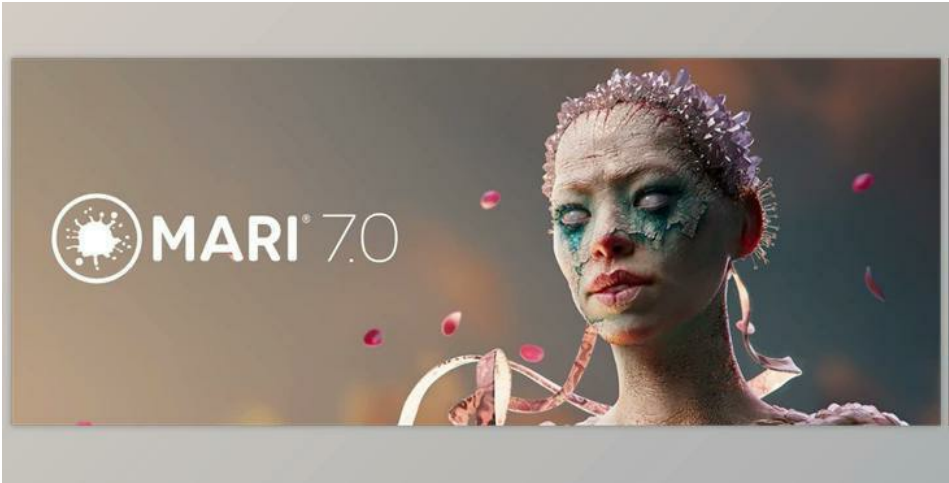




The Foundry Mari v7.1v1 (Win)

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The Foundry Mari v7.1v1 (Win): Unlocking boundless creativity, Mari offers seamless transition from procedural to hand-painted textures and everything in between. Empowering artists with its unparalleled power and performance, Mari provides a suite of user-friendly 3D paint tools tailored to unleash your artistic vision on even the most intricate assets.

How to use OCIO color to change color?

You can use "The Foundry Mari" for editing.

Where can I download the product?

After subscription, You can download it for free from here.

- **3D Projection Painting:** Seamlessly integrates into UDIM workflows, accommodating hundreds of high-resolution texture maps.
Its projection-based painting system empowers artists to refine paint edits before committing, preview them in context, and make 2D adjustments, liberating them from resolution and complexity constraints.
- **Procedural Workflows:** Harness Mari's non-destructive layer and node graph systems to effortlessly craft desired looks, offering a rich array of procedurals.
The Materials System facilitates the creation of both intricate assets and foundational elements for hero assets, enhancing efficiency.
- **Production Pipeline Ready:** Harness the extensive Python API and full OCIO color management support to streamline workflows and manage color transforms effortlessly.
Mari seamlessly supports industry-standard formats like FBX, OBJ, Alembic, and OpenEXR, ensuring compatibility across production pipelines.
- **Scalable Quality:** With the capability to handle over one million polygons per topology without sacrificing performance, Mari tackles the most demanding production meshes with ease.
Artists can confidently develop looks using Mari's shaders and paint textures, assured of their correctness in the final render.

Benefits:

Discover the ultimate artist-friendly paint tools in Mari:

- Craft your artwork effortlessly with Mari's intuitive painting tools designed for artists.
- Experience painting on a virtual canvas that feels like glass, allowing you to preview paint in the context of the entire asset.
- Quickly establish the visual direction of your asset with Mari's Material System.

Handle immense complexity effortlessly:

- Mari effortlessly handles even the most intricate production meshes.
- Achieve your desired look effortlessly with Mari's extensive range of procedural tools.
- Seamlessly import thousands of PBR texture sets with Mari's intuitive interface.
- Enjoy support for up to 32K @ 32bit per UDIM for high-resolution workflows.

Streamline your workflow and eliminate guesswork:

- Minimize back-and-forth between Mari and other DCC programs with Mari's vendor shaders.
- Artists can easily scale their projects with Mari's advanced geometry handling capabilities.



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- Choose from four shaders—3Delight, VRay, Unreal, and Arnold—to suit your specific needs.

Perfectly integrate into any pipeline:

- Mari supports open standards like OpenColorIO and OpenSubdiv, as well as popular formats such as FBX and Alembic.
- Harness the power of extensive APIs and Python scripting to customize your workflow.
- Built on Qt5 with access to PySide2, Mari offers unparalleled flexibility and customization options.

Technical Details and System Requirements:

- Supported OS: Windows 11 / Windows 10 / Windows 8.1 / Windows 7
- Processor: Multi-core Intel Series or above, Xeon, or AMD equivalent
- RAM: 4GB (8GB or more recommended)
- Free Hard Disk Space: 4GB or more recommended

What is The Foundry Mari?

Mari by Foundry is a premier 3D texture painting software, highly esteemed in the realms of visual effects, animation, and gaming. With its comprehensive toolkit, artists can intricately paint textures directly onto 3D models. Mari's real-time painting, layered approach, procedural effects, and non-destructive workflow streamline creativity.

Recognized for its prowess in handling high-res textures, Mari finds utility in diverse projects across film, TV, and games. Its intuitive interface and extensive toolset expedite the creation of lifelike skin, weathered surfaces, and intricate patterns.



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