Random Material Generator Gyes

WHAT IS GYES ?

Gyes is a script that makes random materials.

One of the most basic ideas of Gyes is randomisation. The idea behind radomisation is that it can become tedious to change by hand each material parameter randomly when you dont have a specific direction for the result you want to achieve, a script will always do this many hundrend times faster. Instead of doing it by hand , Gyes gives you the ability to create loads of random materials automatically , by randomising each parameter . The whole process takes no more than a second, giving you the ability to try new random materials iinstantly and saving you hours from experimenting with material settings.

WHERE I CAN DOWNLOAD GYES ?

Go here

https://github.com/kilon/Gyes/tree/

Click Downloads, choose the download that fit your needs. (Download Zip will do)

HOW DO I INSTALL GYES ?

After you download the compressed file, uncompress to extract material_random_gyes.py then go to blender and install it like any other Addon. (user preferences -> Addons -> install add on -> Gyes -> enable the add on) .

HOW DO I USE IT ?

It should appear in the left panel of your viewport in the bottom side , but only if you have a mesh already selected and there is already a material assigned to your model.Create a new material for your object if you have not already.

Click "random material" button (see the second screenshot) and will keep randomising your assigned material. If you want to have a more focused randomisation, in the options part of the gui you can tick or untick what parameter you want to be randomised or not. If a parameter is unticked then the parameter will remain the same and wont be randomised, giving you the ability to focus the randomisation in the areas you want.

You can even randomise multiple objects, just select multiple objects and hit the "random material" button, each object will get its own unique random material. Extremely useful if you want to create materials for hundrends or thousands of objects. Imagine doing that by hand !!! With Gyes the whole process takes less than a second !!!

WHAT IS HISTORY ?

Its fun to create random materials, but there are times you want to go back in time and choose that nice random you made previously. Simple blender undos are not enough , you can undo the parameter settings that Gyes changed but you cannot bring whole randoms back with blender undos.

I present to you the ultimate time machine tool. The "History" tool . How does it work ? Each time you create a new random material, it is stored in history. History is in essence a sophisticated undo tool. Each random material stored in history has its own index, index is the number assigned to the random material stored in history , so you don't have to worry with naming your random materials. Its as easy as pressing the "Random Material" button . Its all automatic, all easy , all straightforward.

The activate button activates that random material chosen by index, by assigning it to the object. In short it brings back to your object old random materials. The same thing does the next and previous buttons, the only difference is that you don't need to enter the history index you want to activate so its way faster if you want to activate one after the other .

"what happens if I edit my random materials?" I hear you say.

Worry not, store button is here to save the day. It can store any change you made to your material. And when I say any change I meant it. It wont care if its a random material or a material you made yourself, or maybe one you imported. For history its all the same, if its a material , it can store it and you can always bring it back if and when you want to do so. Or you don't even need to overwrite existing history indexes, just move to the first empty one and store there your material.

This makes history extremely useful even if you don't care about random materials . Now nothing is lost.