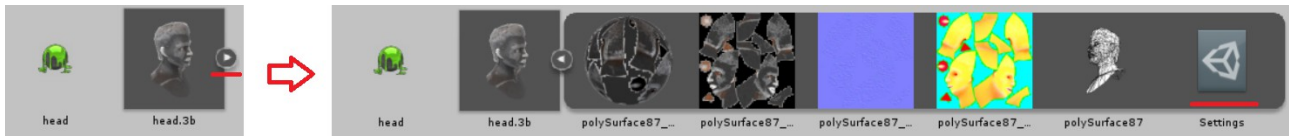


Asset3DCoat

A plugin that allows to use native 3D-Coat 3b file format with asset created with per-pixel or ptex painting mode.

After adding 3b file to a project, plugin will automatically open it and create a 'prefab' with models and materials, which can be duplicated and tweaked independently.

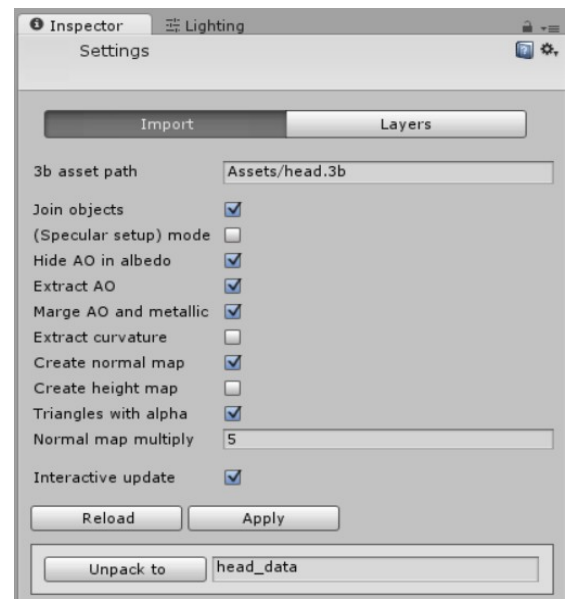
Import settings is in the linked 'prefab'.



In the inspector Properties are divided into two tabs. There are General Settings in the Import tab, and textures layers, which can be turned On/Off, in the Layers tab. In order to return layer visibility to default press **def** button on the left.

Import settings for 3b files:

- **3b Asset Path** – a path to a 3b file, which is linked to a current 'prefab'.
- **Join Objects** — join all objects from the imported file to one.
- **(Specular Setup) Mode** — use standard material's shader "Specular setup". In this mode Albedo map will look differently, and instead of Metallic(R)/Smoothness(A) map a Specular(RGB)/Smoothness(A) will be created. Specular Mode is used in cases when specular color should differ from Albedo (to set a specular color In 3D-Coat you need to use 'Use as Specular Color' layer blending mode). In default mode Metallic(R)/Smoothness(A) may be merged with AO map or Height map to save memory, so Specular Setup Mode is recommended to use only when specular color needs to be set.
- **Hide AO in Albedo** – hide AO on Albedo map. It is recommended to keep this option checked for more correct display of direct light rays. AO is moved to a separate layer (Extract AO option). In some cases (i.e. AO map is color, or requires specific blending type, or just for memory save) it needs to be kept on Albedo map.
- **Extract AO** – Extract AO to a separate map for correct shader processing.
- **Merge AO and Metallic** — Merge AO with Metallic(R)/Smoothness(A) map for memory save.
- **Extract Curvature** – Extract curvature to a separate map.
- **Import Emission** – Create Emissivity texture.
- **Create Normal Map** – Create Normal map texture.
- **Create Height Map** – Create Height map texture. Can be used for parallax effect, or tessellation.



- **Merge HM and Metallic** — Merge Height map with Metallic(R)/Smoothness(A) map for memory save.
- **Triangles with Alpha** – Create separate material with Rendering Mode Transparent and apply it on triangles with transparent parts of textures. It is recommended to solve the problem with rendering of those parts of an object that locate behind the transparency.
- **Normal Map Multiply** – Normal map strength coefficient.
- **Height Map Multiply** – Height map strength coefficient.
- **Interactive Update** — Update/Reload 'prefab' automatically when changing settings.
- **Unpack To** – Create textures and materials as a separate files in a chosen folder.
- **Reload** – Reload an asset from a file.
- **Apply** – Apply settings changes.