

Assign Substance Maps: Alpha.001

To Use: Execute the script, select either the root or a single folder based on the version you use, and run.

**SAVE BEFORE USE, THIS IS AN ALPHA,
NOT ALL FAIL SAFESHAVE BEEN IMPLEMENTED**

requirements:

- all maps must be in a folder that is the same name as the texture set
- the mtl and sg need to follow this pattern: “name_mtl” and “name_sg”
- a vray material with the exact same name as the texture set must exist.

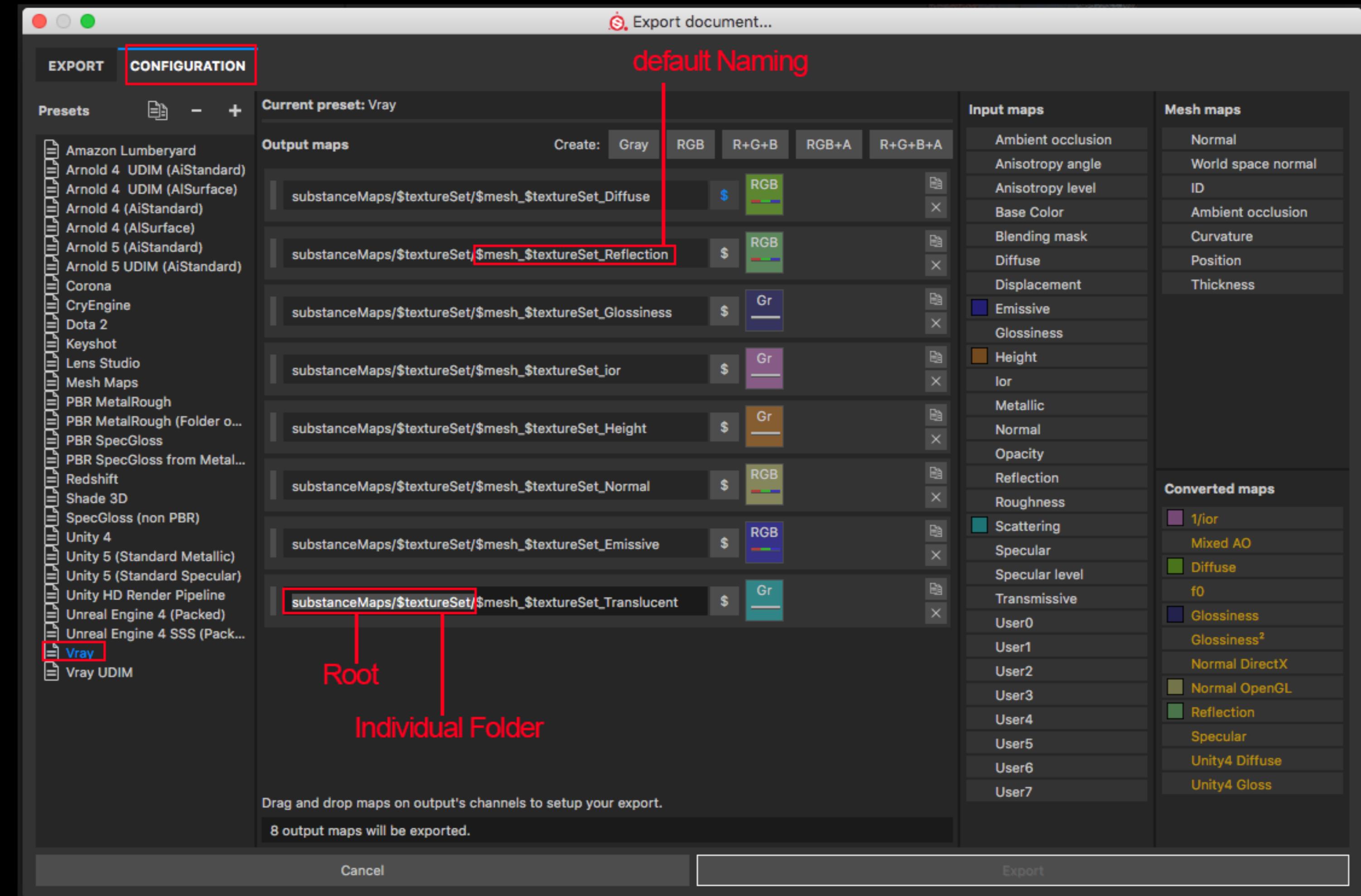
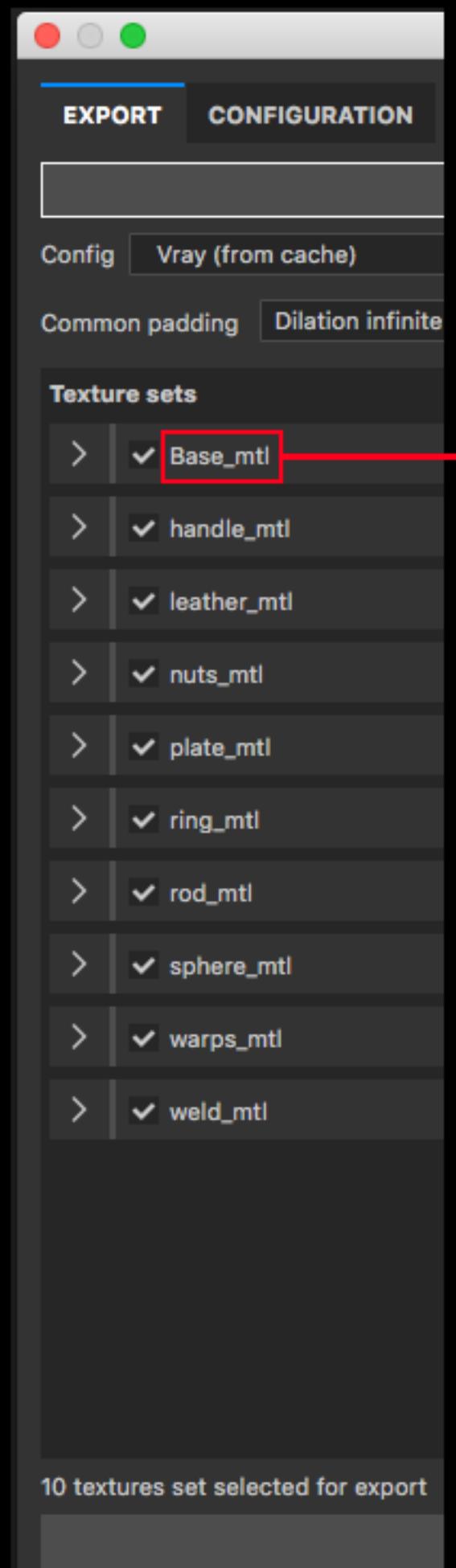
Restrictions:

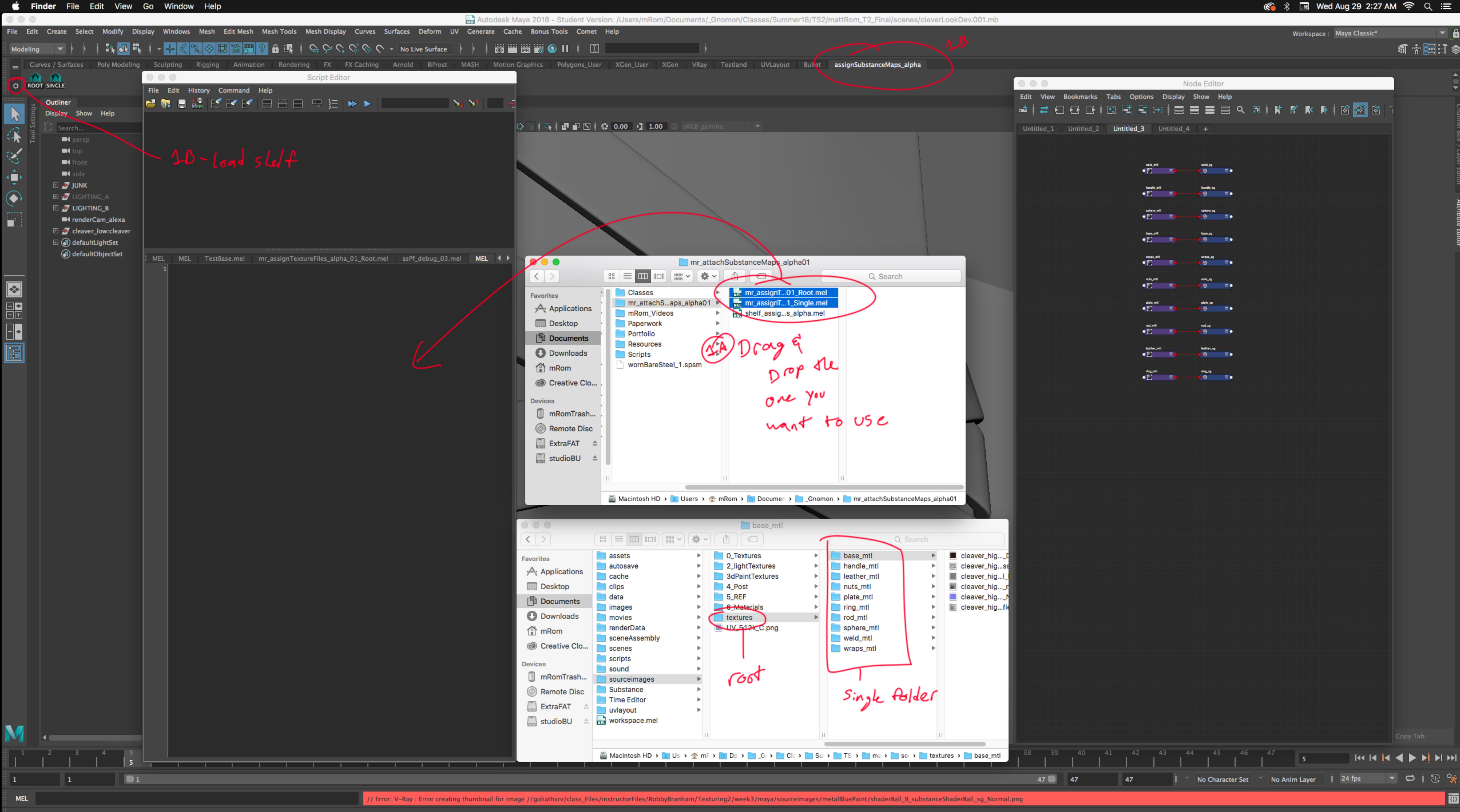
- only works with VRay standard material.

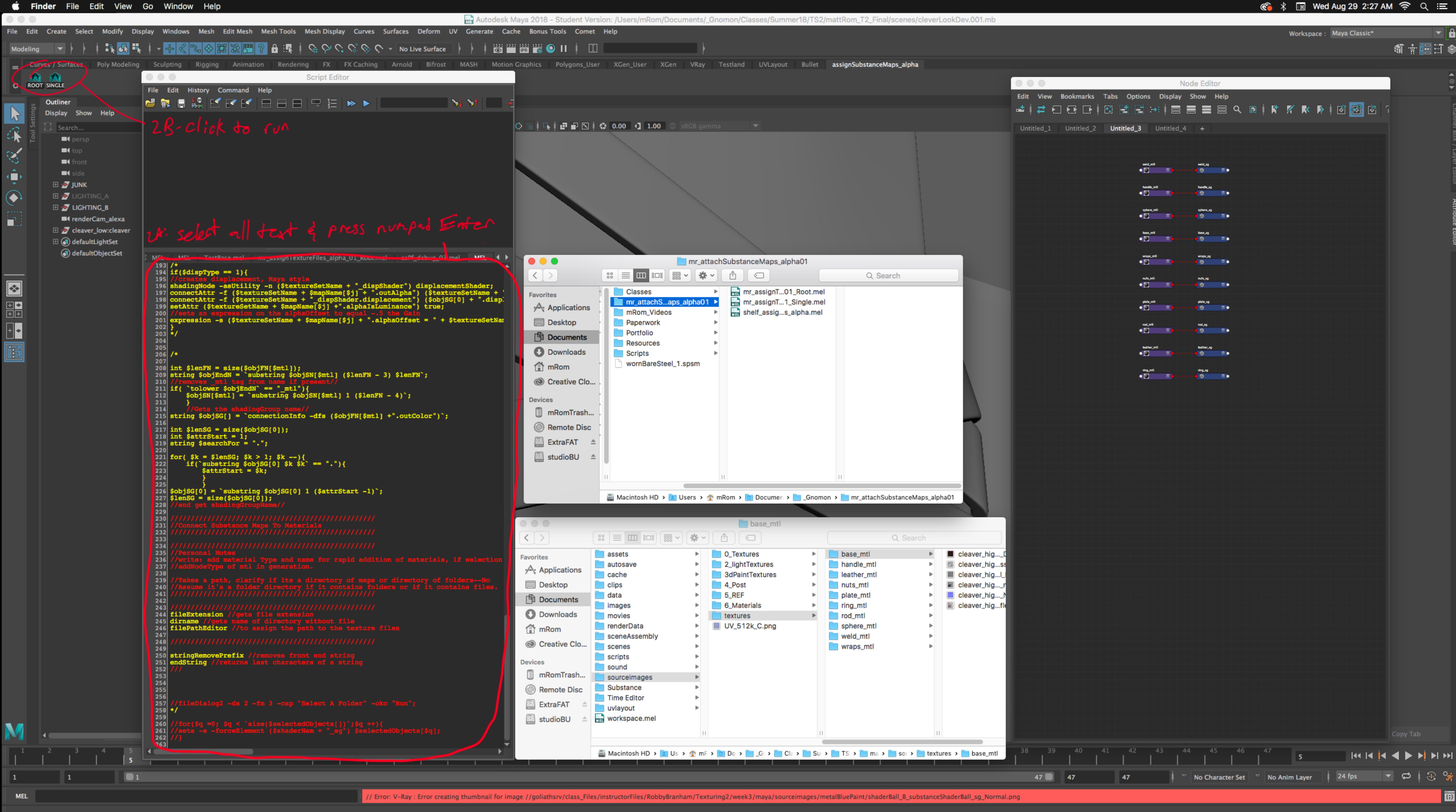
Substance Export Settings:

Add “substanceMaps/\$textureSet” to the begining of the export config.

-the root director (“substanceMaps”) can be any name.







Autodesk Maya 2018 - Student Version: /Users/mRom/Documents/_Gnomon/Classes/Summer18/TS2/mattRom_T2_Final/scenes/cleverLookDev001.mb

Workspace : Maya Classic*

Modeling Curves / Surfaces Poly Modeling Sculpting Rigging Animation Rendering FX FX Caching Arnold Bifrost MASH Motion Graphics Polygons_User XGen_User XGen VRay Testland UVLayout Bullet assignSubstanceMaps_alpha

Tool Settings

Outliner Display Show Help

Search...

JUNK LIGHTING_A LIGHTING_B renderCam_alexa clever_low:clever defaultLightSet defaultObjectSet

Script Editor

```

File Edit History Command Help
dirname //gets name of directory without file
filePathEditor //to assign the path to the texture files

stringRemovePrefix //removes front end string
endString //returns last characters of a string
///

//fileDialog2 -ds 2 -fm 3 -cap "Select A Folder" -okc "Run";
/*
//for($q = 0; $q < $size($selectedObjects[]);$q ++){
//sets e -forceElement ($shaderNam + "_sg") $selectedObjects[$q];
//};

//FileDialog2 -ds 2 -fm 3 -cap "Select A Folder" -okc "Run";
*/
//for($q = 0; $q < $size($selectedObjects[]);$q ++){
//sets e -forceElement ($shaderNam + "_sg") $selectedObjects[$q];
//};

//creates displacement, Maya style
shadingNode -asUtility -n ($textureSetName + " dispShader") displacementShader;
connectAttr -f ($textureSetName + $mapName[$j] + ".outAlpha") ($textureSetName + $mapName[$j] + ".displacement");
setAttr ($textureSetName + $mapName[$j] + ".alphaIlluminance") true;
//sets an expression on the alphaOffset to equal -.5 the Gain
expression -s ($textureSetName + $mapName[$j] + ".alphaOffset = " + $textureSetName + $mapName[$j] + ".alphaGain * .5");
//Creates the shadingGroup name
string $objSG[] = `connectionInfo -dfs ($objFN[$mtl] +".outColor")`;
int $lenFN = size($objFN[$mtl]);
string $objEndN = `substring $objSN[$mtl] ($lenFN - 3) $lenFN`;
//removes _mtl tag from name if present
if(`tolower $objEndN` == "_mtl"){
    $objSN[$mtl] = `substring $objSN[$mtl] 1 ($lenFN - 4)`;

}
//Gets the shadingGroup name
string $objSG[] = `connectionInfo -dfs ($objFN[$mtl] +".outColor")`;
int $lenSG = size($objSG[0]);
int $attrStart = 1;
string $searchFor = ".";
for( $k = $lenSG; $k > 1; $k --){
    if(`substring $objSG[0] $k $k` == "."){
        $attrStart = $k;
    }
}
//Gets the shadingGroup name
string $objSG[] = `substring $objSG[0] 1 ($attrStart - 1)`;

//Connect Substance Maps To Materials
//Personal Notes
//write add material Type and name for rapid addition of materials, if selection
//addNodetype of mtl in generation.
//Takes a path, clarify if its a directory of maps or directory of folders--No
//Assume it's a folder directory if it contains folders or if it contains files.
//getExtension //gets file extension
dirname //gets name of directory without file
filePathEditor //to assign the path to the texture files
stringRemovePrefix //removes front end string
endString //returns last characters of a string
///

//FileDialog2 -ds 2 -fm 3 -cap "Select A Folder" -okc "Run";
/*
//for($q = 0; $q < $size($selectedObjects[]);$q ++){
//sets e -forceElement ($shaderNam + "_sg") $selectedObjects[$q];
//};

```

0.00 1.00 sRGB gamma

Select A Folder

Look in: /Users/mRom/Documents/_Gnomon/Classes/Summer18/TS2/mattRom_T2_Final/sourceimages

Name	Size	Kind	Date Modified
/	--	Folder	8/25/18 8:21 PM
home	--	Folder	8/23/18 11:27 PM
net	--	Folder	8/1/18 7:49 PM
Computer	--	Folder	8/23/18 11:28 PM
Desktop	--	Folder	8/23/18 11:28 PM
Documents	--	Folder	8/23/18 11:30 PM
mRom	--	Folder	8/23/18 11:28 PM
Scripts	--	Folder	8/23/18 11:28 PM
0_Textures	--	Folder	8/29/18 12:36 AM
2_lightTextures	--	Folder	8/29/18 12:28 AM
3dPaintTextures	--	Folder	8/29/18 12:29 AM
4_Post	--	Folder	8/29/18 12:29 AM
5_REF	--	Folder	8/29/18 12:29 AM
6_Materials	--	Folder	8/29/18 12:29 AM
textures	771 KB	png File	8/29/18 1:51 AM
UV_512k_C.png			2/1/16 5:30 PM

Current Project: /Users/mRom

Set Project...

Directory: textures

Files of type: All Files

Run Cancel

Macintosh HD > Users > mRom > Documents > _Gnomon > mr_attachSubstanceMaps_alpha01

Select A Folder

Look in: /Users/mRom/Documents/_Gnomon/Classes/Summer18/TS2/mattRom_T2_Final/textures

Name	Size	Kind	Date Modified
/	--	Folder	8/29/18 12:36 AM
base_mtl	--	Folder	8/29/18 12:28 AM
handle_mtl	--	Folder	8/29/18 12:29 AM
leather_mtl	--	Folder	8/29/18 12:29 AM
nuts_mtl	--	Folder	8/29/18 12:29 AM
plate_mtl	--	Folder	8/29/18 12:29 AM
ring_mtl	--	Folder	8/29/18 12:29 AM
rod_mtl	--	Folder	8/29/18 12:30 AM
sphere_mtl	--	Folder	8/29/18 12:30 AM
weld_mtl	--	Folder	8/29/18 1:56 AM
wraps_mtl	--	Folder	8/29/18 2:05 AM

Current Project: /Users/mRom

Set Project...

Directory: base_mtl

Files of type: All Files

Run Cancel

Macintosh HD > Users > mRom > Documents > _Gnomon > mr_attachSubstanceMaps_alpha01

base_mtl

Favorites Applications cache clips data images movies renderData sceneAssembly scenes scripts sound sourceimages Substance Time Editor uvlayout workspace.mel

Devices mRomTrash... Remote Disc ExtraFAT studioBU

0_Textures handle_mtl leather_mtl nuts_mtl plate_mtl ring_mtl rod_mtl sphere_mtl weld_mtl wraps_mtl

Search

Macintosh HD > Us > mF > Do > _G > Cli > Su > TS > ma > sol > textures > base_mtl

38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 500

47 47 47 47 No Character Set No Anim Layer 24 fps

MEL

