



Blender Market – Textopbr / Textures To Pbr In 1 Click 1.0

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BM – Textopbr / Textures To Pbr In 1 Click 1.0: Simply .... choose the textures and then click Generate PBR!!

Channels that TEXTtoPBR can support are :

- Base color
- Ambient occlusion
- Metallic
- Roughness
- Emission
- Alpha
- Normal
- Height

We aim to create a separate blender system to handle the creation of PBR from any texture

made from any program or downloaded from a website .... with greater control over suffixes,

and even more automation of settings, reloading textures .. etc.

Do you need to create and join shader nodes when designing a PBR material?

What do you think about connecting Height maps? Changing material settings? Adding sub? .. etc., or connecting to a DirectX Normal map? Ambient occlusion?

How do I load materials textures when editing them in an external software?

And you're even more .... would you wish to manage the suffixes of textures for each channel?

No more bridges TEXTtoPBR can be used with any program or website !!

But how?

- TEXTtoPBR analyzes your image's suffixes and compares the images
- To their essence, to its database "JSON file" ... that you can modify within the blender software. The program itself
- This is how it can tell the texture corresponding to the channel it corresponds to.
- All edits you make are saved in the JSON document "data.json" ... you can save a backup file to use in the future.
- Or even to other blender versions ... copy the entire file into the appropriate location !
- You can choose to reverse the Green channel to use DirectX Normal Textures
- You can also you can use or use a Bump map instead to create black-and-white textures
- TEXTtoPBR edits all parameters if the PBR contains a Height Map or Alpha within it
- and also adds Subd Modifier with the right setting for the Height map
- TEXTtoPBR creates a mapping node, so you can modify PBR location as well as rotate and scale
- If you edit textures in another software and want to change your textures, you can do so.
- Click " Reload Material Textures" inside the blender, "choose your material. Hit OK.



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