



VMPP Maya user manual



What is V-Ray Material Presets Pro?

SIGERSHADERS V-Ray Material Presets Pro | Maya

is a powerful material collection for Autodesk Maya and V-Ray. It will includes V-Ray Power shaders like: Metal, Ceramic, Leather, Stone, Mosaic, Concrete, Carpaint, Liquid, Wall, Glass, Gemstone, Parquet, Wood, Cloth, Plastic...

Version Requirements

The product is compatible with Maya 2012, 2013 | V-Ray 2.0 | 32 and 64 bit.

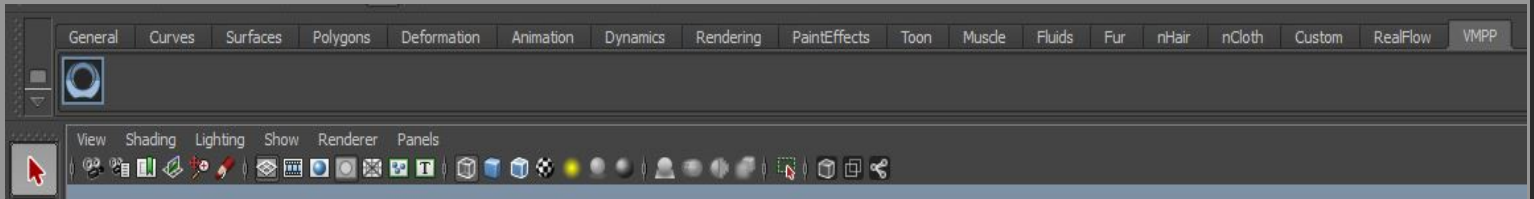
Main Features

- 1080 Material presets and templates:
 - Metal Materials - 174
 - Ceramic Materials - 70
 - Leather Materials - 80
 - Stone Materials - 36
 - Mosaic Materials - 45
 - Concrete Materials - 20
 - Carpaint Materials - 37
 - Liquid Materials - 56
 - Wall Materials - 143
 - Glass Materials - 20
 - Parquet Materials - 180
 - Wood Materials - 32
 - Gemstone - 77
 - Cloth Materials - 72
 - Plastic - 35

- All materials have been tested by professionals on real projects.
- All textures used are seamless (757 maps on 1.97GB).
- Friendly and simple interface.
- Useful for V-Ray newbies, average and power users.

Basic tutorial on how to use the VMPP Maya.

After Install VMPP , Run Maya



Click VMPP Tab ,Click VMPP icon. In V-Ray Material Presets Pro | Maya, select Material and press button "To Hypershade". The selected Material immediately will appear in a Hypershade window. Now you can assign it to the object.



Manual installation

VMPP communicate with Maya over a network via command Port. Follow these few simple steps and you will be able to make use of the Maya command port.

1. Start Maya.

2. Open Script Editor.

Inside Maya look for "Window" in the top menu.
Window -> General Editors -> Script Editor

3. Open the Command port in Maya.

In the Script Editor write:

commandPort -n "localhost:7088" ;

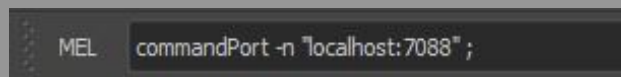
Where 7088 is the port number (choose a unused port number between 1024 and 65000).

Execute the command by pressing <Ctrl> <Enter> at the same time (or Command -> Execute from the menu).

Note: By default VMPP uses port number 7088. if you decided to use another, specify it and in the VMPP settings.

Now the command port is open to the outside world, making it possible to execute VMPP commands.

The port can be open and through a Mel input text field.



Inside Maya open Hypershade panel. Open Render Settings window and select rendering engine V-Ray.

Start V-Ray Material Presets Pro | Maya, select Material and press button "To Hypershade". The selected Material immediately will appear in a Hypershade window. Now you can assign it to the object.

