

## Potential client

Most **BLENDER USERS** have some sort of a texture library.



## The problem

Many of **BLENDER USERS** setup their textures manually, wasting a lot of time. Even if they use **NODE WRANGLER** (Ctrl+Shift+T) to setup materials, it's still time consuming. I want the addon to automate the task of texturing 3D models and to make browsing through the **USER's** library easier.



## Material Vizard

Automatic Blender Cycles (and maybe Octane in the future) materials library from **USER's** textures library.



## Automation

**MATERIAL VIZARD** automatically looks for the right textures, generates previews of the materials and makes the correct PBR setup.

## UI / Menu

### MATERIAL VIZARD's UI

#### Category

Click to browse and select the **CATEGORY**.

#### Preview of the material

Click to browse the **MATERIALS** (just like in Extreme PBR).



#### Name

Show the **NAME** of the selected **MATERIAL**.  
**NAME** = name of the folder with textures for the material.

#### Maps

Select which maps to import (if they are found in the material folder)

- Diffuse
- Specular
- Roughness
- Glossy
- Metal
- Displace

#### Mapping

Options:

- UV mapping / Box mapping (select one option, it should be mapped to the mapping node group)

Sliders:

- Scale X
- Scale Y
- UV Rotation Z
- Box Rotation X
- Box Rotation Y
- Box Rotation Z

#### Refresh the library and generate previews

2 options:

- Generate only missing previews
- Generate all previews

## Materials folder structure:

Type / Material Name[resolution] / PBR Maps

## The path of the materials

The path is set by the **USER** in the preferences of **MATERIAL VIZARD**

### Types:

- Concrete
- Metal
- Plastic/Rubber
- Stone
- Marble
- Fabric
- Walls/Roofs
- Wood
- Glass
- Man-Made Ground
- Natural Ground
- Liquids
- Paint
- Other
- Surface Imperfections

Ideally:  
If **USER** adds a folder,  
**MATERIAL VIZARD** automatically adds a new **TYPE** to the **TYPES LIST**.

### Material name:

**For example:**  
Brown\_Leather[2K]

There should be a function to look for the resolution (1K, 2K, 4K, 8K) in the name of the folder.

**For example:**  
We have folders **Concrete001[2K]** and **Concrete001[4K]**. **MATERIAL VIZARD** shouldn't show it as 2 materials but as 1 material with an option in the **MENU** to change the resolution from 2k to 4k.

### PBR Maps:

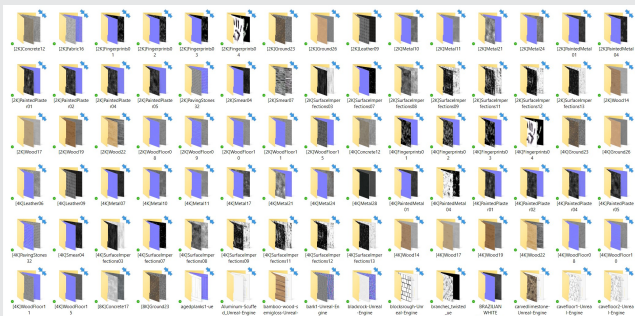
- Diffuse
- Color
- Normal
- Height
- Roughness
- Glossiness
- Displacement

## Dealing with different PBR maps

The addon should import the maps like **NODE WRANGLER** when pressing **CTRL+SHIFT+T**

and also apply the **MATERIAL VIZARD's** Mapping Node Group

## Sample folders with materials:



## Sample maps to "deal with"



## Questions

### Is it possible to map the **MODE** value to the **PROJECTION TYPE**?

This would make it simpler and more understandable for the **USER**

if **Mode** == 0, then Projection type = **Flat**

else: Projection type = **Object**

If it's not possible, another node group has to be made. I'll take care of it, just tell me if it's possible with a driver expression or something.

