5 Create a Brickify Digital Asset

Target：

1. Select all nodes except platonic, Assets > New Digital Asset From Selection.... Set Operator Name = brickify. Click on Save to Library. Select $HIP / HDA. Press Accept；
2. In Type Properties window and make sure the Basic tab is visible. Set Minimum Input = 0, Maximum Inputs = 1,Press Apply；
3. Rename newasset brickify\_asset and go into it.Click on switch node.In the Type Properties window, click on the Parameters tab. LMB-drag Select Input to root, click Apply；
4. RMB-click on brickify\_asset node and choose Parameter and Channels > Parameters；
5. In parameter list, click Select Input, Set Name = shape and Label = Shape.Click Menu tab and turn on Use Menu. type {0, Rubber Toy}{1, Custom Shape} ,Press Apply；
6. Select second switch node and promote the Select Input to the parameter list. Set Name = look and Label = Look.Click Menu tab and turn on Use Menu. Type {0, Color}, {1, Texture Map}. Press Apply；
7. Select color node, promote the Color parameter to the parameter list；
8. Select attributevop node, promote the Texture Map parameter to the parameter list.In the Parameter description section, click on the Channels tab and change the default value to Mandril.pic；
9. Click on the Color parameter and in the Disable When field, enter { look != 0 }. Next, click on Texture Map and in the Disable When field enter { look != 1 }；
10. Click on the file selector next to Texture Map and again click on $HIP then dive into the tex directory and select the toylowres.jpg file；
11. Press u to go back up one level. With the brickify\_asset node selected, choose Assets > Lock Asset > Brickify from the main menu. Press Save Changes if prompted；
12. Save；

UI：

Node：