

Chapter 5 SURFACING - Workspace 2

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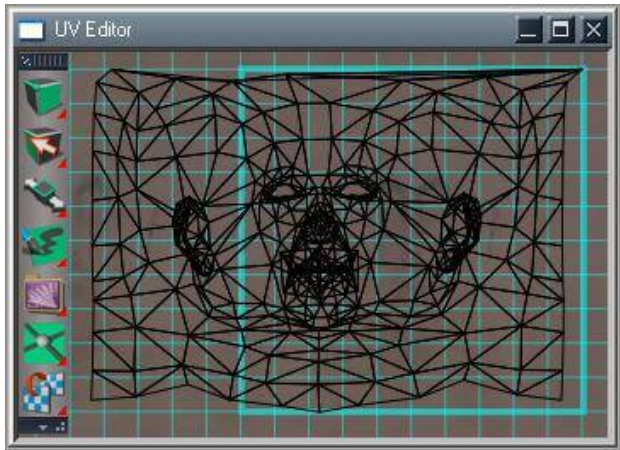
Chapter 5 SURFACING - Workspace

5.1 UV Projections

5.2 UV Editor



UV Mapping Editor



UV Mapping Editor



Unofficial Update UV Mapping Toolbar



Hide selected geometry.



Select by material



Hide unselected geometry.



Show all hidden geometry



Material editor



UV Editor preferences



LMB Next Material, RMB Previous Material

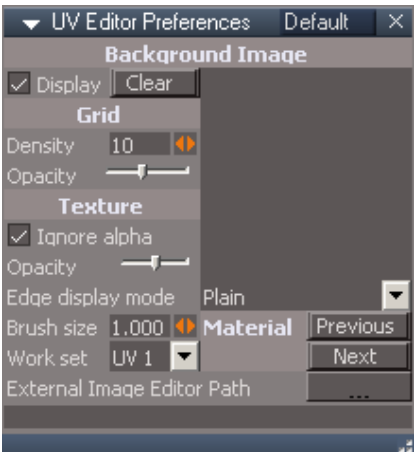


Undo

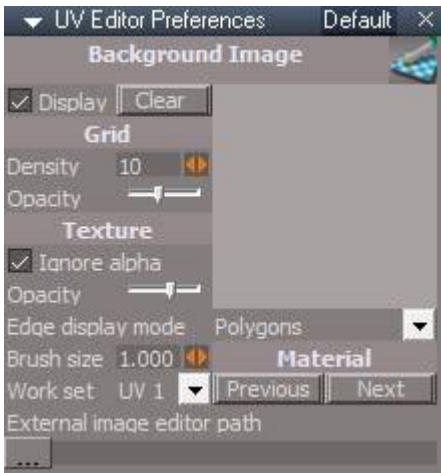


Redo

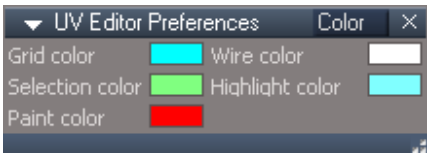
5.2.5 UV Mapping Editor Options



Default Aspect



Unofficial Update Default Aspect



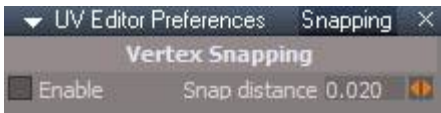
Color Aspect



Unofficial Update Color Aspect



Export Aspect



Snapping Aspect



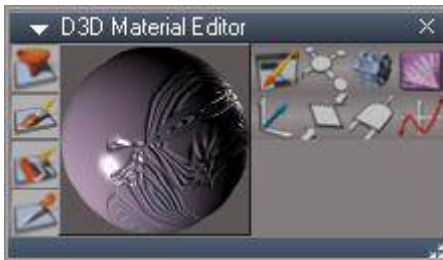
LMB open uv editor, RMB open preferences in floating window

Vertex Snapping – when Enabled moving any element will snap it's vertices to other points in the UV map.

5.3 Workspace Material Editor

D3D Material Editor

Basic Painting Tools:



Material Editor



Unofficial Update Material Editor

Spherical UV Projection

Render Scene

Planar UV Projection

Render Object

Cylindrical UV Projection

Smooth Normals

Cubic UV Projection

Autofacet Normals

Shrink Wrap UV Projection

Facet Normals

UV Editor

Render Animation



Update Library Places

Edit DX Material in Link Editor

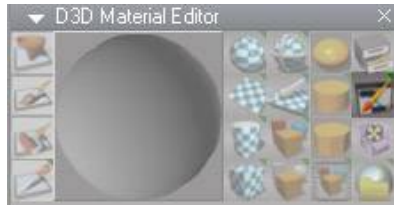
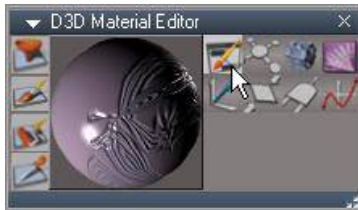


Convert Direct3D Materials

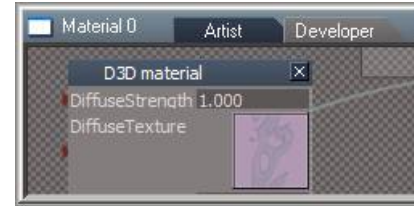
Render to File

Advanced Editing Tools:

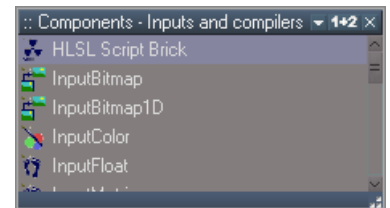
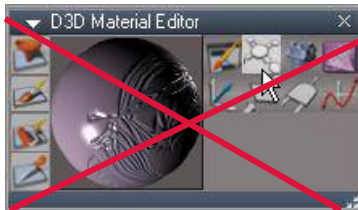
-  **Inspect:** Right-click Edit DX Material in the link editor.



Edit DX Materials in the Link Editor

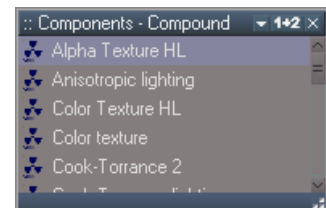
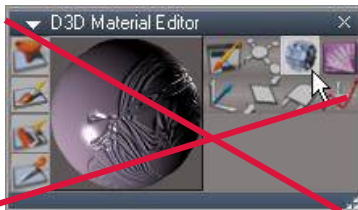


- DX Components Inputs and Compilers.



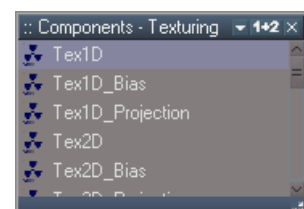
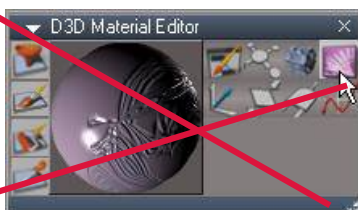
Opens DX Components Inputs and Compilers bricks library

- DX Components Compound.



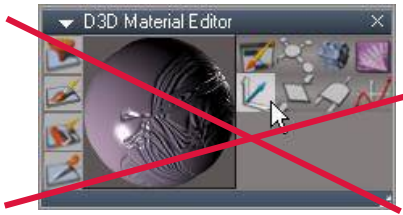
Opens DX Components Compound bricks library

- DX Components Texturing.

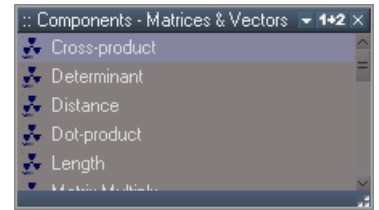


Opens DX Components Texturing bricks library

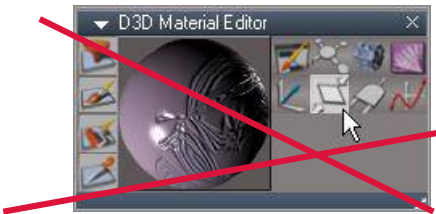
- DX Components Vectors.



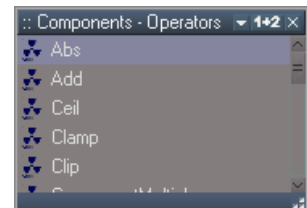
Opens DX Components Vectors bricks library



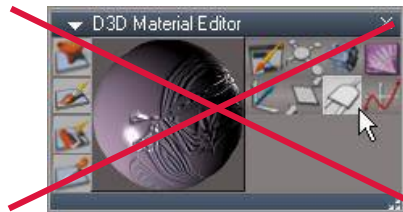
- DX Components Operators.



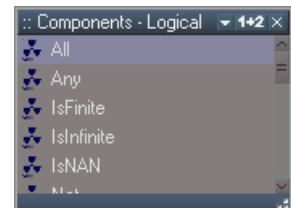
Opens DX Components Operators bricks library



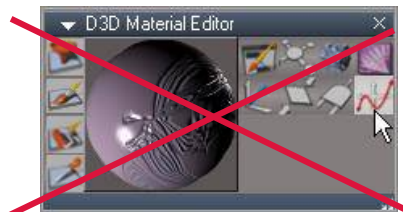
- DX Components Logic.



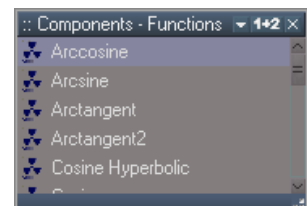
Opens DX Components Logic bricks library



- DX Components Functions.



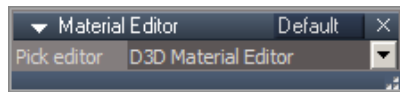
Opens DX Components Functions bricks library



Material Editor Settings:

- Default Aspect:

Shows available pick methods , the choices will depend on if there are other offline renderers installed , e.g. V-Ray



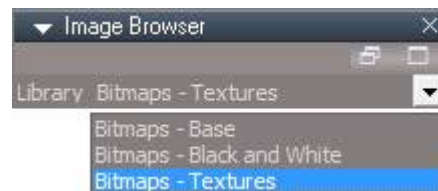
Default Aspect



Unofficial Update Default Aspect

Image Browser – open image browser.

Material Editor – ?



Active Editor Button – RMB reset.

Library Places Button – RMB update library places list.

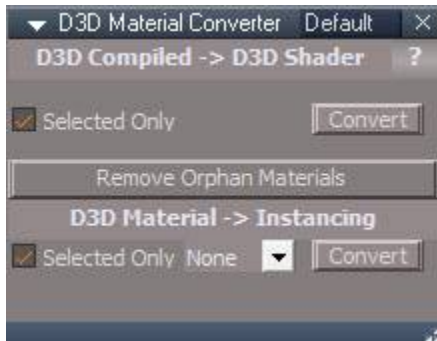
Library Places Selection – D3D Materials or MainLibrary Place. **Main Library Place** will populate the Library Selection list with all the libraries. **D3D Materials** will populate the list with bitmap, component, material and, shader,libraries.

Blank Button – LMB show library as 2D, RMB show library as 1D+2D.

Library Selection – drop down list of libraries, click to select and load a library.



D3D Material Converter:



D3D Compiled → D3D Shader –converts materials from a closed compiled format to an open shader node based style. This is useful as a first step in converting compiled or lightworks materials from modelside to Yafaray or Indigo materials.

D3D Material Instancing – Converts to the 3 styles of workspace material instancing: None, Object and Scene.

D3D Shader → YafaRay4tS – converts a shader style material to a Yafaray material. Choose the type of Yafaray material from the drop down list. "YafaRay Library" is the name of the folder that contains the Yafaray materials within the Main Library Place, Rs Main Libraries.

D3D Shader → Indigo – converts a shader style material to an Indigo material. Choose the type of Indigo material from the drop down list. "Indigo Library" is the name of the folder that contains the Indigo materials within the Main Library Place, Rs Main Libraries. Indigo materials use scene instancing and this script will not convert "object" or "none" type instanced materials

Selected Only is to convert a selected objects only, otherwise all objects in the scene are converted. A selection can have multiple items. Indigo conversion only works with a single selected item

To convert a scene instanced material to D3D, Yafaray or Indigo for a selected object(selected only):

- Set the material editor to edit picked materials
- Pick the material on the object and edit it in the link editor
- Select the material node
- Run the conversion

Remove Orphan Materials -If a mesh has multiple materials applied to it and the Separate Selection tool is used all the materials are copied which can result in orphan material nodes and connections. Run this tool to remove all the orphans in a scene