

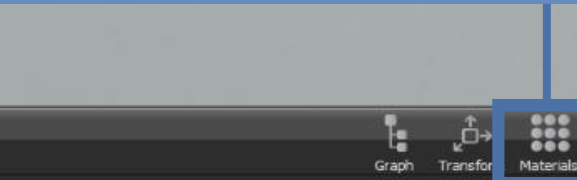


X-RITE PANTORA + VRED

HOW TO ADD AXF MATERIAL TO VRED PROFESSIONAL



OPEN THE MATERIAL EDITOR





Material Editor

File Edit Create/Convert Scene Window

Materials

ColorCheck

01_Spectral

02_Spectral

03_Spectral

AUDI_BVG

Chrome

Environment

Shadow

Switch

XRITE_17-L

Tags

Scene

Materials

No17_mage...

No18_cyan

No19_white...

No20_neutr...

No21_neutr...

No22_neutr...

No23_neutr...

No24_black...

Phong

Plastic

Reflective Plastic

Chrome

Brushed Metal

Unicolor Carpaint

Metallic Carpaint

Flipflop Carpaint

Glass

Carbon

Carbon 2D

Tire

Velvet

Woven Cloth

Line Chrome

X-Rite Measured

OCS Material

Shadow

Multi Pass

Layered

Switch

CREATE NEW MATERIAL WITH THE TYPE "X-RITE MEASURED"



Load Measurement

This PC > Downloads > Import

Name	Date modified	Type	Size
Textile_Black_Diamond_Pattern.axf	09/02/2018 15:52	AXF File	104.149 KB

SELECT THE AXF FILE AND OPEN IT

File name: Textile_Black_Diamond_Pattern.axf *.axf *.cpa *.btf

Open Cancel

Material Editor

Materials

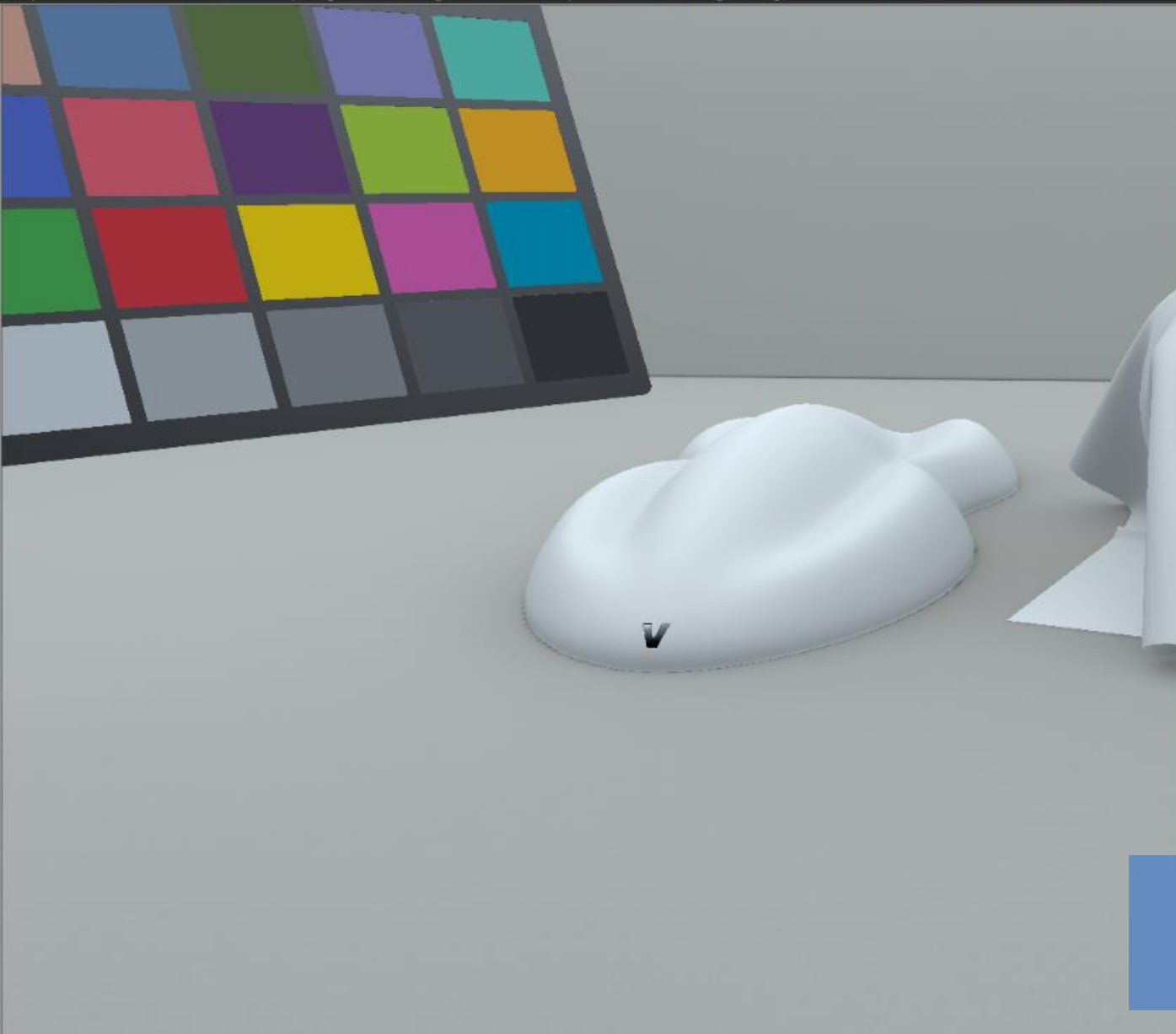
- 01_Spectra
- 02_Spectra
- 03_Spectra
- AUDL_BVG
- Chrome
- Environment
- Shadow
- Switch
- X-Rite Mec
- XRITE 17-L

Tags

Scene

X-Rite Meas...

SELECT THE NEW MATERIAL AND BROWSE TO THE AXF FILE



Material Editor

File Edit Create/Convert Scene Window

Materials

Materials

01_Spectra
02_Spectra
03_Spectra
AUDL_BVG
Chromene
Environment
Shadow
Switch
X-Rite Mec
XRITE 17-L

Tags

Scene

No17_mage... No18_cyan
No19_white... No20_neutr...
No21_neutr... No22_neutr...
No23_neutr... No24_black...

Plastic_bla... Shadow
Switch X-Rite Meas...

XRITE_17-LT... XRITE_18-LT...

X-Rite Measured

Scene

x-rite Measurement peter\Downloads\Import\Textile_Black_Diamond_Pattern.axf

Id X-Rite Measured
0 Textile_Black_Diamond_Pattern_SVBRDF

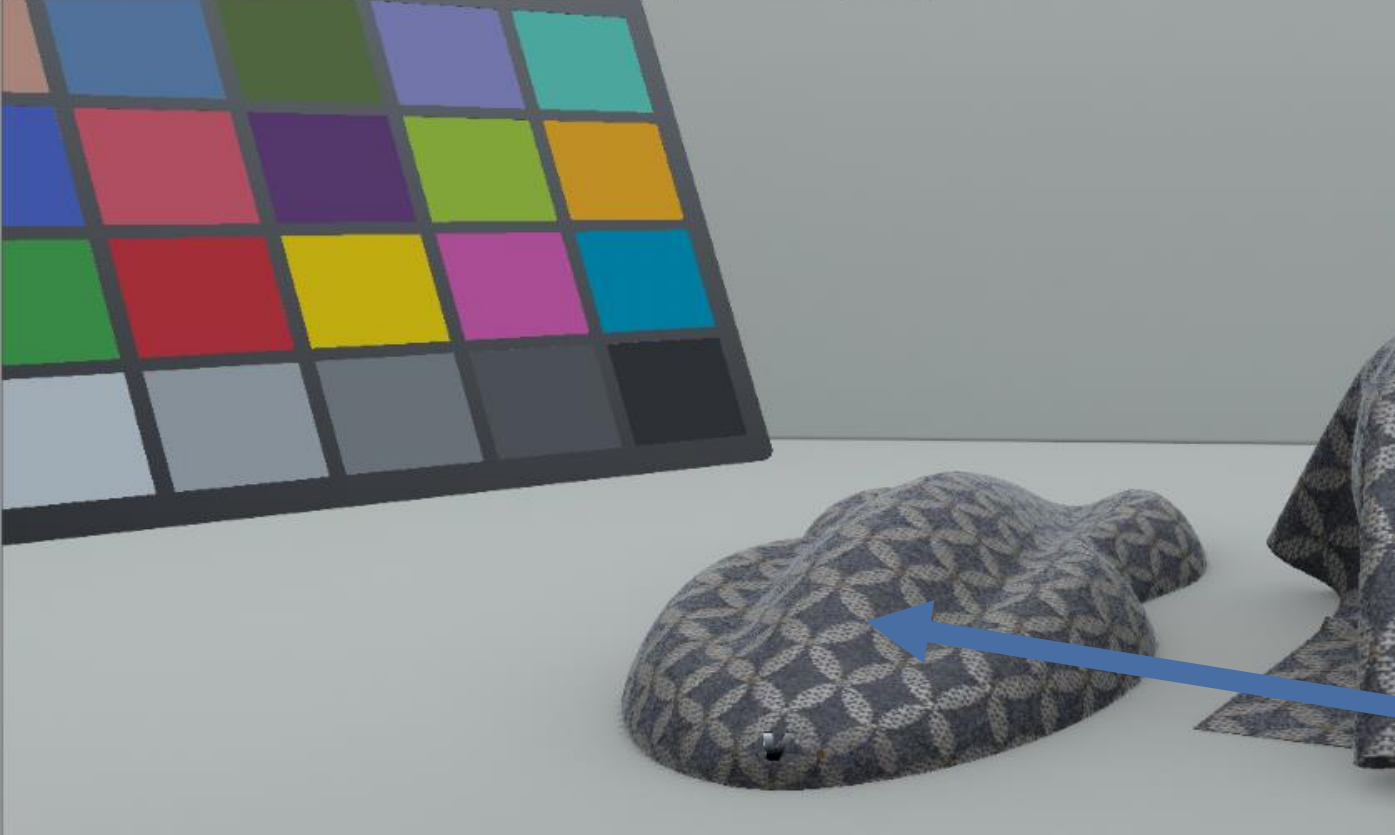
SVBRDF Material

Exposure 1.00
Hue Shift 0.00
Saturation 1.00
Contrast 1.00

Texture Settings

Mapping Type UV
Repeat Mode UV Repeat
Use Texture Size
Texture Size 70.89164 m 73.283829 r
Offset UV 0.00 mm 0.00 mm

MAKE SURE THE MAPPING TYPE IS SET TO UV



DRAG AND DROP THE MATERIAL ON THE OBJECT

Material Editor

File Edit Create/Convert Scene Window

Materials

- 01_Spectra
- 02_Spectra
- 03_Spectra
- AUDI_BVG
- Chrome
- Environment
- Shadow
- Switch
- X-Rite Mea...
- XRITE_17-LT...

Materials

- No17_mage...
- No18_cyan...
- No19_white...
- No20_neutr...
- No21_neutr...
- No22_neutr...
- No23_neutr...
- No24_black...
- Plastic_bla...
- Switch
- XRITE_17-LT...
- XRITE_18-LT...

X-Rite Measured

Scene

x-rite Measurement peter\Downloads\Import\Textile_Back_Diamond_Pattern.axf

Id X-Rite Measured

0 Textile_Back_Diamond_Pattern_SVBRDF

SVBRDF Material

Exposure 1.00

Hue Shift 0.00

Saturation 1.00

Contrast 1.00

Texture Settings

Mapping Type UV

Repeat Mode UV Repeat

Use Texture Size

Texture Size 70.89164 m 73.283829 m

Offset UV 0.00 mm 0.00 mm

**ACTIVATE RAYTRACING
AND ANTIALIAS**

