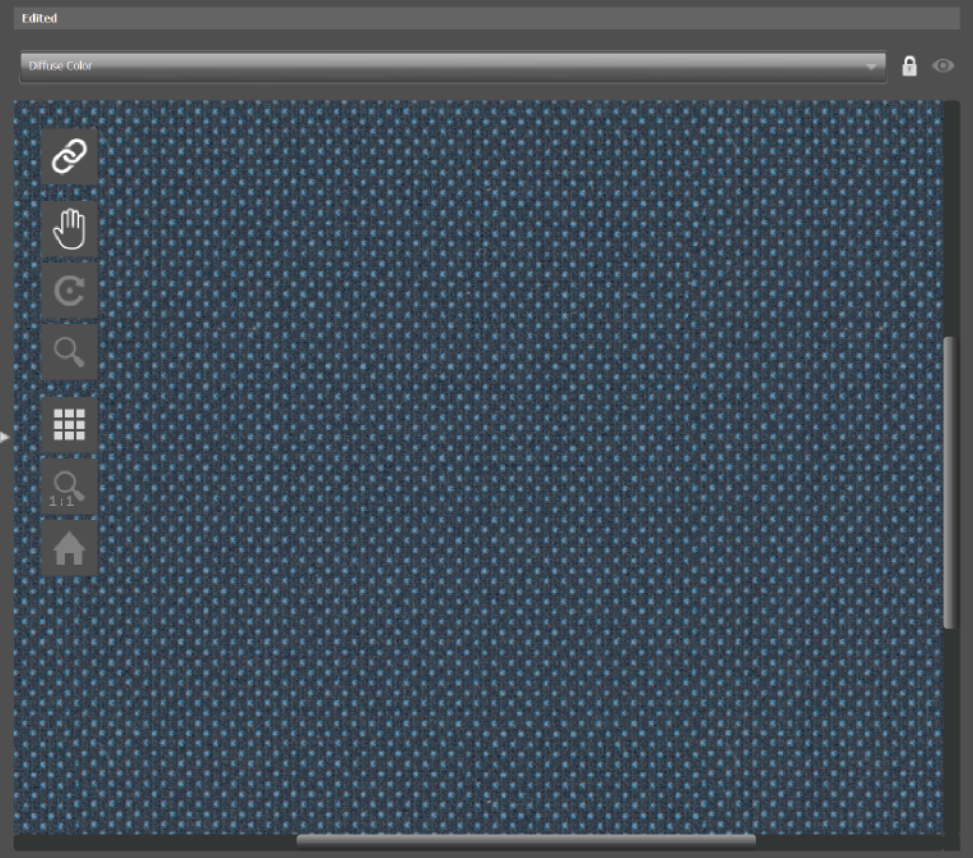
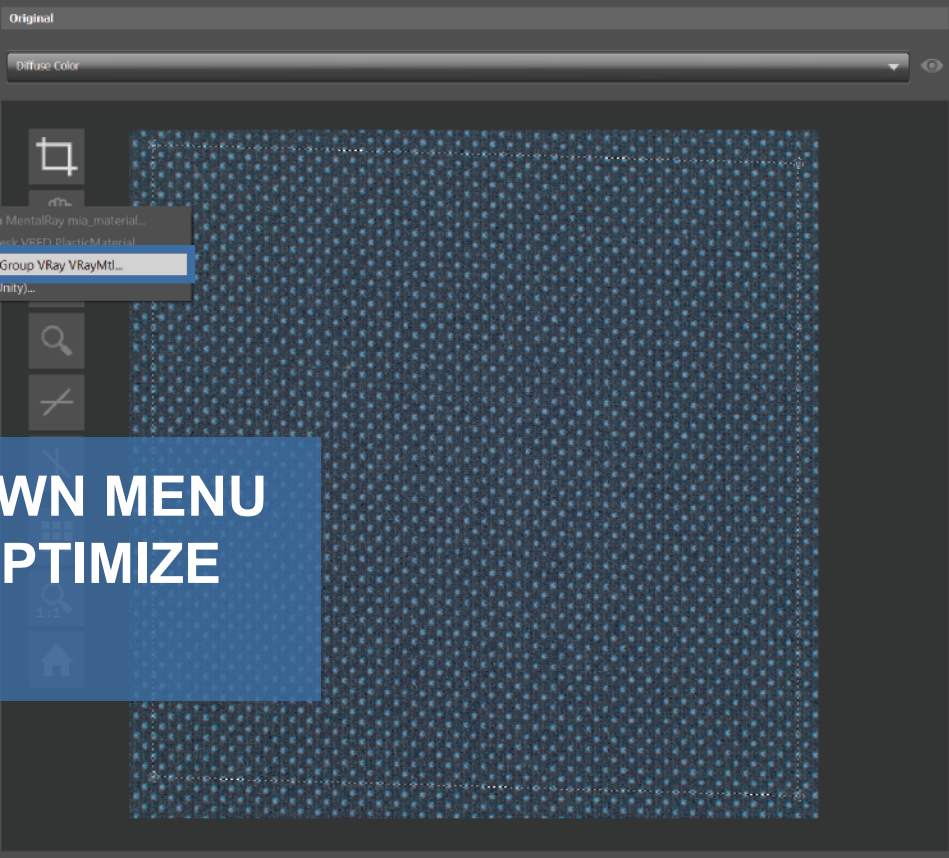
**DRAG MATERIAL FROM  
MATERIAL TRAY TO ANY  
OF THE EDITOR PANES**



- Open... Ctrl+O
- New... Ctrl+N
- Save Ctrl+S
- Save As... Ctrl+Shift+S
- Reduce to Edited Material (Bake)
- Export Edited Material... Ctrl+E
- Export All Original Textures
- Export All Edited Textures**
- Load Preset...
- Save Preset
- Save Preset As...
- Undo Ctrl+Z
- Redo Ctrl+Y
- Discard Changes
- Close Ctrl+F4

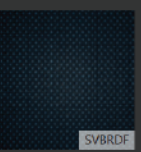
- Materials\_GreyWithTinyBlueDots
- moMaterial...lthTinyBlueDots.pdf
- ans\_201...18\_DemoScan\_Axfs
- SV\_Pantone\_1\_C3
- Native AxF Textures...

- Optimize for
  - Nvidia MentalRay mia\_material...
  - Autodesk VRED PlasticMaterial
  - ChaosGroup V-Ray V-RayMtl...**
  - PBR (Unity)...



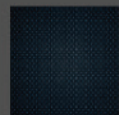
**OPEN DROPDOWN MENU  
AND EXPORT OPTIMIZE  
FOR VRAY**

- Diffuse Color:
- Normal:
- Specular Color:
- Roughness:
- Anisotropic Rotation:
- Make Material Seamless:  Enable
- The material size must not change
- The material may become smaller
- The material must have a specific output size
- Stitching Method: Min Cut
- Try to retain material size by expanding crop region
- Horizontal Overlap: 2.90 %
- Vertical Overlap: 3.22 %





## General



Material: RITE\_DemoMaterials\_GreyWithTinyBlueDots  
File: X-RITE\_DemoMaterial\_1thTinyBlueDots.aif  
Folder: G:\DemoScans\_201...18\_DemoScan\_Aifs  
Representation: Svbrdf [GGX] (Version 1.5)

## Cropping

Enable 

Crop Size: 8.32 x 8.14 cm  
Crop Center: 4.46 x 4.38 cm  
Rotation: 0.00°

## Gradient Removal

Enable 

Diffuse Color:  15.0 %  
Normal:  5.0 %  
Specular Color:  15.0 %  
Roughness:  15.0 %  
Anisotropic Rotation:  15.0 %

## Make Material Seamless

Enable 

- The material size must not change
- The material may become smaller
- The material must have a specific output size

Stitching Method: Min Out

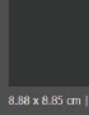
 Try to retain material size by expanding crop region

Horizontal Overlap: 2.90 %

Vertical Overlap: 3.22 %

## Original

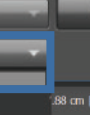
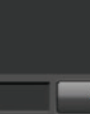
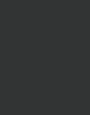
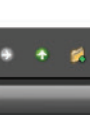
Diffuse Color



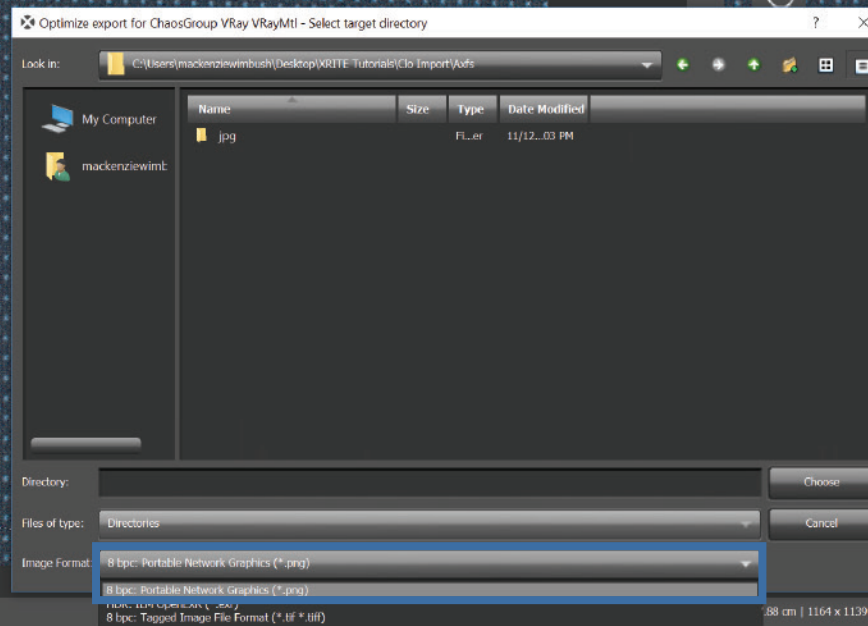
8.88 x 8.85 cm | 1260 x 1260 ...

## Edited

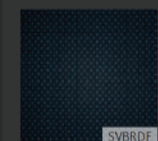
Diffuse Color



5.88 cm | 1164 x 1139 ...



## Material Tray 1 item



SVBRDF

X-RITE\_Dem...nyBlueDots

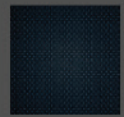
**SELECT .PNG AS THE  
IMAGE FORMAT**



Browser Editor Viewer TAC7 VLB Analyze Help

Properties Representations Textures

## General



Material: RITE\_DemoMaterials\_GreyWithTinyBlueDots  
File: X-RITE\_DemoMaterial...thTinyBlueDots.af  
Folder: G:\DemoScans\_201...18\_DemoScan\_Axfs  
Representation: SVBRDF [GGX] (Version 1.5)

## Cropping

Enable 

Crop Size: 8.32 x 8.14 cm  
Crop Center: 4.46 x 4.38 cm  
Rotation: 0.00°

## Gradient Removal

Enable 

Diffuse Color:   
Normal:   
Specular Color:   
Roughness:   
Anisotropic Rotation:

## Make Material Seamless

- The material size must not change
- The material may become smaller
- The material must have a specific output size

Stitching Method: Min Cut

 Try to retain material size by expanding crop region

Horizontal Overlap: 2.90 %  
Vertical Overlap: 3.22 %

## Original

Diffuse Color



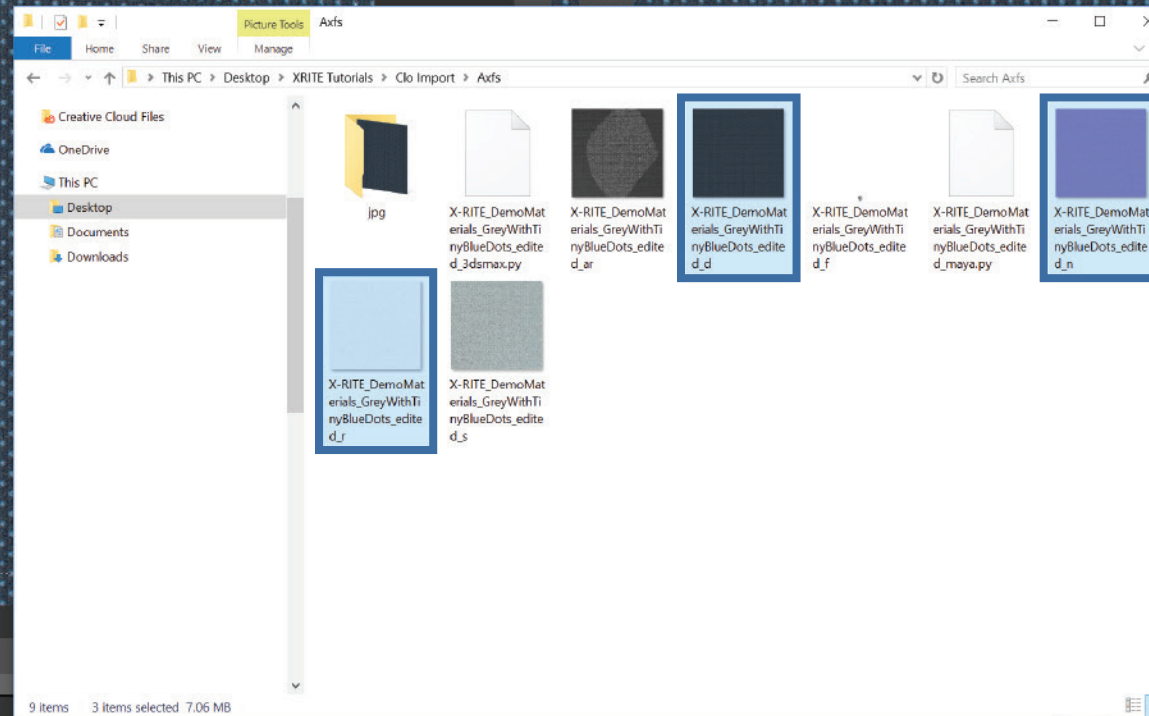
8.88 x 8.85 cm | 1280 x 1280 ...

## Edited

Diffuse Color



THE THREE FILES YOU  
NEED ARE THE DIFFUSE  
(\_d), NORMAL (\_n), AND  
ROUGHNESS (\_r) MAPS

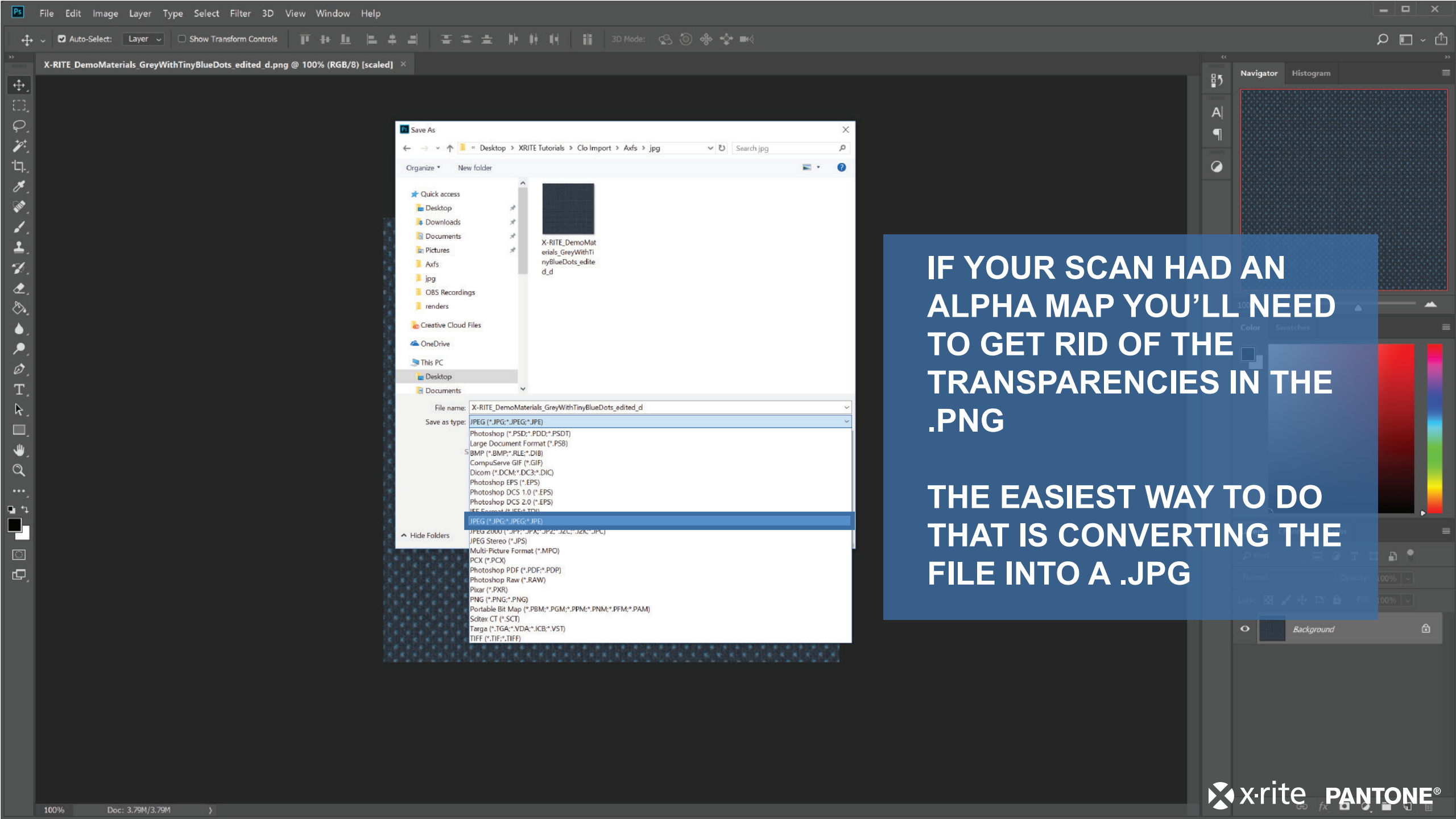


Material Tray 1 Item



SVBRDF

X-RITE\_Dem...nyBlueDots



Save As

Desktop > XRITE Tutorials > Clo Import > Avfs > jpg

Organize New folder

Quick access

- Desktop
- Downloads
- Documents
- Pictures
- Avfs
- jpg
- OBS Recordings
- renders

Creative Cloud Files

OneDrive

This PC

- Desktop
- Documents

File name: X-RITE\_DemoMaterials\_GreyWithTinyBlueDots\_edited\_d

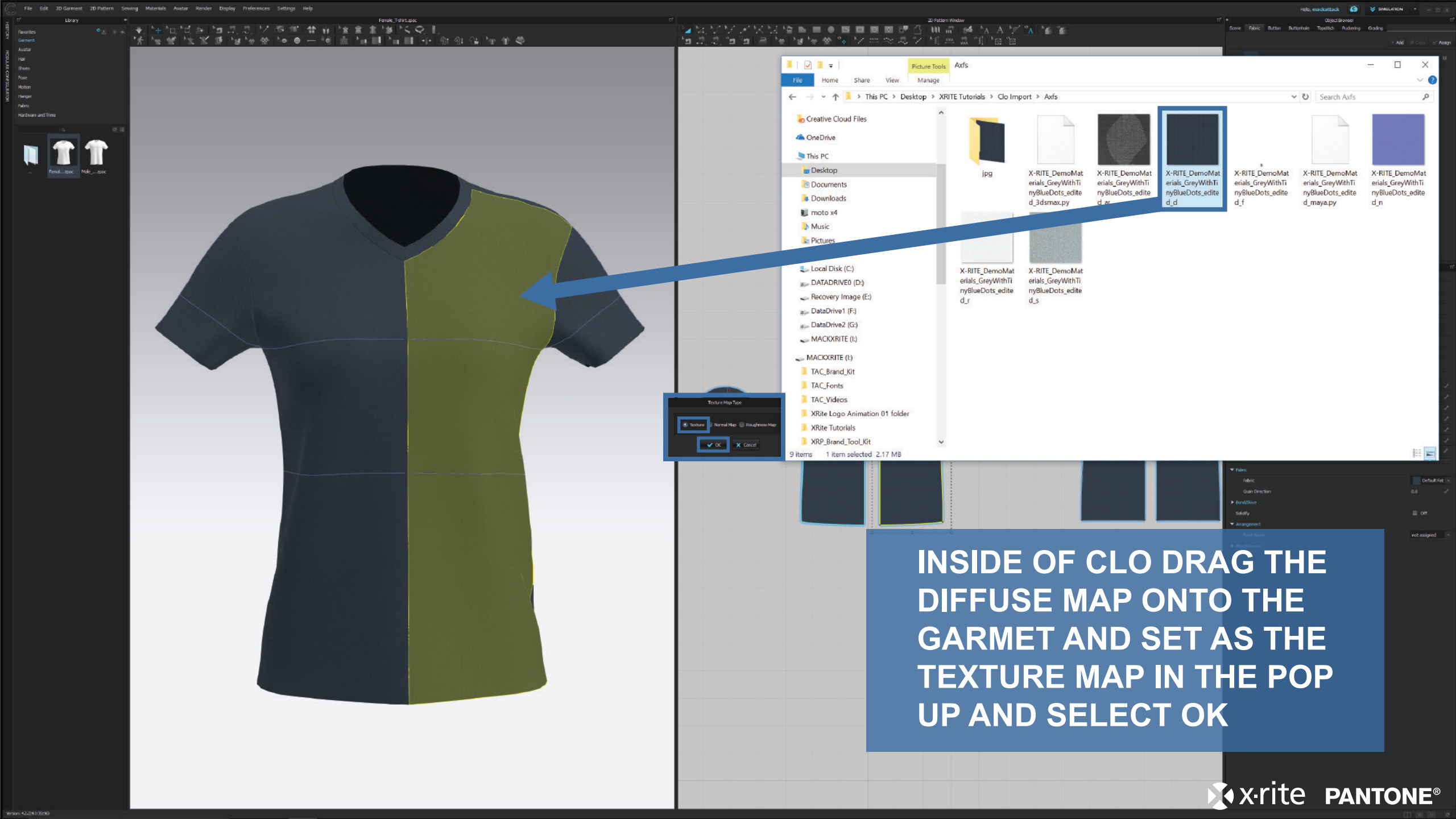
Save as type: JPEG (\*.JPG;\*.JPEG;\*.JPE)

- Photoshop (\*.PSD;\*.PDD;\*.PSDT)
- Large Document Format (\*.PSB)
- BMP (\*.BMP;\*.RLE;\*.DIB)
- CompuServe GIF (\*.GIF)
- Dicom (\*.DCM;\*.DC3;\*.DIC)
- Photoshop EPS (\*.EPS)
- Photoshop DCS 1.0 (\*.EPS)
- Photoshop DCS 2.0 (\*.EPS)
- Photoshop PDF (\*.PDF;\*.PDP)
- Photoshop Raw (\*.RAW)
- Pixar (\*.PIXR)
- PNG (\*.PNG;\*.PNG)
- Portable Bit Map (\*.PBM;\*.PGM;\*.PPM;\*.PNM;\*.PFM;\*.PAM)
- Scitex CT (\*.SCT)
- Targa (\*.TGA;\*.VDA;\*.ICB;\*.VST)
- TIFF (\*.TIF;\*.TIFF)

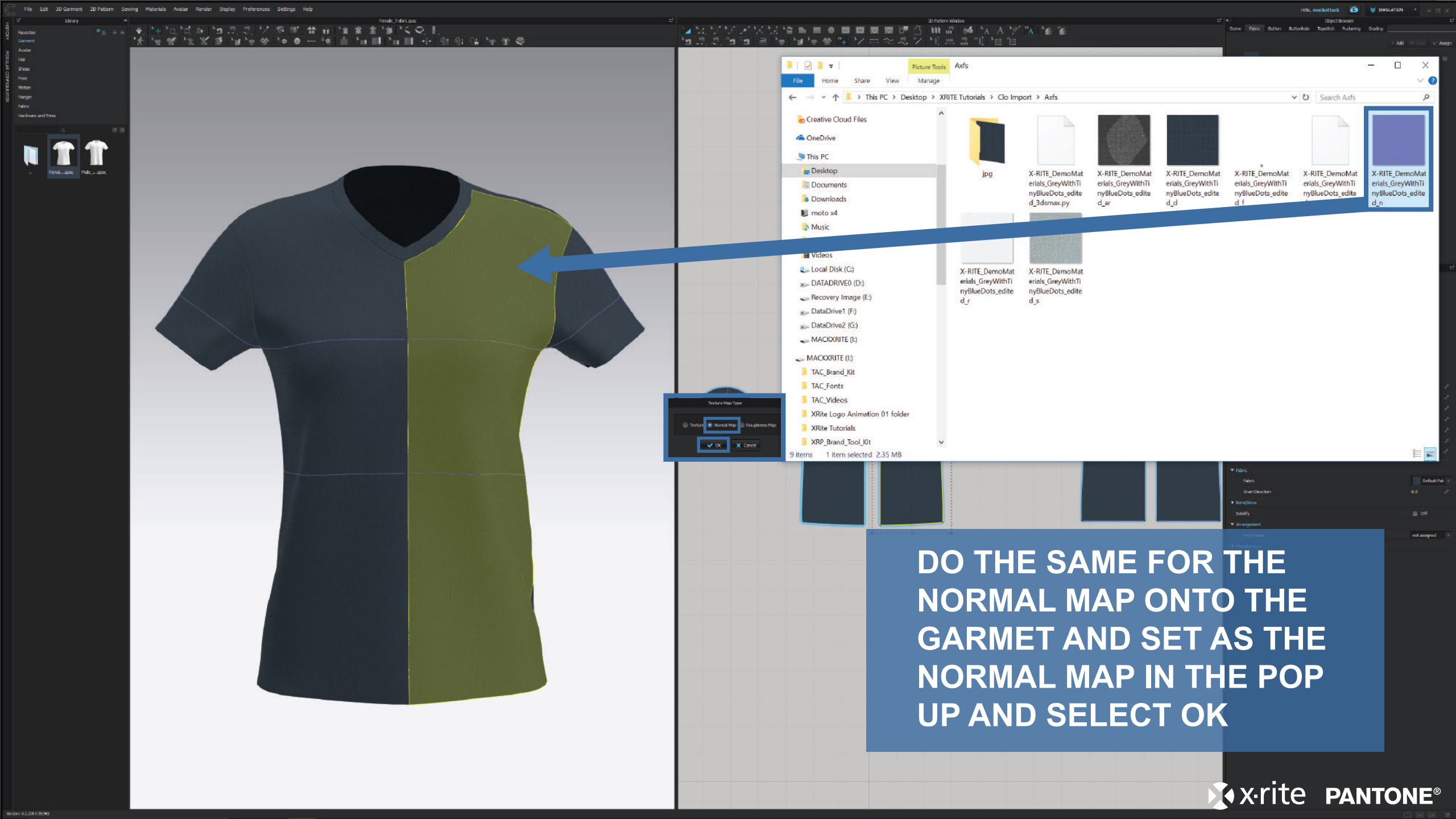
**IF YOUR SCAN HAD AN ALPHA MAP YOU'LL NEED TO GET RID OF THE TRANSPARENCIES IN THE .PNG**

**THE EASIEST WAY TO DO THAT IS CONVERTING THE FILE INTO A .JPG**



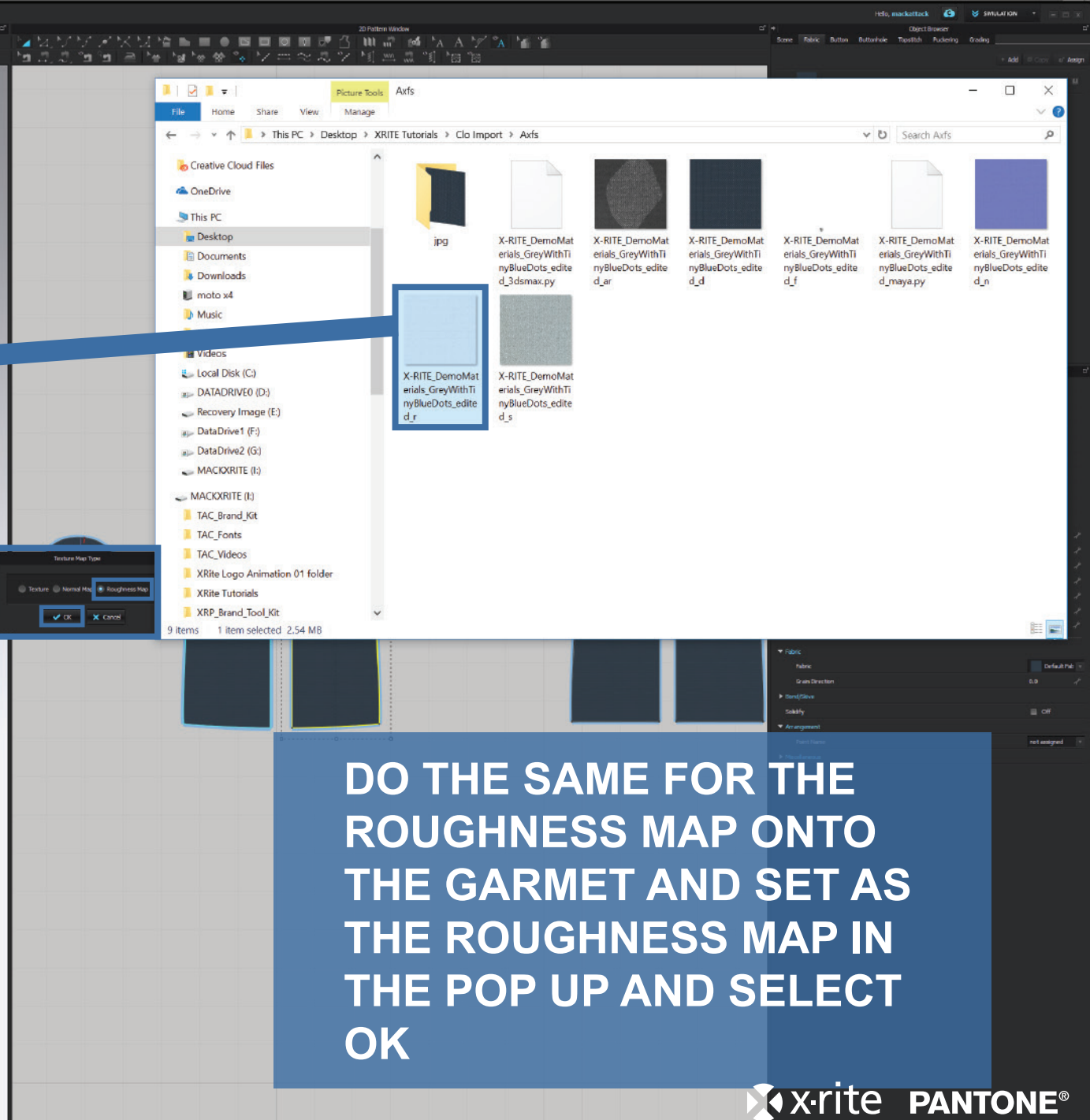


**INSIDE OF CLO DRAG THE DIFFUSE MAP ONTO THE GARMET AND SET AS THE TEXTURE MAP IN THE POP UP AND SELECT OK**



DO THE SAME FOR THE NORMAL MAP ONTO THE GARMET AND SET AS THE NORMAL MAP IN THE POP UP AND SELECT OK





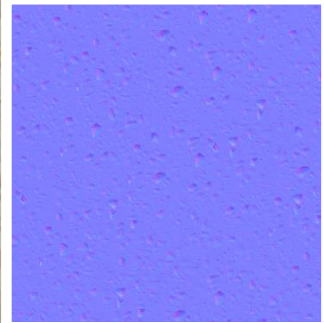
**DO THE SAME FOR THE ROUGHNESS MAP ONTO THE GARMET AND SET AS THE ROUGHNESS MAP IN THE POP UP AND SELECT OK**



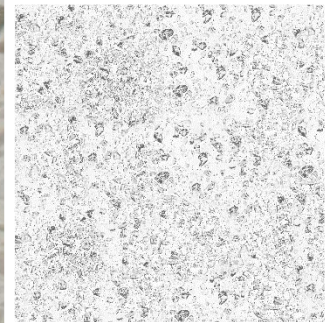
# SAMPLE MAPS CREATED AND STORED



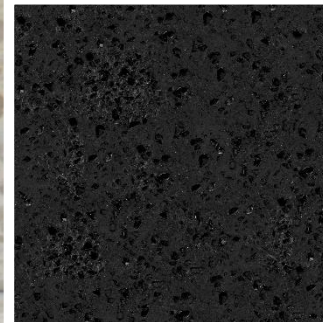
DIFFUSE ALBEDO MAP



NORMAL MAP



ROUGHNESS MAP



SPECULAR MAP



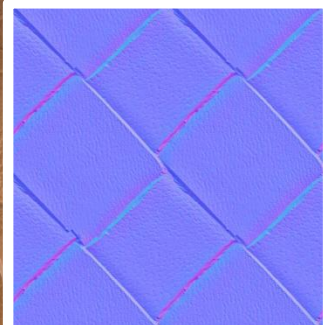
STONE & GRANITE



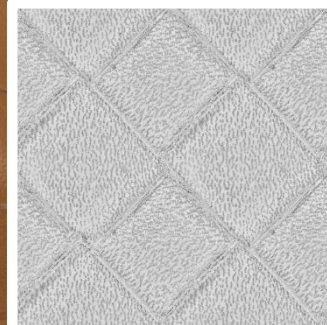
# SAMPLE MAPS CREATED AND STORED



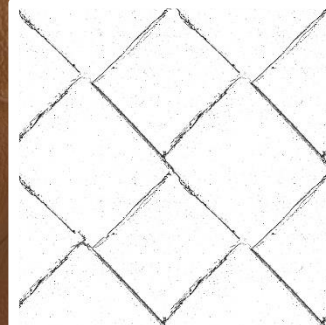
DIFFUSE ALBEDO MAP



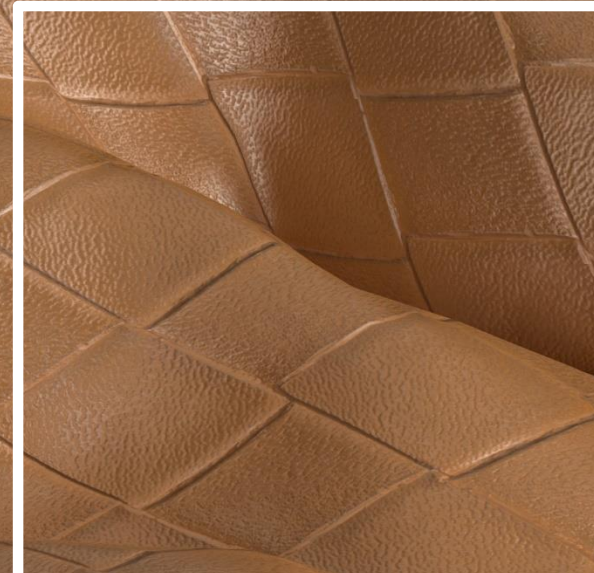
NORMAL MAP



ROUGHNESS MAP



SPECULAR MAP



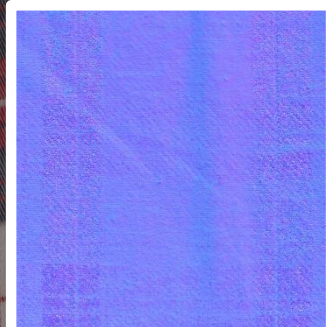
LEATHERS & FAUX LEATHERS



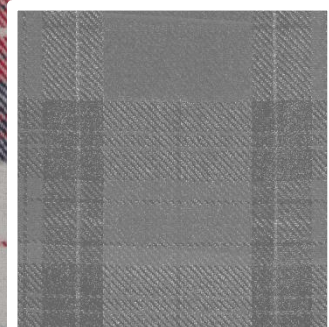
# SAMPLE MAPS CREATED AND STORED



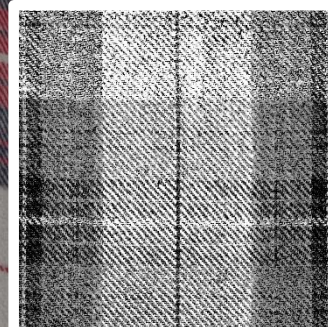
DIFFUSE ALBEDO MAP



NORMAL MAP



ROUGHNESS MAP



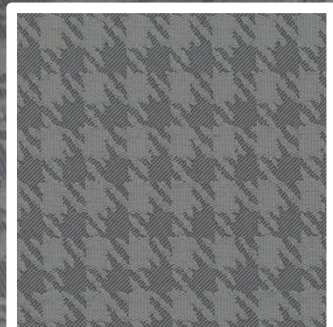
SPECULAR MAP



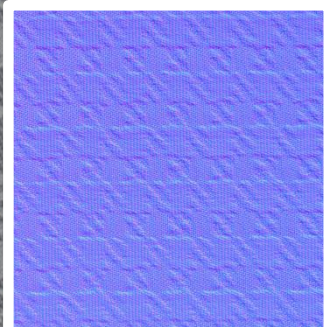
DETAILED FABRICS



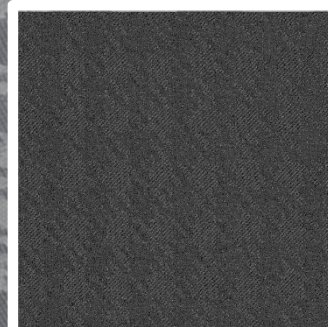
# SAMPLE MAPS CREATED AND STORED



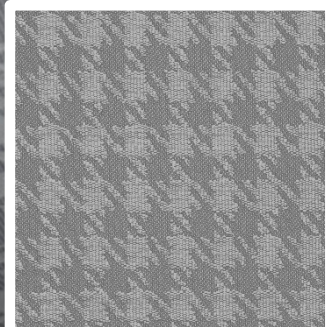
DIFFUSE ALBEDO MAP



NORMAL MAP



ROUGHNESS MAP



SPECULAR MAP



DETAILED FABRICS