

Texture-It V2 Plugin 2017

For Daz3D Studio

Updated 17th November 2017

Grabs all surface name.

Use surface index for single animation or set to 0 to effect all surface.



Runs faster.

Animates in time line.

Key Features

- Automatically create opacity maps for single or multiple textures.
- Auto- create & assign opacity maps to surfaces with diffuse color.
- Auto- assign animation start & end when using padded file name, “image_000.png”
- Auto- size padding numbers for example, “image_00.png” “image_0000.png”
- Animate surfaces when frame changes.
- Assign the starting, ending and start-at texture.
- Identify and use single or multiple textures.
- Use up to 100 texture-controls-box's when the plug-in is unlocked.
- Built in texture viewer for animated textures.
- Use it for creating billboard trees & plants.
- Useful when animated water, fire & smoke.
- Load and Save back your texture control box's.
- Automatically add shader surface names to combo box.

To Use Plugin

Create a plane and click on it. Press the add control box icon  and then press folder icon  to add your texture. Note to use animated texture the file must have a padded-number, for example.

filename_000.png

filename_001.png <Padded number size is automatically detected, here its 3

filename_002.png

filename_003.png

Create Opacity Map

When the Create Opacity has been checked in the control-box, a mask will be created and saved for example “O_filename_000.png” and inserted into the surface opacity texture, this is useful when creating billboards, such as trees.

To Unlock Plugin

Click the yellow padlock. Buy key-code using your pay-pal-account, after you have paid you will be given a key-code-number.

Copy and paste this number in to the text-box and click Unlock-TextureIt.

If you change you computer at later date you can recover you key-code-number using paypal-email and purchase-date. Paid version using more than one texture!

Tip

Billboard will speed up your renders but remember to set the diffuse & ambient color to 255,255,255 and Specular Strength to 0.0% do this if you do not want lights to effect the billboard texture

too much. You can also change the “Lighting Model” to Matte and the ambient to 128,128,128.

Note and Issues

This plug-in can only be use with parent selection and not a child selection. For rendering in 3DeLight please use the Farmlt-plug-in because the image-series in daz3d-studio will render in white! Iray will work.

(c)Right 2016 by D S Martin <http://www.pilning.net>