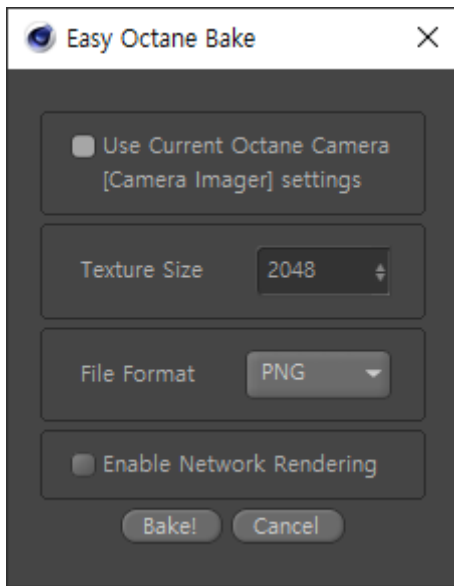


# Easy Octane Bake Script Manual

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<Easy Octane Bake script> used to bake multiple objects easily using the Octane Renderer.

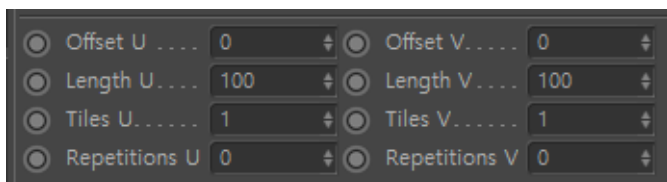
Please read the following before use.

### To use this script, C4D's interface language must be set to English ###

1. Only the polygon objects of the selected objects will be baked.
2. If the current render view uses an Octane camera, you can choose to use the values from the Camera Imager from the camera instead of the one from the Octane Setting.
3. **Object to be baked** / If the Octane Object Tag does not exist, script will generate one.
4. **Object to be baked** / Must have a UVW Tag.
5. **Object to be baked** / Projection of the Texture Tag should be UVW Mapping.  
and UV Unwrap must be done before baking.

6. The offset, length, and tiles values from the **Texture Tags must be of the default values**, otherwise, the you will not get the right results.

- Default values -



If you need to adjust offset, length and tiles, for  
**Standard Material** : Use Projector shader,  
**Octane Material** : Use Octane's Transform node shader.

7. If you want to cancel baking, stop the render queue.