Material Texture Loader 1.830 for 3DS Max 2016 - 2025

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Material Texture Loader 1.830 for 3DS Max 2016 - 2025: Material Texture Loader is a 3ds Max script that eases how to load textures, create materials, and then put them into your scene. It is compatible with a range of workflows for texture and can simplify the process of creating materials, saving time and effort.

How to use Random, tri-planar, real-world mapping Linking of Uvw parameters in 3D Max?

you can use "Material Texture Loader".

Where can I download the product?

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Gfx plugin details of Material Texture Loader

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The support includes Vray(v3-6), Corona(v5-9), Redshift, Arnold, FStorm, Octane, PBR, Physical and Standard materials, and maps.

When you load the set of textures, the max script puts them into a slot for materials by certain name conventions that are included inside the filename. For example, textures with the word 'color' or 'albedo' in their name will be put into the diffuse slot, while absolute respect name textures are placed in the reflection slot, etc.

You can choose or remove textures from any material slot, and after you're happy, you can choose an image and material type and a range of other options. The settings, including the bitmap and textures, can be altered live upon the creation.

Once the material is finished, you can then apply the material to your material editor or scene.

Gamma for the channels that are used for texture is automatically set. Diffuse, Reflection Translucency, and Emission channel settings are set at the gamma 2.2 or the sRGB color space. All other gamma values have been changed at 1.0 and linear color space. For Vray 5 or 6, you can now change the color space to ACES.

The texture loader for material allows users to apply random and tri-planar rotation mappings to all textures, as and linking Cropping as well as UVW Coordinates, so when you want to modify these settings, they are applied to all textures in one go. This is particularly useful when working with atlas-based textures. However, it can speed up the entire creation of materials.

Compatible with 3Ds Max up to 2023.

Instant Material Creation

- Texture channel recognition
- Each channel has a gamma correction color adjustment and ACES color space.
- Support for Metallic and Specular workflows
- The settings for color reflection, glossiness, IOR 2Sided materials

Advanced maps configurations

- Random, tri-planar, real-world mapping
- Linking of Uvw parameters between channels
- Specular/metallic, normal/bump, color/ao, and normal/bump Compositing maps

- UDIM support
- Setting that control blur rotation size, and random rotation

Live edit and update

- Instant reconstruction of textures, maps, and parameters
- Quick texture selection per channel
- Adjusting the strength of each channel
- Switch between the presets
- Preview material and texture channels within the viewport

It is easy to apply and save material

- Include displacement modifiers and Uvw in the material assignment
- Add maps and other materials. Add maps and materials to Slate and Compact material editors.
- Don't forget to add material library
- Save thumbnail render

What is a Material Texture Loader?

a specific third-party tool or plugin called "Material Texture Loader" designed for Autodesk 3ds Max. This tool appears to simplify the process of loading and managing textures and materials within 3ds Max. It supports 3ds Max versions from 2016 to 2024 and provides compatibility with various render engines, including Vray, Corona, Redshift, Arnold, FStorm, Octane, and others.

It's essential to note that this tool appears to streamline the process of working with textures and materials, making it more efficient and user-friendly.

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