

Pretty Modeling Colors | by Josh Buck | CGARTISTRY

About

Pretty Modeling Colors (PMC) is a simple script designed to help Maya users easily and unobtrusively implement some the beautiful and default poly-modeling colors in other applications like 3ds Max.

PMC uses a JSON file-based pallete system that allows the user to add and customize colors and palettes. By default there are five palettes, each consisting of five colors. Editing the JSON palette by changing or adding new RGB values will automatically update the available palettes the next time PMC is run.

PMC does not spam your materials and shading groups. SG's and materials are created and deleted as they are assigned and unassigned.

Use

To assign a color to a mesh, select the mesh and press a color button. This also works for multiple selections.

To assign a palette, select multiple meshes, select a palette by number from the dropdown at the bottom and press the Assign Palette button. You can also assign all palettes at once.

To reset all materials and assignments, select all meshes and press the "R" button.

Editing Palettes

Open the PMC_palette.json file in a text editor and add/edit/remove RGB values from the code blocks. Save the file and re-run PMC in Maya.