Shader Space v 1.0.02 Maya Scripts

Intro document

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How to install?

1) Please take scripts and prefs folders into your maya document directory
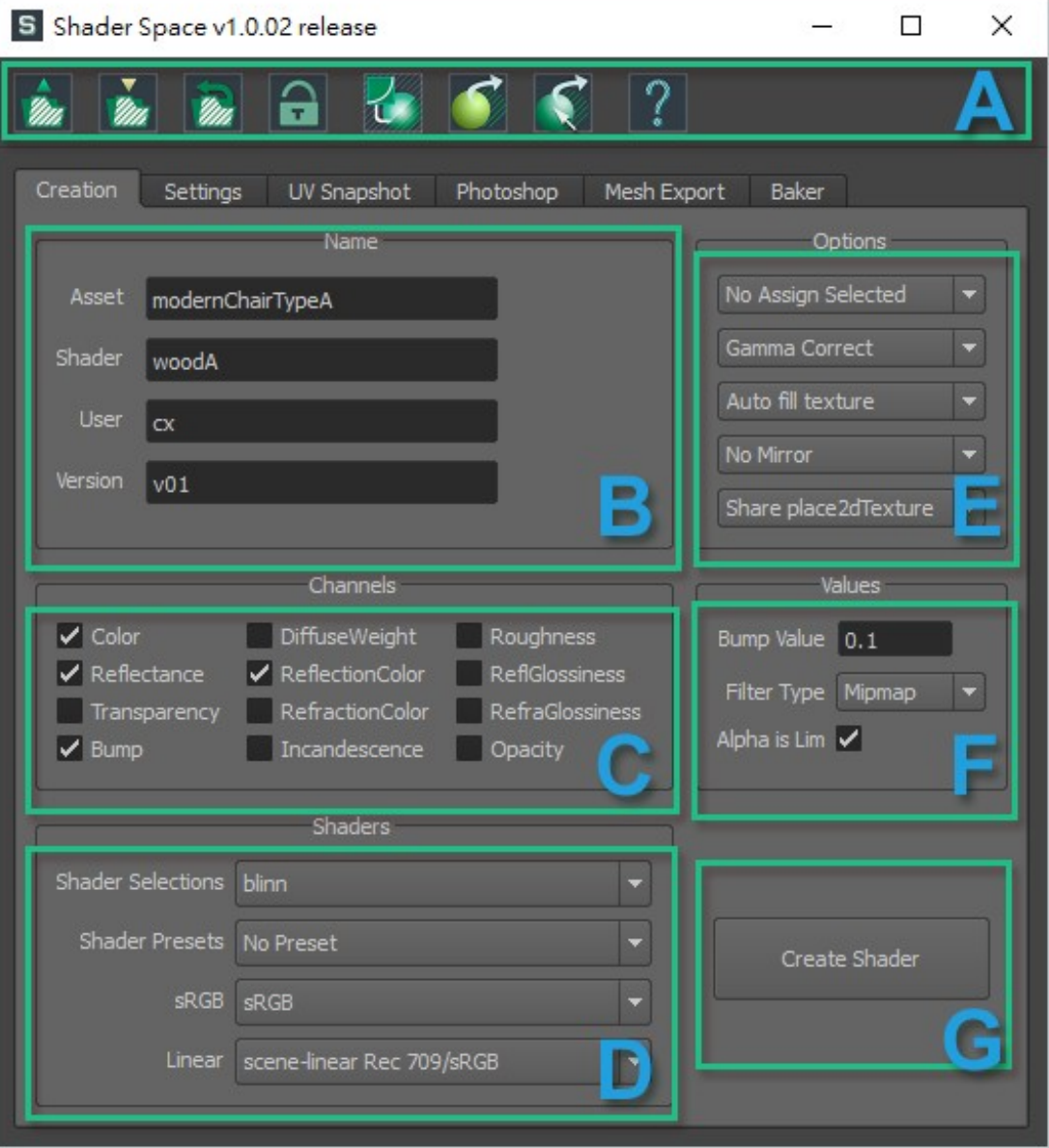Default maya document is

C:\%Username%\document\maya\%MayaVersion% (Windows)

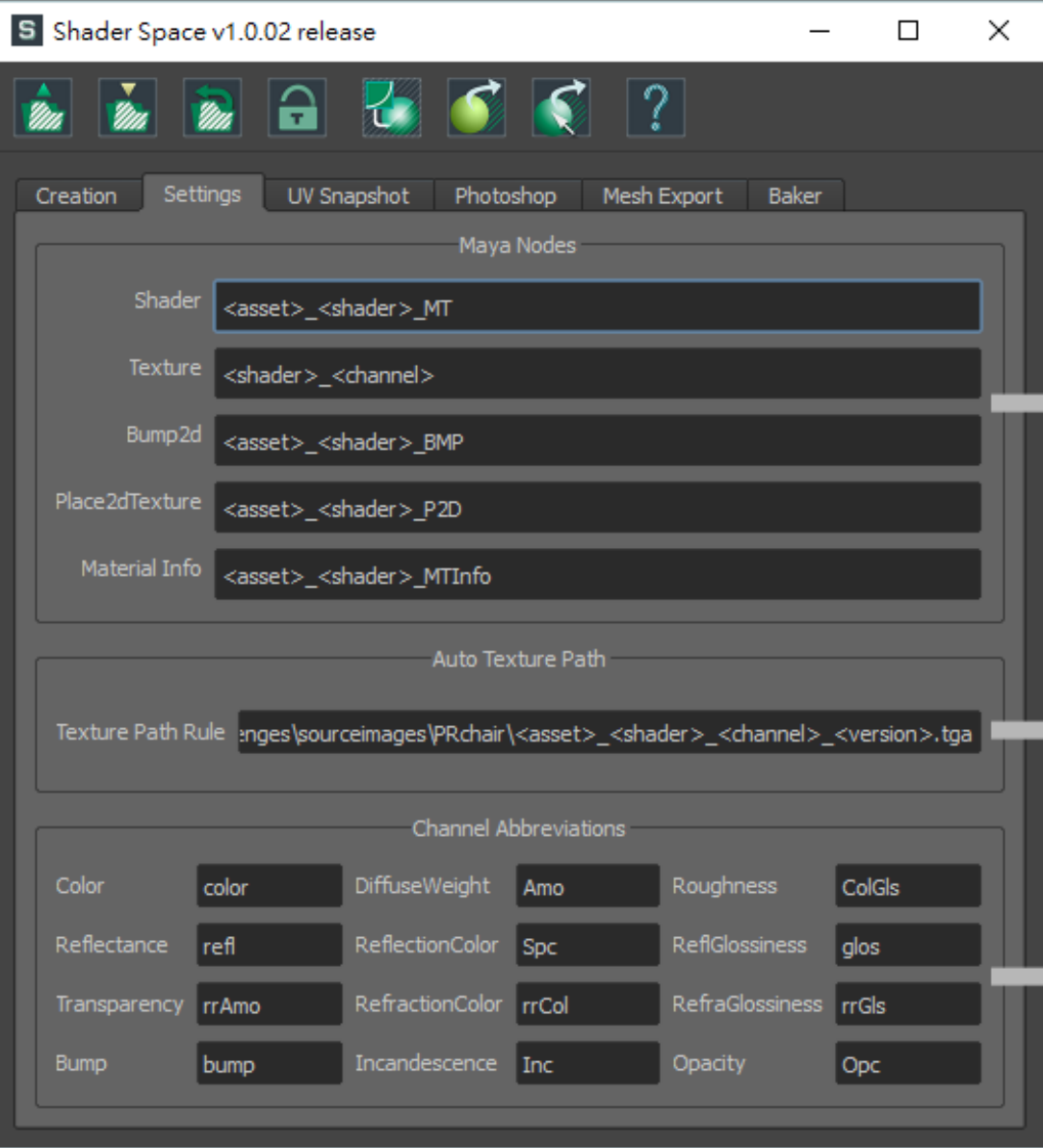2) Open Maya application and open python command enter below

import shaderSpace
reload(shaderSpace)

will be launch main window

Maya Script | shaderSpace main windows

Shader Space v1.0.02 release

Creation | Settings | UV Snapshot | Photoshop | Mesh Export | Baker

Name
Asset: modernChairTypeA
Shader: woodA
User: cx
Version: v01

B

Options
No Assign Selected
Gamma Correct
Auto fill texture
No Mirror
Share place2dTexture

E

Channels
- ☑ Color
- ☐ DiffuseWeight
- ☐ Roughness
- ☑ Reflectance
- ☑ ReflectionColor
- ☐ RefGlossiness
- ☐ Transparency
- ☐ RefractionColor
- ☐ RefraGlossiness
- ☑ Bump
- ☐ Incandescence
- ☐ Opacity

C

Values
Bump Value: 0.1
Filter Type: Mipmap
Alpha is Lim ☑

F

Shaders
Shader Selections: blinn
Shader Presets: No Preset
sRGB: sRGB
Linear: scene-linear Rec 709/sRGB

D

Create Shader

G

A

Export .spk (shaderSpace naming configuration).

Import and set naming from .spk file.

Reset naming configuration.

Toggle lock / unlock settings.

Pop window to set gamma correct for color attribute.

Export all shaders.

Export selected shaders.

Help & About

(A) Top functions menu

(B) Key name specific

(C) Channels checks

(D) Shader type, presets, and color managements(after Maya 2015)

(E) Options

(F) Common setting values

(G) Launch button

shaderSpace | settings page

Shader Space v1.0.02 release

Creation | **Settings** | UV Snapshot | Photoshop | Mesh Export | Baker

Maya Nodes

Shader	<asset>_<shader>_MT
Texture	<shader>_<channel>
Bump2d	<asset>_<shader>_BMP
Place2dTexture	<asset>_<shader>_P2D
Material Info	<asset>_<shader>_MTInfo

This area would be set the nodes name when create.
use <> tag to specific each nodes.
The <> tag will be match setting field from previous
Creation of Name panel.

Auto Texture Path

Texture Path Rule: enges\sourceimages\PRchair\<asset>_<shader>_<channel>_<version>.tga

This area will be set auto fill texture path

Channel Abbreviations

Color	color	DiffuseWeight	Amo	Roughness	ColGls
Reflectance	refl	ReflectionColor	Spc	ReflGlossiness	glos
Transparency	rrAmo	RefractionColor	rrCol	RefraGlossiness	rrGls
Bump	bump	Incandescence	Inc	Opacity	Opc

This area could be set
texture channel abbreviations
You can set short name in this area, and use
Export / Import .spk file to change.

Panel 1 — UV Snapshot

Creation | Settings | **UV Snapshot** | Photoshop | Mesh Export | Baker

Batch UV Snapshot

Export Path: `D:/WORKING/Maya/2015-x64/images/outUVs/test_uv` [...]

Extension: bmp

Resolutions: 4096

Color Choice: White

Snapshot Source: From Selected

[Snapshot]

Panel 2 — Baker

Creation | Settings | UV Snapshot | Photoshop | Mesh Export | **Baker**

Bake Directory: [ ] [...]

Bake Image Name: [ ]

Image Resolution: 512

[Bake Turtle AO]

Panel 3 — Photoshop

Creation | Settings | UV Snapshot | **Photoshop** | Mesh Export | Baker

Photoshop File Generate

Photoshop File: `D:/Desktop/test3.psd` [...]

UV Image File: `D:/WORKING/Maya/2015-x64/images/outUVs/backPad_v01.tif` [...]

Image Resolution: 512

Channels: color, refl, Spc, bump   [Refresh]

[Generate]

Panel 4 — Mesh Export

Creation | Settings | UV Snapshot | Photoshop | **Mesh Export** | Baker

Export Mesh

Export Path: `D:/WORKING/Maya/2015-x64/data/OBJ` [...]

Data Type: OBJ

Source: From selected

Exclude string: [ ]

Include string: [ ]

[Export]

Green Box

Other tool set:

Batch UV Snap shot

Create PSD file

Batch Export Mesh

Bake Map