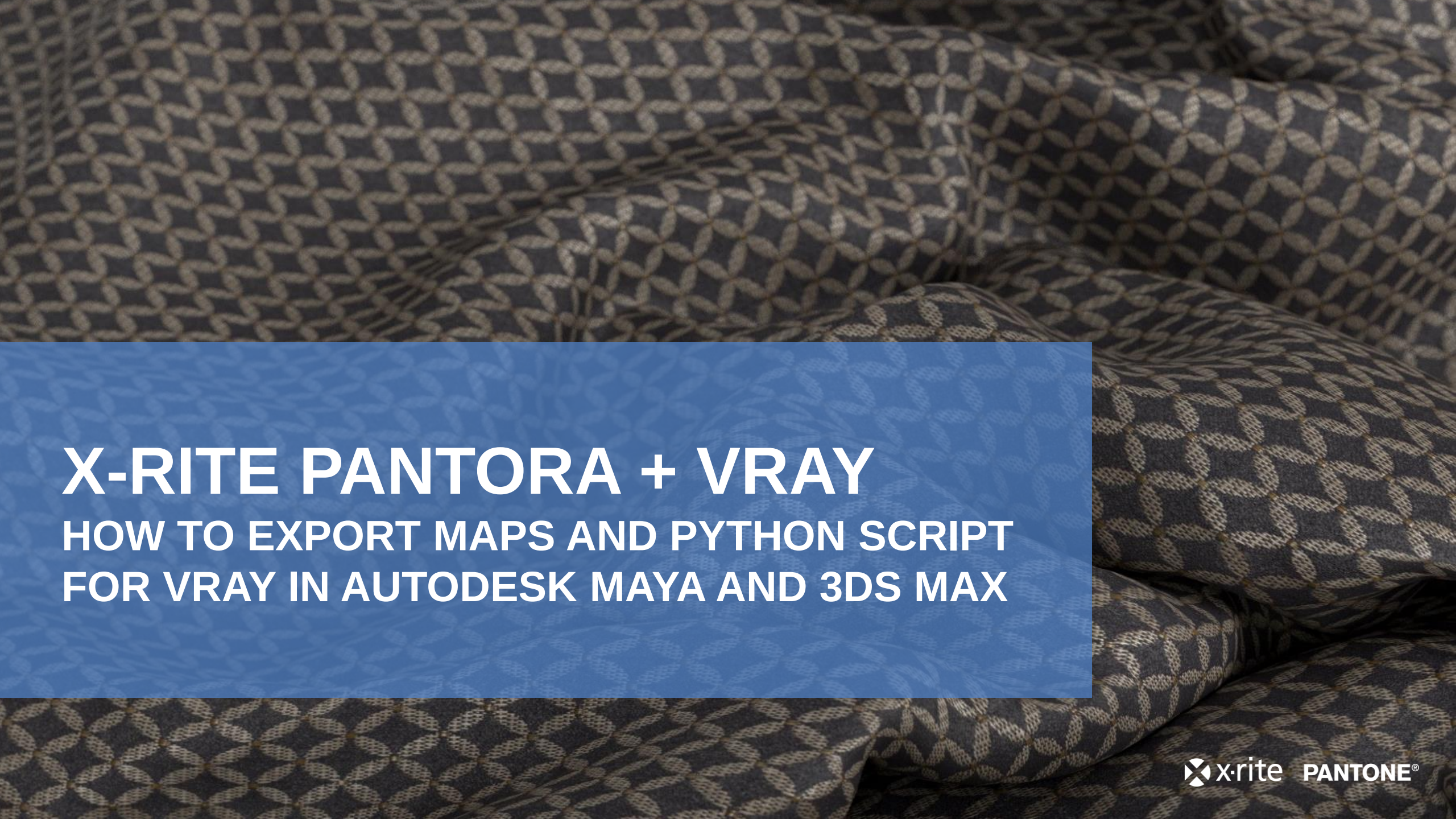
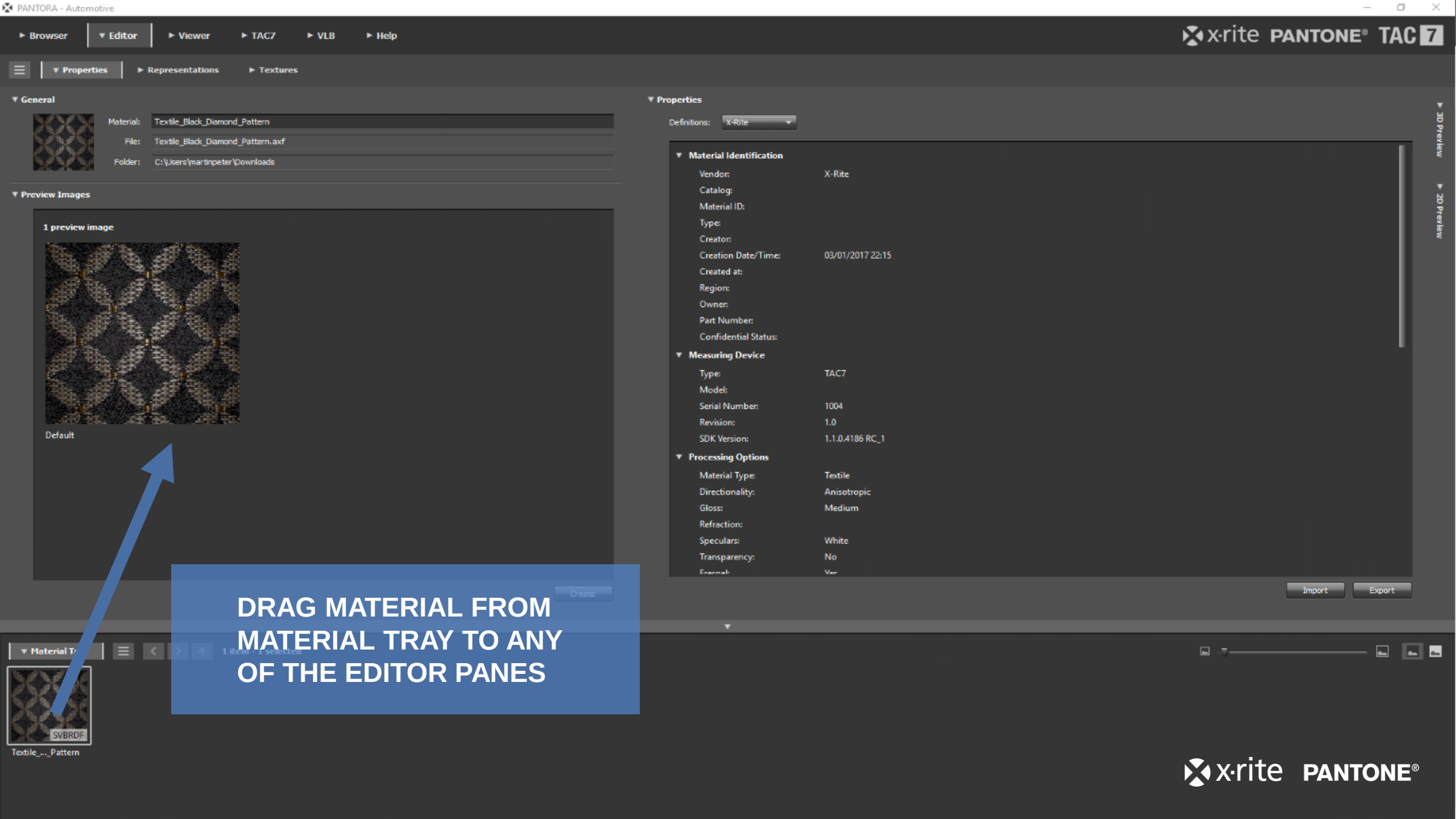


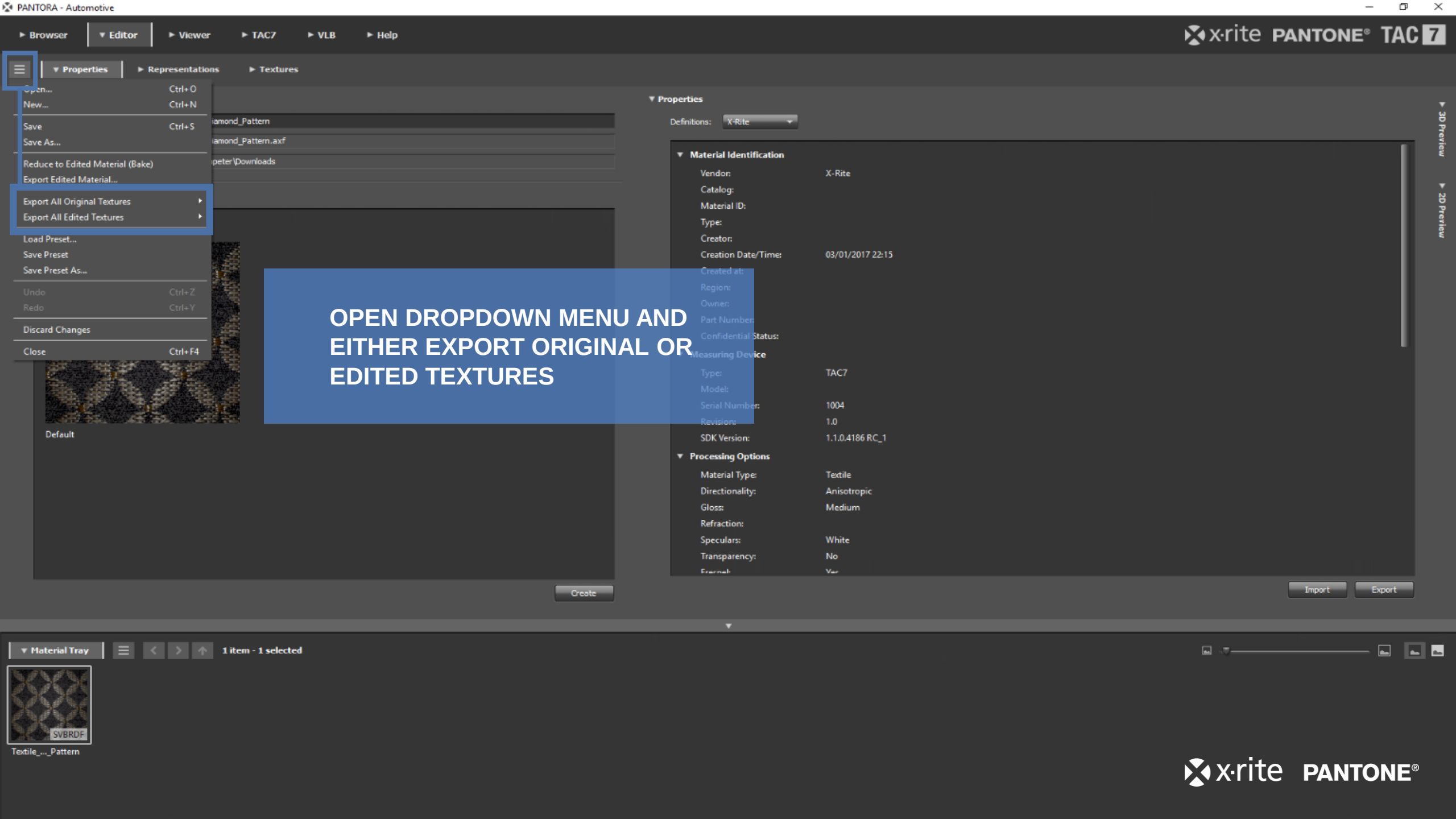
X-RITE PANTORA + VRAY

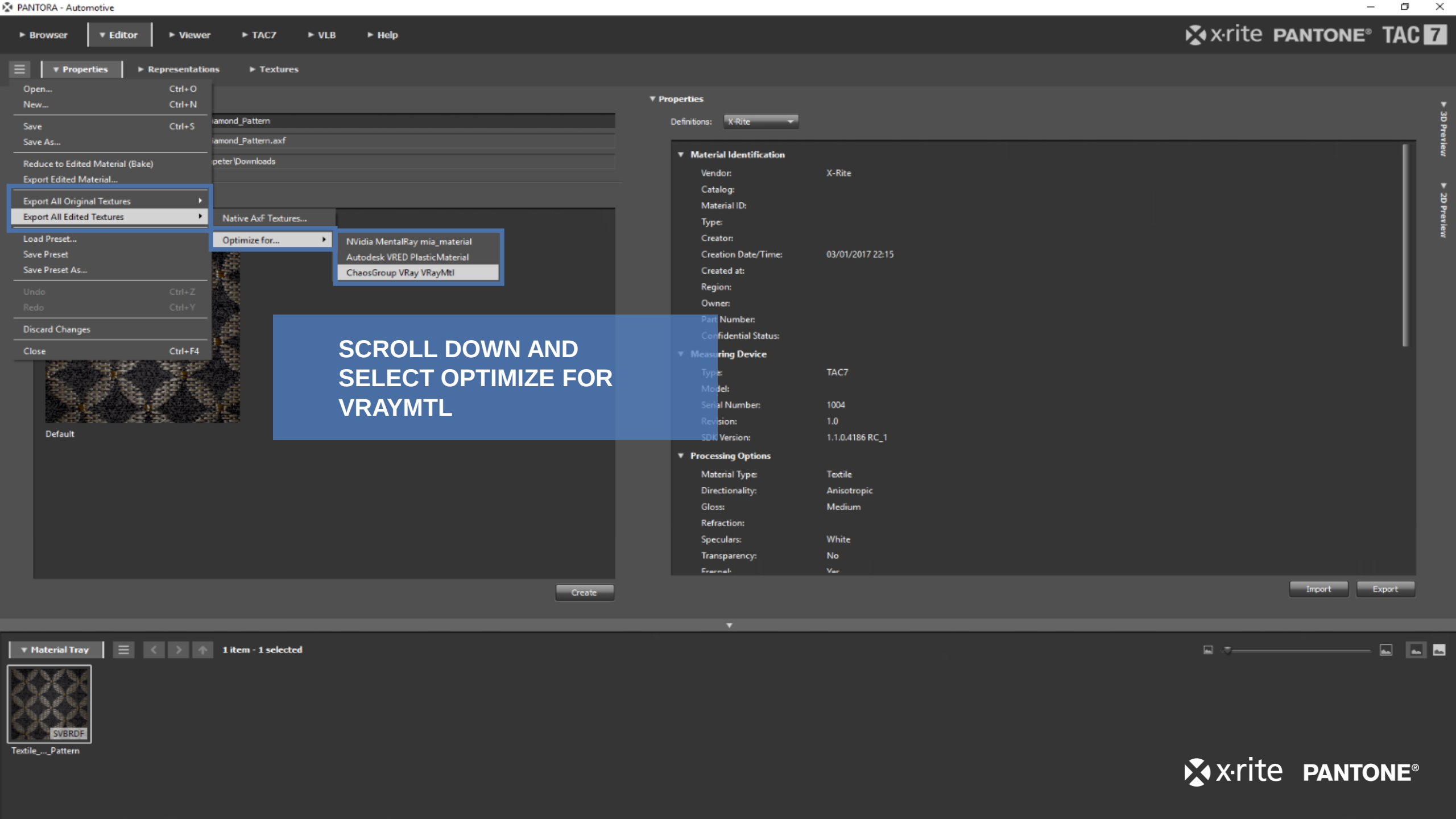
HOW TO EXPORT MAPS AND PYTHON SCRIPT FOR VRAY IN AUTODESK MAYA AND 3DS MAX

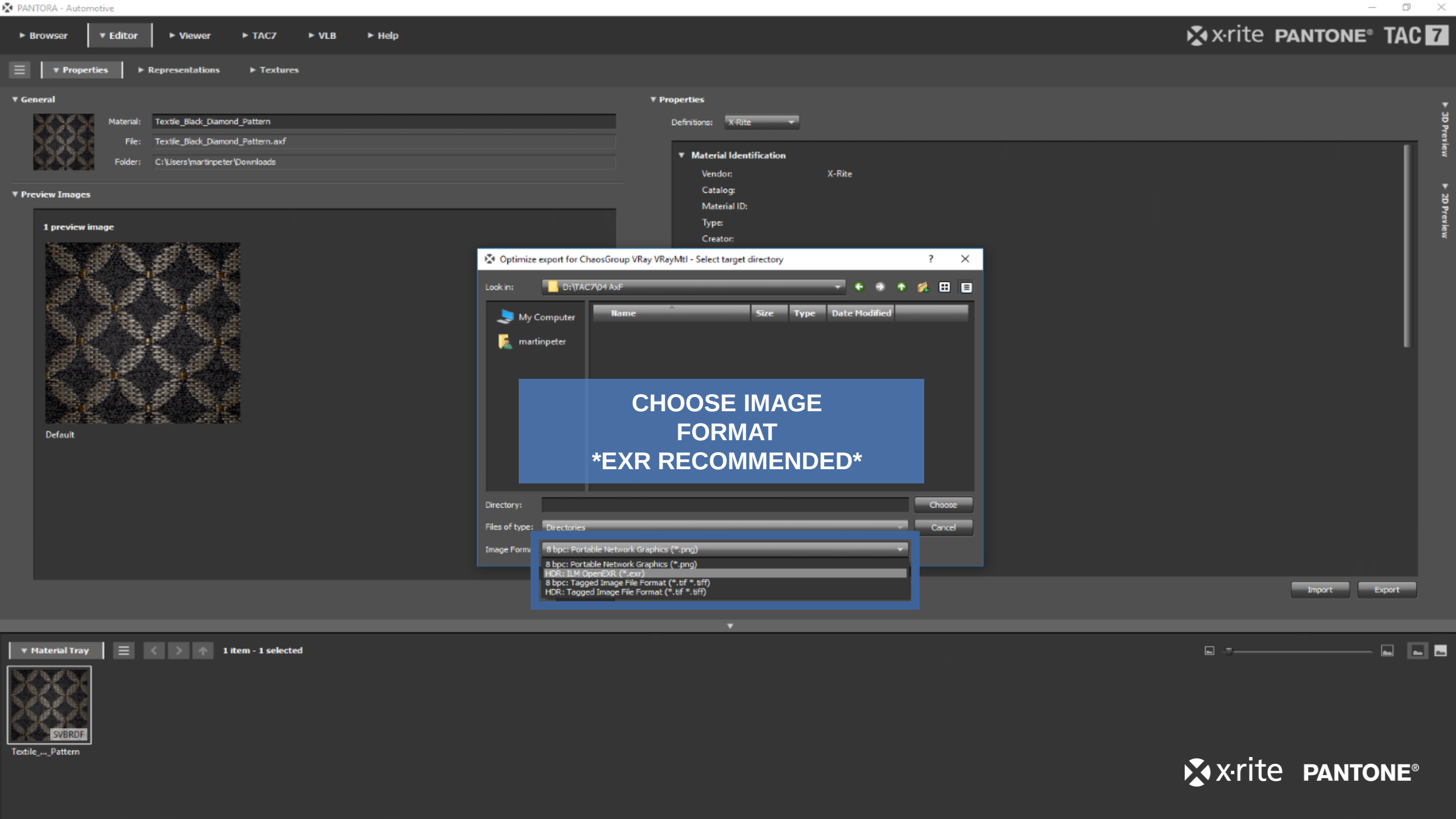
x-rite PANTONE®


SINGLE MATERIAL EXPORT
x-rite
PANTONE®


PANTORA - Automotive
Browser
Editor
Viewer
TAC7
VLB
Help
x-rite PANTONE TAC 7
Properties
Representations
Textures
General
Material: Textile_Black_Diamond_Pattern
File: Textile_Black_Diamond_Pattern.axf
Folder: C:\Users\martinpeter\Downloads
Preview Images
1 preview image
Default
Properties
Definitions: X-Rite
Material Identification
Vendor: X-Rite
Catalog:
Material ID:
Type:
Creator:
Creation Date/Time: 03/01/2017 22:15
Created at:
Region:
Owner:
Part Number:
Confidential Status:
Measuring Device
Type: TAC7
Model:
Serial Number: 1004
Revision: 1.0
SDK Version: 1.1.0.4186 RC_1
Processing Options
Material Type: Textile
Directionality: Anisotropic
Gloss: Medium
Refraction:
Speculars: White
Transparency: No
Import
Export
3D Preview
2D Preview
SVBRDF
Textile_..._Pattern
DRAG MATERIAL FROM MATERIAL TRAY TO ANY OF THE EDITOR PANES
x-rite PANTONE

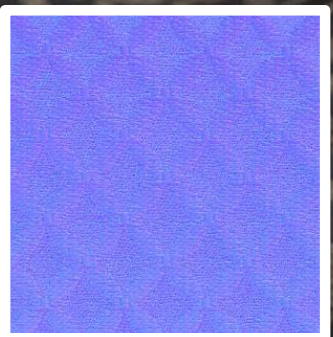

PANTORA - Automotive
Browser
Editor
Viewer
TAC7
VLB
Help
x-rite PANTONE TAC 7
Properties
Representations
Textures
Open... Ctrl+O
New... Ctrl+N
Save Ctrl+S
Save As...
Reduce to Edited Material (Bake)
Export Edited Material...
Export All Original Textures
Export All Edited Textures
Load Preset...
Save Preset
Save Preset As...
Undo Ctrl+Z
Redo Ctrl+Y
Discard Changes
Close Ctrl+F4
iamond_Pattern
iamond_Pattern.axf
peter\Downloads
Default
OPEN DROPDOWN MENU AND EITHER EXPORT ORIGINAL OR EDITED TEXTURES
Properties
Definitions: X-Rite
Material Identification
Vendor: X-Rite
Catalog:
Material ID:
Type:
Creator:
Creation Date/Time: 03/01/2017 22:15
Created at:
Region:
Owner:
Part Number:
Confidential Status:
Measuring Device
Type: TAC7
Model:
Serial Number: 1004
Revision: 1.0
SDK Version: 1.1.0.4186 RC_1
Processing Options
Material Type: Textile
Directionality: Anisotropic
Gloss: Medium
Refraction:
Speculars: White
Transparency: No
3D Preview
2D Preview
Create
Import
Export
Material Tray
1 item - 1 selected
SVBRDF
Textile_..._Pattern
x-rite PANTONE


PANTORA - Automotive
Browser
Editor
Viewer
TAC7
VLB
Help
x-rite PANTONE TAC 7
Properties
Representations
Textures
Open... Ctrl+O
New... Ctrl+N
Save Ctrl+S
Save As...
Reduce to Edited Material (Bake)
Export Edited Material...
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
Native AxF Textures...
Optimize for...
NVidia MentalRay mia_material
Autodesk VRED PlasticMaterial
ChaosGroup VRay VRayMtl
Default
SCROLL DOWN AND SELECT OPTIMIZE FOR VRAYMTL
Create
Properties
Definitions: X-Rite
Material Identification
Vendor: X-Rite
Catalog:
Material ID:
Type:
Creator:
Creation Date/Time: 03/01/2017 22:15
Created at:
Region:
Owner:
Part Number:
Confidential Status:
Measuring Device
Type: TAC7
Model:
Serial Number: 1004
Revision: 1.0
SDK Version: 1.1.0.4186 RC_1
Processing Options
Material Type: Textile
Directionality: Anisotropic
Gloss: Medium
Refraction:
Speculars: White
Transparency: No
Import
Export
3D Preview
2D Preview
Material Tray
1 item - 1 selected
SVBRDF
Textile_..._Pattern
x-rite PANTONE

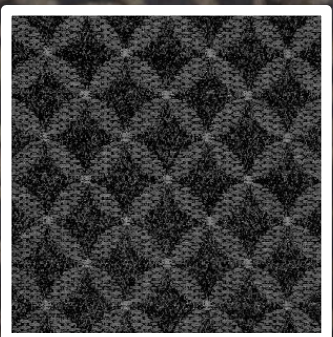

PANTORA - Automotive
Browser
Editor
Viewer
TAC7
VLB
Help
x-rite PANTONE TAC 7
Properties
Representations
Textures
General
Material: Textile_Black_Diamond_Pattern
File: Textile_Black_Diamond_Pattern.axf
Folder: C:\Users\martinpeter\Downloads
Preview Images
1 preview image
Default
Properties
Definitions: X-Rite
Material Identification
Vendor: X-Rite
Catalog:
Material ID:
Type:
Creator:
3D Preview
2D Preview
Optimize export for ChaosGroup VRay VRayMtl - Select target directory
Look in: D:\TAC7\04 AxF
My Computer
martinpeter
Name
Size
Type
Date Modified
CHOOSE IMAGE FORMAT
EXR RECOMMENDED
Directory:
Choose
Files of type: Directories
Cancel
Image Form
8 bpc: Portable Network Graphics (*.png)
8 bpc: Portable Network Graphics (*.png)
HDR: ILM OpenEXR (*.exr)
8 bpc: Tagged Image File Format (*.tif *.tiff)
HDR: Tagged Image File Format (*.tif *.tiff)
Import
Export
Material Tray
1 item - 1 selected
SVBRDF
Textile_..._Pattern
x-rite PANTONE

SAMPLE MAPS CREATED AND STORED

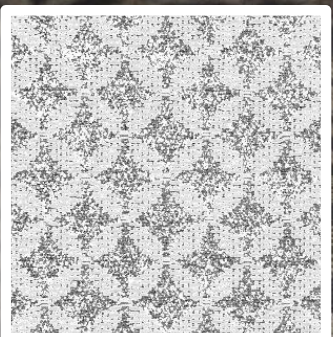
DIFFUSE ALBEDO MAP



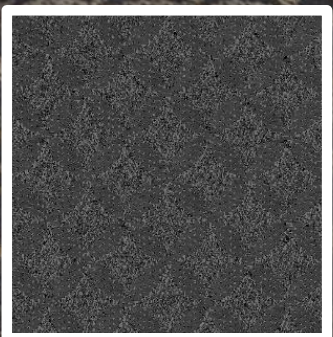
NORMAL MAP



ROUGHNESS MAP



SPECULAR MAP

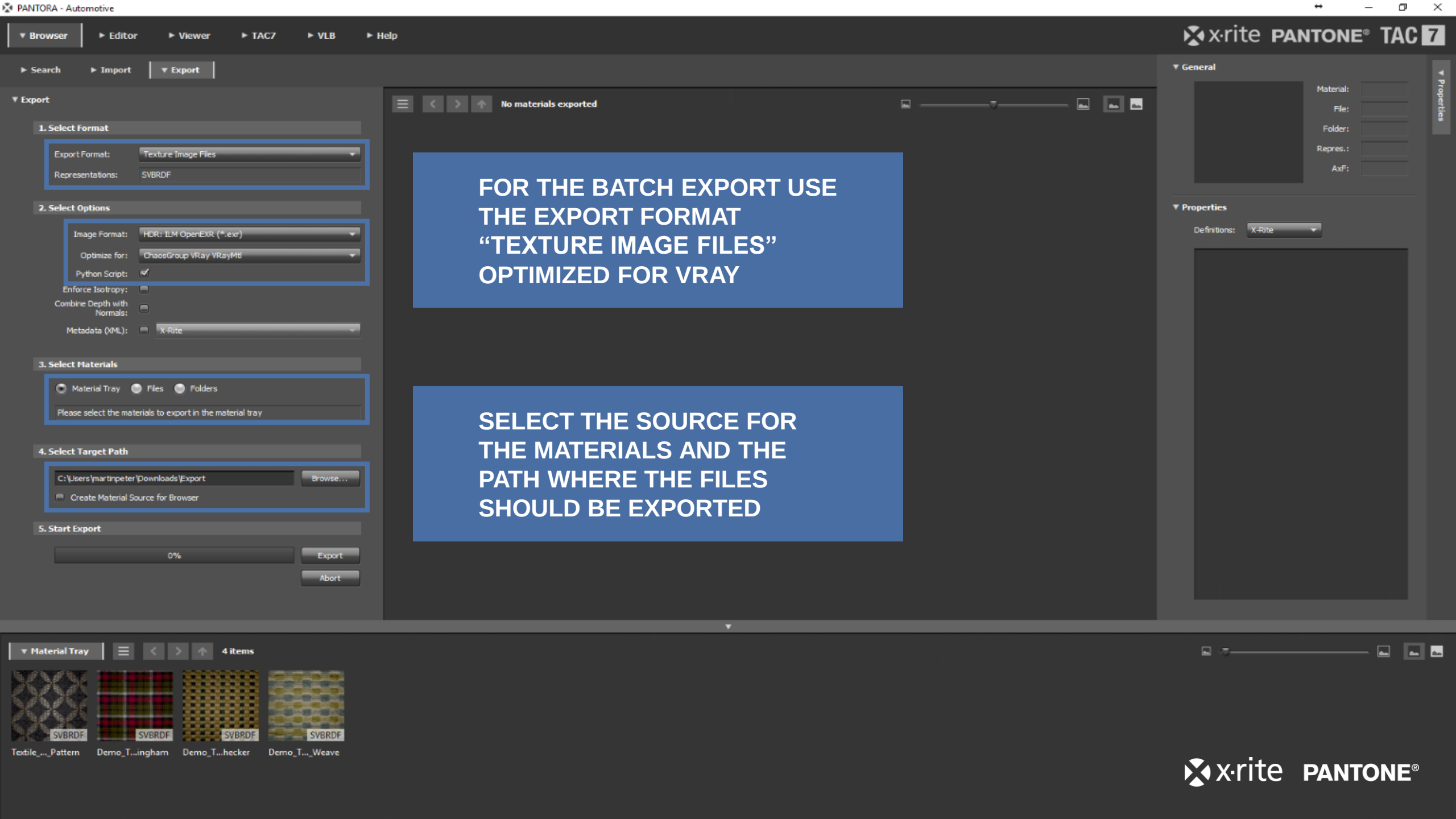


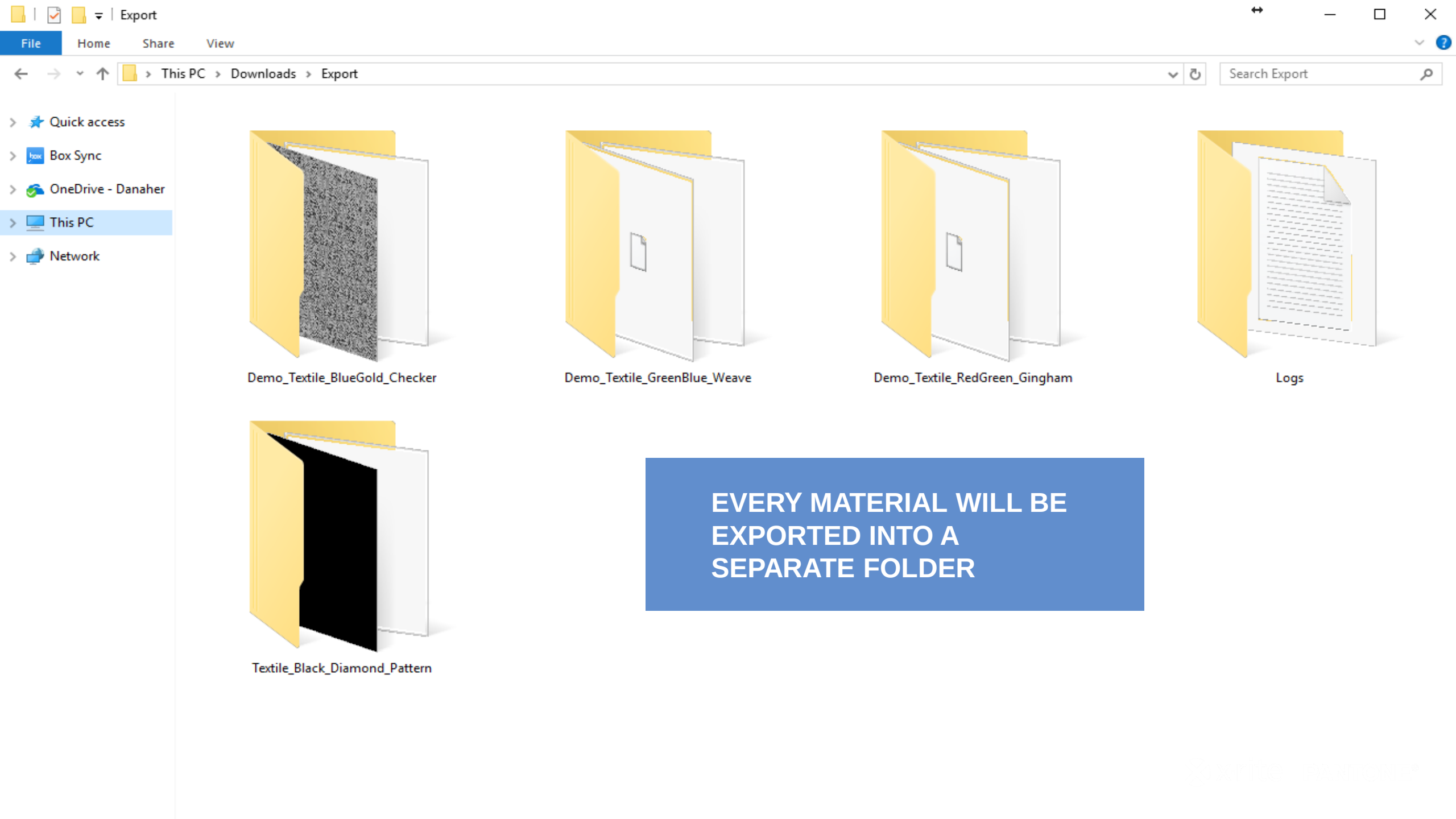
ANISOTROPIC ROTATION

DETAILED FABRICS

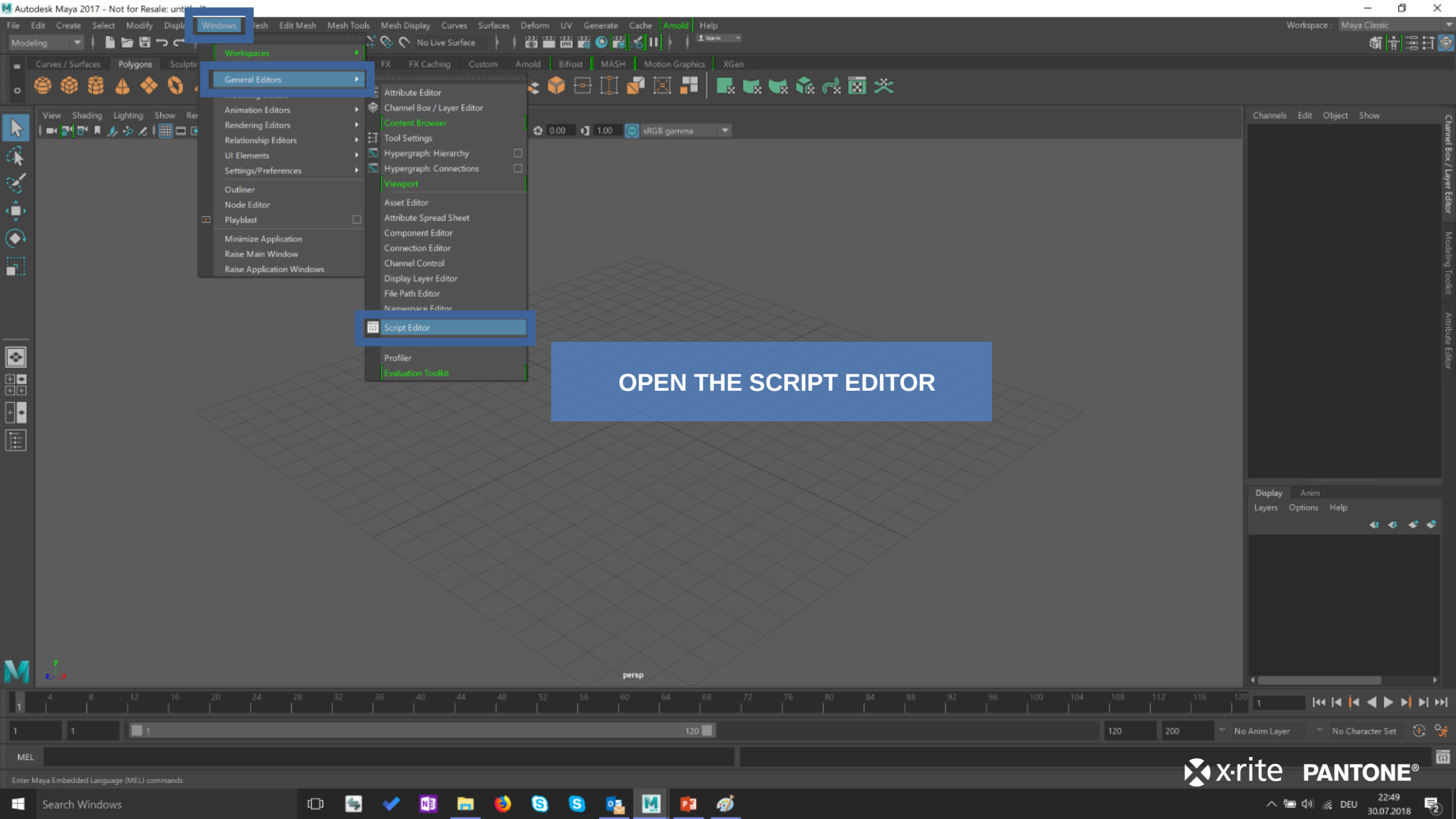

Export
File
Home
Share
View
This PC
Downloads
Export
Search Export
Quick access
Box Sync
OneDrive - Danaher
This PC
Network
Textile_Black_Diamond_Pattern_edited_3dsmax
Textile_Black_Diamond_Pattern_edited_ar.exr
Textile_Black_Diamond_Pattern_edited_d.exr
Textile_Black_Diamond_Pattern_edited_maya
Textile_Black_Diamond_Pattern_edited_n.exr
Textile_Black_Diamond_Pattern_edited_r.exr
Textile_Black_Diamond_Pattern_edited_s.exr
LOCATE PYTHON SCRIPT AND RUN IN EITHER 3DSMAX OR MAYA

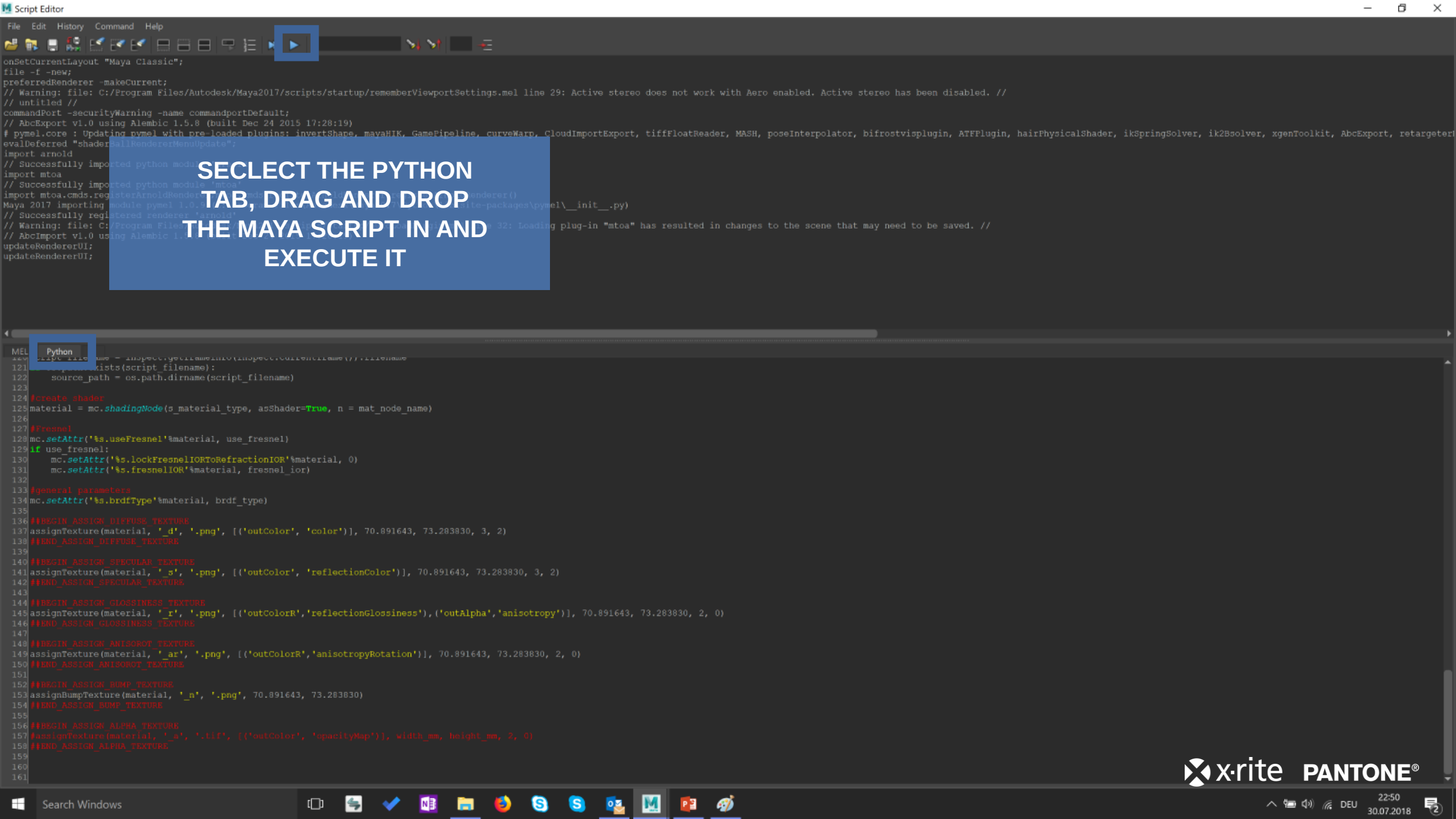

BATCH MATERIAL EXPORT
x-rite
PANTONE®

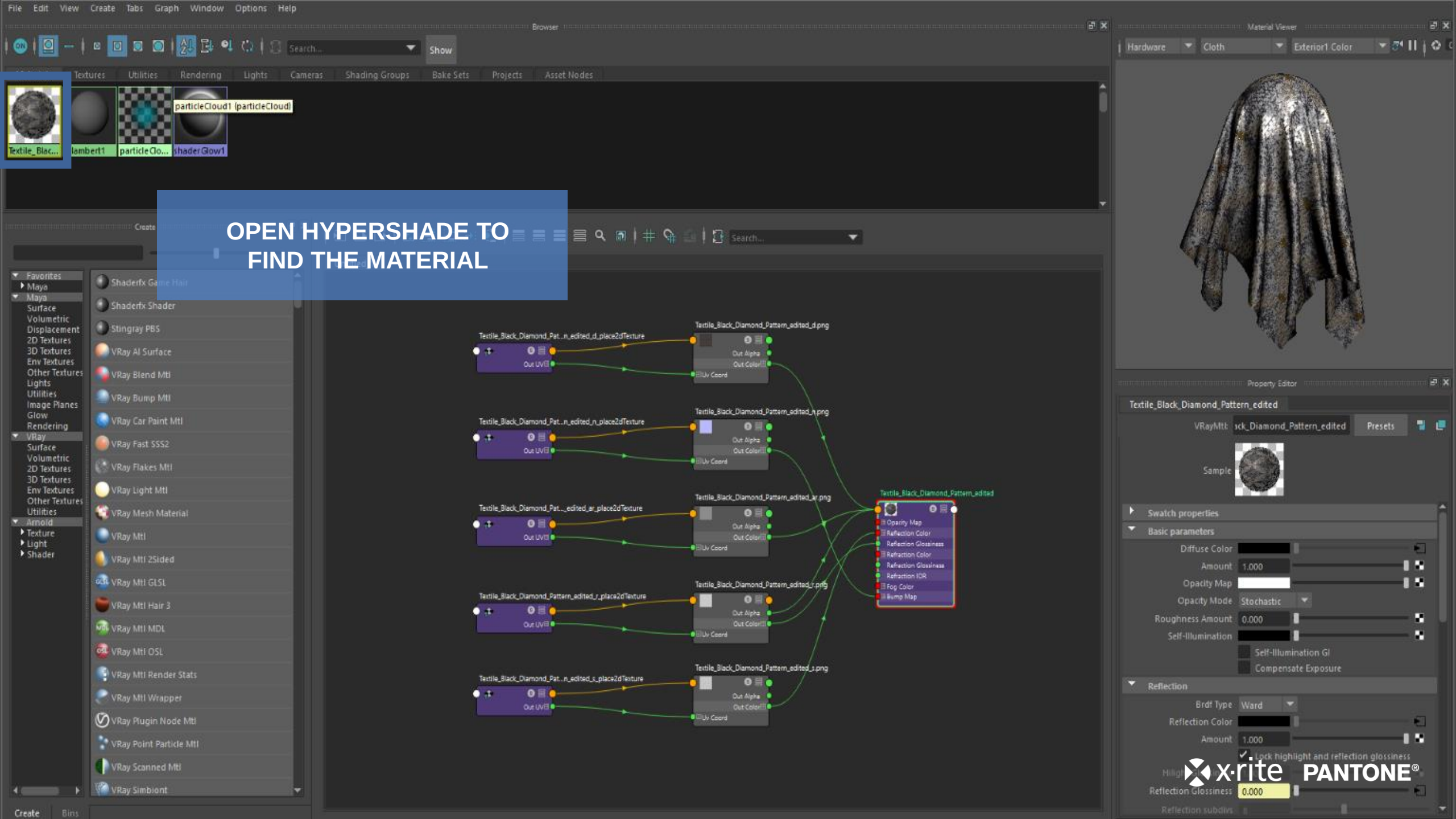

PANTORA - Automotive
Browser
Editor
Viewer
TAC7
VLB
Help
x-rite PANTONE TAC 7
Search
Import
Export
Export
1. Select Format
Export Format:
Texture Image Files
Representations:
SVBRDF
2. Select Options
Image Format:
HDR: ILM OpenEXR (*.exr)
Optimize for:
ChaosGroup VRay VRayMtl
Python Script:
Enforce Isotropy:
Combine Depth with Normals:
Metadata (XML):
X-Rite
3. Select Materials
Material Tray
Files
Folders
Please select the materials to export in the material tray
4. Select Target Path
C:\Users\martinpeter\Downloads\Export
Browse...
Create Material Source for Browser
5. Start Export
0%
Export
Abort
No materials exported
FOR THE BATCH EXPORT USE THE EXPORT FORMAT "TEXTURE IMAGE FILES" OPTIMIZED FOR VRAY
SELECT THE SOURCE FOR THE MATERIALS AND THE PATH WHERE THE FILES SHOULD BE EXPORTED
General
Material:
File:
Folder:
Repres.:
AxF:
Properties
Definitions:
X-Rite
Properties
Material Tray
4 items
SVBRDF
Textile_..._Pattern
Demo_T...ingham
Demo_T...hecker
Demo_T..._Weave
x-rite PANTONE


Export
File
Home
Share
View
This PC
Downloads
Export
Search Export
Quick access
Box Sync
OneDrive - Danaher
This PC
Network
Demo_Textile_BlueGold_Checker
Demo_Textile_GreenBlue_Weave
Demo_Textile_RedGreen_Gingham
Logs
Textile_Black_Diamond_Pattern
EVERY MATERIAL WILL BE EXPORTED INTO A SEPARATE FOLDER


USING EXPORTED MAPS IN MAYA (VRAY)
x-rite
PANTONE®


Windows
Workspaces
General Editors
Animation Editors
Rendering Editors
Relationship Editors
UI Elements
Settings/Preferences
Outliner
Node Editor
Playblast
Minimize Application
Raise Main Window
Raise Application Windows
Attribute Editor
Channel Box / Layer Editor
Content Browser
Tool Settings
Hypergraph: Hierarchy
Hypergraph: Connections
Viewport
Asset Editor
Attribute Spread Sheet
Component Editor
Connection Editor
Channel Control
Display Layer Editor
File Path Editor
Script Editor
Profiler
Evaluation Toolkit
OPEN THE SCRIPT EDITOR


Script Editor
File Edit History Command Help
onSetCurrentLayout "Maya Classic";
file -f -new;
preferredRenderer -makeCurrent;
// Warning: file: C:/Program Files/Autodesk/Maya2017/scripts/startup/rememberViewportSettings.mel line 29: Active stereo does not work with Aero enabled. Active stereo has been disabled. //
// untitled //
commandPort -securityWarning -name commandportDefault;
// AbcExport v1.0 using Alembic 1.5.8 (built Dec 24 2015 17:28:19)
import arnold
// Successfully imported python module
import mtoa
// Successfully imported python module 'mtoa'
Maya 2017 importing module pymel 1.0.
// Successfully registered renderer
// Warning: file: C:/Program Files
// AbcImport v1.0 using Alembic 1.
updateRendererUI;
updateRendererUI;
SECLECT THE PYTHON TAB, DRAG AND DROP THE MAYA SCRIPT IN AND EXECUTE IT
MEL
Python
source_path = os.path.dirname(script_filename)
#create shader
material = mc.shadingNode(s_material_type, asShader=True, n = mat_node_name)
#Fresnel
mc.setAttr('%s.useFresnel'%material, use_fresnel)
if use_fresnel:
mc.setAttr('%s.lockFresnelIORToRefractionIOR'%material, 0)
mc.setAttr('%s.fresnelIOR'%material, fresnel_ior)
#general parameters
mc.setAttr('%s.brdfType'%material, brdf_type)
##BEGIN_ASSIGN_DIFFUSE_TEXTURE
assignTexture(material, '_d', '.png', [('outColor', 'color')], 70.891643, 73.283830, 3, 2)
##END_ASSIGN_DIFFUSE_TEXTURE
##BEGIN_ASSIGN_SPECULAR_TEXTURE
assignTexture(material, '_s', '.png', [('outColor', 'reflectionColor')], 70.891643, 73.283830, 3, 2)
##END_ASSIGN_SPECULAR_TEXTURE
##BEGIN_ASSIGN_GLOSSINESS_TEXTURE
assignTexture(material, '_r', '.png', [('outColorR','reflectionGlossiness'),('outAlpha','anisotropy')], 70.891643, 73.283830, 2, 0)
##END_ASSIGN_GLOSSINESS_TEXTURE
##BEGIN_ASSIGN_ANISOROT_TEXTURE
assignTexture(material, '_ar', '.png', [('outColorR','anisotropyRotation')], 70.891643, 73.283830, 2, 0)
##END_ASSIGN_ANISOROT_TEXTURE
##BEGIN_ASSIGN_BUMP_TEXTURE
assignBumpTexture(material, '_n', '.png', 70.891643, 73.283830)
##END_ASSIGN_BUMP_TEXTURE
##BEGIN_ASSIGN_ALPHA_TEXTURE
#assignTexture(material, '_a', '.tif', [('outColor', 'opacityMap')], width_mm, height_mm, 2, 0)
##END_ASSIGN_ALPHA_TEXTURE
x-rite PANTONE®
Search Windows
DEU
22:50
30.07.2018


File Edit View Create Tabs Graph Window Options Help
Browser
Show
Textures Utilities Rendering Lights Cameras Shading Groups Bake Sets Projects Asset Nodes
particleCloud1 (particleCloud)
Textile_Blac...
lambert1
particleClo...
shaderGlow1
OPEN HYPERSHADE TO FIND THE MATERIAL
Material Viewer
Hardware
Cloth
Exterior1 Color
Property Editor
Textile_Black_Diamond_Pattern_edited
Presets
Sample
Swatch properties
Basic parameters
Diffuse Color
Amount
Opacity Map
Opacity Mode
Stochastic
Roughness Amount
Self-Illumination
Self-Illumination GI
Compensate Exposure
Reflection
Brdf Type
Ward
Reflection Color
Lock highlight and reflection glossiness
Reflection Glossiness
Reflection subdivs
Favorites
Maya
Surface
Volumetric
Displacement
2D Textures
3D Textures
Env Textures
Other Textures
Lights
Utilities
Image Planes
Glow
Rendering
VRay
Arnold
Texture
Light
Shader
Shaderfx Shader
Stingray PBS
VRay AI Surface
VRay Blend Mtl
VRay Bump Mtl
VRay Car Paint Mtl
VRay Fast SSS2
VRay Flakes Mtl
VRay Light Mtl
VRay Mesh Material
VRay Mtl
VRay Mtl 2Sided
VRay Mtl GLSL
VRay Mtl Hair 3
VRay Mtl MDL
VRay Mtl OSL
VRay Mtl Render Stats
VRay Mtl Wrapper
VRay Plugin Node Mtl
VRay Point Particle Mtl
VRay Scanned Mtl
VRay Simbiont
Create
Bins