

## AvizStudioTools AColorManager v2.00 for 3ds Max 2018-2024

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**AvizStudioTools AColorManager v2.00 for 3ds Max:** Convert your V-Ray scene from sRGB to ACEScsg, and utilize The Academy Color Encoding System industry standard to manage the color of your projects. With AColorManager, you can convert bitmaps and colors of your 3DS Max scenes from/to specific color profiles or gamma values.

### How to install it on 3ds Max 7 through 2017:

- Download, extract, and install your version.
- Restart 3ds, Max.
- Create a new UI Button and Shortcut to launch the application.

### UI Buttons and Shortcuts:

- From the menu in 3Ds Max, choose Customize user interface... Then, under the Keyboard or Toolbar tabs, choose the Main UI Group and the Category: AvizStudioTools. From the below list, assign the keyboard shortcut AColorManager in the Keyboard tab, or from the Toolbar tab, drag and drop AColorManager onto a toolbar to make a UI button for the script.

### Interface:

- Materials and Maps list In the list to the left side, you can select maps that have been converted using the tool. Then, you can alter the Mix value of your chosen one using the slider to the right. Select the objects in the scene to add to the list and press the Convert SELECTION to ACEScsg button.
- Mix slider Use the slider below the Materials and Maps list to change an appropriate Mix for the maps you have selected.
- Mix spinner, enter your custom floating Mix values for the map you want to use.
- Convert the SELECTION field into the ACEScsg button - click this option to transform the selected objects.
- The Convert scene to ACEScsg option, click this button to convert the current scene in 3Ds Max.
- In the LUT option - OCIO dropdown - select display corrections in the V-Ray Frame Buffer.
- In VFBWhen you check it, all changes made to this group will be immediately saved in VFB.
- Save image to disk- once selected, the LUT will be integrated into the image VFB.
- Map Type dropdown - choose the map you want to use for the conversion. Only OSL maps are equipped with MIX parameters.
- OSL Custom File type or choose your own OSL path to the file.
- OSL Custom Code: Enter a custom OSL code to convert the maps.
- OSL default value for MIX: enter the MIX value to the OSL maps.
- OCIO Custom Config: Enter or choose the custom OCIO the Path to the config file.
- When selected, the Update Mix Values checkbox will update the current OSL map to reflect the latest standard MIX value.
- If checked, the Path and code are updated, and all current OSL maps will update to reflect the current created custom OSL codes and Path.
- Fix bitmaps rendered by GPU When checked, a fix for known bugs when rendering with V-Ray with GPU.
- Create V-Ray Color Management If you check this box, the tool will select the appropriate Color Management options within the dialog for setting V-Ray's render parameters.
- Info group - provides information about the most recent conversion.

### Profile Mode:

- [Profilebutton - press to select the profile mode

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- Convert using Photoshop Convert color profile by using Adobe Photoshop (should be installed on the system). It is recommended to establish Photoshop Color Management Policies in the following manner:

#### Color Management Policies:

- The Photoshop options in the first three are identical to options within Photoshop preferences.
- Assign Profile Only in the event of missing\* Profile only assigns if there is no specific color information for the Profile. To work with this option correctly, you must set Photoshop Color Management Policy as illustrated above. Open any image that is not in the color profile. If dialogs ask for a missing profile, choose "Leave as is":

#### Missing Profile:

- Convert with ImageMagick Convert your color profiles by using ImageMagick (which should have been installed on the system).
- Options ImageMagick: Option of removing the embedded Profile of an image file before assigning or changing the file.
- Convert with Custom Application Convert using other custom applications that work with the command line interface.
- Options Custom Application Option to set and edit the command string.
- "System Profiles" button Check the profiles installed on your system. You can load names for these profiles in the dropdown menus beneath.
- "Folder Profiles" button - Read profiles from a custom folder and load the name of profiles into the dropdown menus below.
- Assign Profiles Checkbox - Choose to assign a profile to a color.
- In the Assign Profiles menu: Select the Profile you want to assign.
- In the text field of Assigning Profiles, Name the Profile to Photoshop or choose a file to use with ImageMagick or a custom program. Clear the Field to access the dropdown menu that is above.
- Convert To Profiles Checkbox Choose to convert colors to profiles.
- Convert to Profiles Dropdown Menu: select the Profile you wish to convert.
- Convert to Profiles Text field Type in your Profile's name to use with Photoshop or choose a file with ImageMagick or a custom program. You can delete the Field to access the dropdown menu that is above.

#### Gamma Mode:

- System Gamma Preferences – Show your current preferences for the system.
- Change System Values Set New - set system Gamma values to display the input and output. To set the new values, press [Set button.
- Convert from Gamma - Set the gamma value for the current color and bitmap.
- Convert To Gamma - Set new gamma value.
- Only Excl. Bitmaps – Inverse - Convert only bitmaps that match excluded patterns using an inverse conversion from/to the gamma.
- Save New Bitmap Files as Type: Select the file type converted bitmaps.

#### New Files Options:

- New Files to Folder Checkbox- Select to move the converted files into a folder.
- Add a suffix to a new file Name Checkbox - Click to enter suffixes below.

#### Buttons:

- "Convert File" button Convert one file.
- [Convert Colors button - Convert as many as ten custom colors.
- [Convert SCENE/SELECTION TO Profile/Gamma] button – Convert a scene or a selection of objects.
- "Load" button - Load saved settings from a file.
- [Savebutton] Save current settings to a text file.
- [About button]"About this script," create the license keys (Pro version is only).

#### Filters:

- Convert Scene - Selection – Choose to convert the entire scene or select objects.
- Convert Bitmaps to Bitmaps - Choose the option to convert Bitmaps.
- Convert Colors Choose for conversion of colors.
- Search objects - Search objects to find colors or bitmaps (for example, the color of a light object).
- Material Search - search the scene's materials for bitmaps and colors.
- Search Modifiers – Search modifiers for bitmaps and colors (for instance, displace modifier).
- Search Mat. Editor - Search the material editor for bitmaps and colors.
- Search Wire Color\* Convert objects' wire color (this parameter isn't affected by the following patterns).
- The Search Environment\* can be converted to environmental colors to the background and global light colors (this parameter isn't in any way affected by the pattern below).
- Include Patterns Path When this feature is turned on, each pattern listed in the following list will be tested against each step along the Path that leads to your current bitmap or color. When this feature is not enabled, it will only test the title of the bitmap field or the color will be compared against the pattern list.
- Add Patterns and Include a list of patterns in the text (read more in "Paths And Patterns" below). If a match is detected, this value is changed. Remove all patterns, including all bitmaps and colors.
- Remove Patterns Path When this feature is turned on, each pattern listed below will be tested against each step along the Path until that color or the bitmap is used. If this feature is not enabled, it will only test the Field's name, and the Field for color or bitmap will be compared against this list of patterns.
- Exclude Patterns: Exclude all Text patterns (read more in "Paths And Patterns" below). If a match occurs, the value

won't be transformed.

- Info - Show progress as well as details of the most recent conversion.

#### Path And Patterns:

- Combining patterns and the paths to the bitmap or colors files can be a powerful method to pick only the parameters you'd like to convert.
- The Path is a set of names that represent the steps taken from the object's class until what is the object to be targeted color or bitmap.
- "Class for parent object [step1] [step3], [step...N], [Name of Color or Bitmap field][Name of Color field or Bitmap field



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