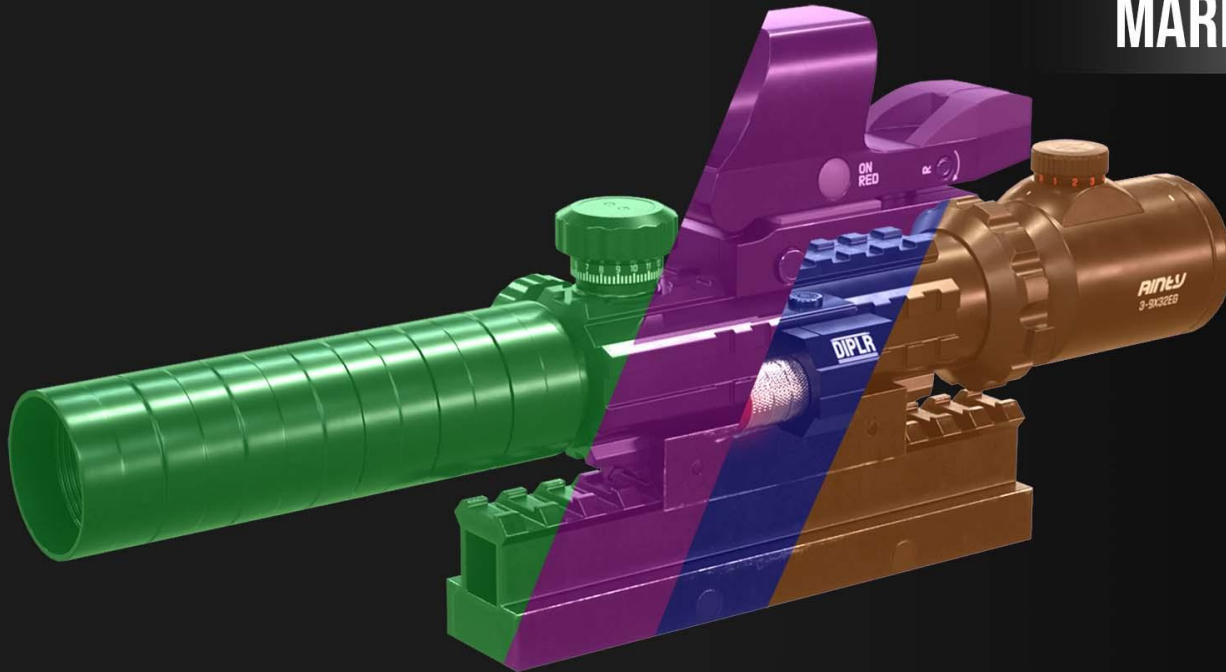




ITERATION RENDERER

MARMOSET PLUGIN

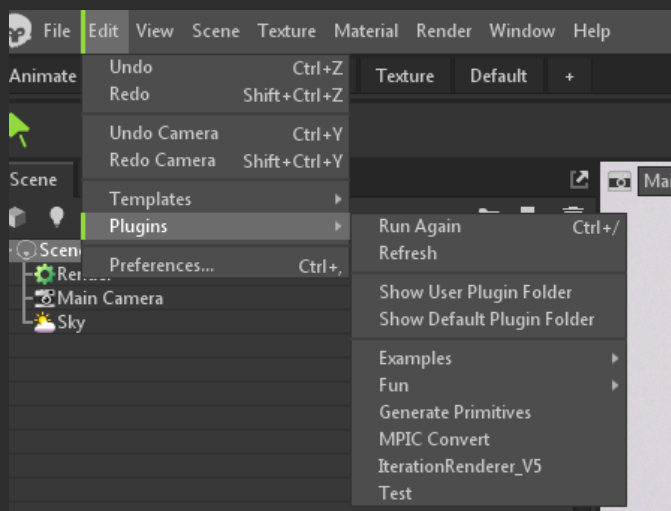


The Iteration Renderer is meant to render all the unique combinations for the items that you have in one scene.



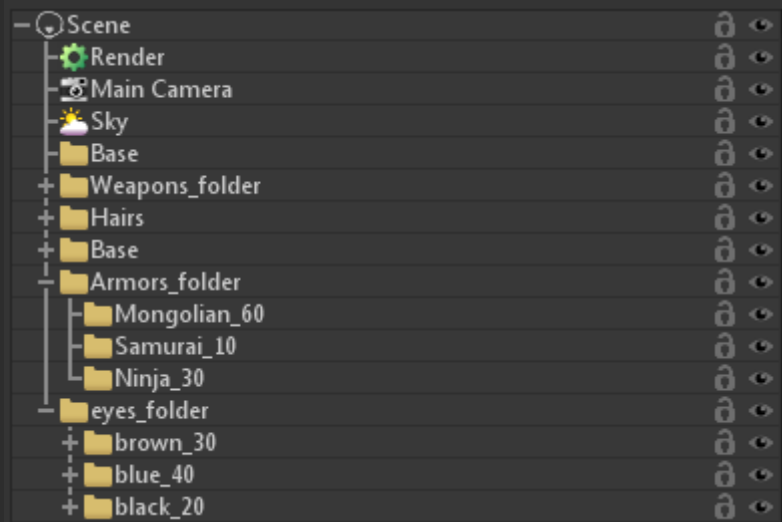
Installation:

Open up Marmoset Toolbag 4 and navigate to the [Edit] toolbar, then click on Plugins. Continue by clicking on Show User Plugin Folder and drag the "IterationRenderer_V5" Python script in the Folder Explorer that has been opened. Then Click Refresh at [Edit] > [Plugins] > [Refresh] and launch the IterationRenderer.



Iteration Render

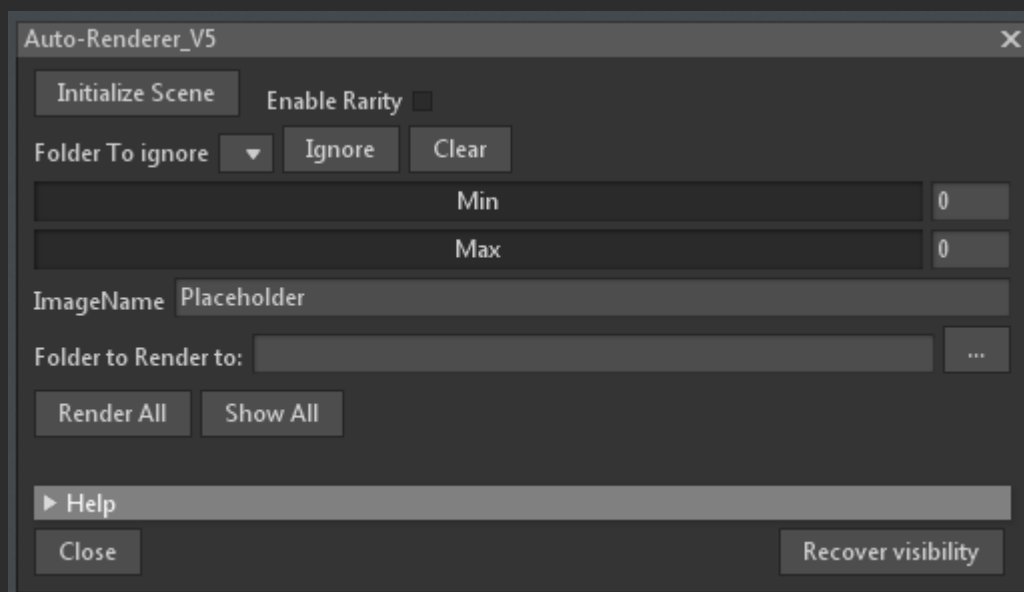
The Iteration Renderer is meant to render all the unique iterations for the items that you have in one scene. In order to use this tool you must follow the folder structure.



Folders that contain child-objects that are going to be selected must be marked with **_folder** as **suffix**

When enabling rarity child-Objects, need to have suffix **_xx** (for ie _25) , with xx referring to the percentage an item will drop, this will make sure the renderer will output the images based on the rarity chance and will include the rarity percentage.

The **Min** and **Max** will allow for selecting a certain range to render out if the amount of iterations is too high or for testing purposes.



The first step is to initialize the scene through the tool, this will give the tool information about what objects are in the scene etc. ***When initializing for the first time upon launching the tool it will also save the visibility of objects.***

Next up you can select to ignore certain groups that are marked with _folder if necessary. Ignore will add the folder to the ignore list and clear will reset the ignore list.

The **Imagename** is the image name of the rendered image, every image will be automatically rendered with the index number, The number does not differ as long as the scene contains the same items at the same position. *Note: The rarity and normal mode sort the list differently what will result in a different index for the render*

For example: normal Mode : ImageName_XX | Rarity Mode: ImageName_XX_%%

Next Up you select the Folder to render the image to, and when ready the “Render all” button can be pressed

The “**Show all**” button will set the visibility of all the _folder items to true.

Before closing the tool the visibility when initializing can be recovered by clicking the “**Recover visibility**” button , this can be done at any time before closing the tool.

Image Compositor

Step one: Select the folder containing the Renders

Note: that only png images will be selected so make sure that only renders are in that folder.

Next up you can select 2 Ways you could go,

Background Color Modes:

This will allow you to set a color or gradient mode to the image.

Saturation: Controls the saturation of the color

RandomHueShift: The random hue allows for a range of random hue, from the current color + and- the degrees

BackgroundValue: This controls the darkness of the gradients second grayscale value.

The screenshot displays the 'Image Compositor' interface. At the top, there is an 'Image Folder' input field with a 'Browse' button. Below this, the 'Background Color Modes' section includes a 'Main Color' dropdown set to 'None', a 'Saturation' slider at 1.00, a 'RandomHueShift' slider at 0, and a 'BackgroundValue' slider at 0.00. Two buttons, 'Place Gradient Background' and 'Place Solid Background', are positioned below the sliders. The 'Background Image Mode' section at the bottom features a checkbox for 'Random Multiple Backgrounds' (which is unchecked), a 'Browse' button, and a 'Place Image Behind Render' button.

Background Image Mode:

The background image mode allows the user to add background images on the Render with one click.

Simply select the image when in default mode and click the “place image behind render” button to overwrite the renders.

When enabling “Random Multiple Backgrounds” the user can select multiple Background images and they will be added with an equal amount of chance of being placed.