Maya Materials

I had difficulty with getting Pycharm to load any images on my machine from QT Design Widget.ui files. To use the program, load the *Maya_mats* file from Maya project settings or just copy the files in the *assets* folder to a new Maya project directory. Once loaded and Nimble has started, *MayaPyMaterials\src\mayapy\MayaPyApplication.py* can be loaded from python.exe or PyCharm.

Select a material type and an object type to be loaded. There are 3 types of objects: Gem, Pearl, and the Stanford Dragon. Once the combination has been chosen, click Create. Once the materials have been loaded, it will load the obejct and assign the material to the object. Materials cannot be duplicated though you can load all of them, if the specific material already exists then creation will be skipped. The items can be added as many items as you like with different material configurations.

All items are of mayaAscii format and all materials are Mental Ray materials. The Materials created are basic Mental Ray materials with no texture blends. I created texture blended materials for the movie I created and all project files for that are in *Maya_mats\scenes\MayaMats.ma* which are included in this directory.

Cheers!