

Multi-Material Manager

Found under: Window> Fuzzy Tools> Multi-Material Manager

This tool contains two main parts. On the left you will find the options for adding and removing materials to/from the tool. This includes a object field which allows you to place a folder and a button which when selected searches through the folder in the object field and adds any and all materials found in the folder to the list.

It also contains a button to “Add selected” materials to the tool and a “Clear list” button to remove all materials from the tool.

On the right hand side of the tool is a material inspector with a bool listed for each material property. And at the bottom of the page is a button to “Apply Changes”. You are able to select any properties from any of the shader in the project and once you select the Apply button, it will cycle through each and every material listed in the tool checking for any and all of the properties that were selected for change, and apply the change if it finds one.