

X-RITE PANTORA + MODO HOW TO UTILIZE VRAY EXPORTER TO EXPORT TEXTURE MAPS FOR MODO



xrite



| PANTORA - Internal use only | 1000 | ð X |
|---|--|---------------------------|
| Menu ▶ Browser ▼ Editor ▶ Viewer ▶ TAC7 ▶ VLB ▶ Help | 🔊 x·rite pantone® TA | AC 7 |
| Properties Open New And Either Export Save Save As Reduce to Edited Material (Bake) Export Edited Material Export All Original Textures Save Preset Save Preset Save Preset Close Ctrl+F4 | Properties Definitions: Vendor: X-Rite, Incorporated Catalog: X-Rite, Beige_Leather Type: Type: SVBRDF, TAC7 Creator Created at: Owner: X-Rite, Incorporated Part Number: Type: X-Rite, Incorporated | ► 3D Preview ► 2D Preview |
| Material Tray E I item - 1 selected | | |

SVBRDF

X-Rite_Beige_Leather

PANTORA - Internal use only

Properties

Reduce to Edited Material (Bake)

Export Edited Material...

Load Preset... Save Preset Save Preset As...

Discard Changes

Close

Export All Original Textures Export All Edited Textures

Open...

New...

Save Save As...

| Menu | | | | | | |
|-----------|----------|----------|--------|-------|--------|--|
| ► Browser | ▼ Editor | ► Viewer | ► TAC7 | ► VLB | ► Help | |

Ctrl+F4

| ► Representation | ons 🕨 Textures | | | |
|------------------|---|---|------------------------------|----------|
| Ctrl+0 Ctrl+N | | ▼ Properties | | Ţ |
| Ctrl+S | ather | Definitions: X-Rite 🗸 | | 3D Pr |
| | eather.axf | | | evie |
| Bake) | 3sMeeker\Documents\TACVLB\AxF_Samples\AxFSvbrdf_1_0_Dir | Material Identification | | <u>ع</u> |
| | | Vendor: | X-Rite, Incorporated | |
| | | Catalog: | X-Rite Demo Material Library | |
| + | | Material ID: | X-Rite_Beige_Leather | Ö F |
| • | Native AxF Textures | Туре: | SVBRDF, TAC7 | revie |
| | Optimize for VRED PlasticMaterial | Creator: | | ι. Υ |
| | Optimize for MentalRay mia_material | Creation Date/Time: | 10/21/2016 1:46 PM | |
| | Optimize for VrayMtl | Created at: | | |
| | | Owner: | X-Rite, Incorporated | |

Part Number:

Measuring Device

1 item - 1 selected

SCROLL DOWN AND

VRAYMTL

SELECT OPTIMIZE FOR

X-rite PANTONE® TAC 7

Ð × -

NTORA - Internal use only

FOR DIELECTRICS

DRAG THE EXPORTED TEXTURE MAPS INTO THE MATERIAL EDITOR AND ASSIGN THE TEXTURE CHANNELS ACCORDINGLY.

D – DIFFUSE N – NORMAL R – ROUGHNESS S – SPECULAR COLOR

| | Alpha | - |
|---|----------------|---|
| Final Color Output | Final Color | Ť |
| Base Shader | Full Shading | - |
| AxF Material (Material) | (all) | - |
| | Specular Color | - |
| * + > X-Rite_Beige_Leather_edited_r (Image) | Roughness | • |
| - + S X-Rite_Beige_Leather_edited_n (Image) | Normal | - |
| X-Rite_Reige_Leather_edited_d (Image) | Diffuse Color | - |
| Mater | (all) | - |
| Base Mat jal | (all) | - |
| | | |
| | | |
| | | |

INVERT THE ROUGHNESS MAP.

| | 🔻 + 🌙 Render | | | |
|------|---------------------------------|---------------------|---------------------|------------------|
| ۲ | 🚥 🖻 Alpha Output | | Alpha | Ŧ |
| ۲ | Final Color Output | | Final Color | Ŧ |
| ۲ | 🥥 Base Shader | | Full Shading | - |
| ۲ | 🗤 🔻 🍓 AxF Material (Material) | | (all) | + |
| ۲ | + 🥹 X-Rite_Beige_Leather_edite | ed_s (Image) | Specular Color | + |
| 1 | - + 😟 X-Rite_Beige_Leather_edit | -d_r (Image) | Roughness | - |
| ۲ | + 🥹 X-Rite_Beige_Leather_edit | d_n (Image) | Normal | + |
| ۲ | - + 🥹 X-Rite_Beige_Leather_edit | d_d (Image) | Diffuse Color | - |
| ۲ | 📖 🅥 Material | | (all) | + |
| ۲ | 🔄 🌀 Base Material | | (all) | + |
| | 🎾 Library | | | |
| | 🎾 Nodes | | | |
| | Lights | | | |
| | Environments | | | |
| | Bake Items | | | |
| | 🞬 FX | | | |
| ſP | roperties Channels Lists + | | | u ⁿ 4 |
| ⊤ La | ayer | | | |
| | ि 🖌 ह • 🖌 In | ble vert | | |
| | Blend Mode 🔘 Norma | al | | |
| | Opacity 🔘 100. | 0 % | | |
| | Locator X-Rite B | eige Leather edited | r (Image) (Texture) | Ŧ |

FOR METALS

FOLLOW THE SAME STEPS AS DIELECTRICS.

THE SPECULAR AMOUNT SHOULD BE MANUALLY TWEAKED. TYPICAL SPECULAR AMOUNT VALUES FOR METAL ARE 60% TO 95%. FRESNEL IS ALWAYS 100%

STONE & GRANITE

X-rite Pantone®

DETAILED FABRICS

