

v3.1.4 (2022-05-19) *Blender 2.9+ (with reduced 2.7 & 2.8 support)*

Fixed and improvements

- Updated to remove SSS Subsurface connection (prefer color) and upversion for release
- Remove assignment of fake user to materials loaded. Cited as a common annoyance that materials imported only to test and toggle through remained after no longer needed.
- Silently fail if updater code is non functional
- Changed Bump default to 0.005

v3.1.3 (2021-05-26) *Blender 2.9 (with reduced 2.7 & 2.8 support)*

Fixed and improvements

- Blender 2.93+ support

v3.1.2 (2021-04-28) *Blender 2.9 (with reduced 2.7 & 2.8 support)*

Fixed and improvements

- SSS Color Space changed to “sRGB”.
- “SSS Color” output plugged into Principled BSDF “Subsurface” input.

v3.1.1 (2021-02-28) *Blender 2.9 (with reduced 2.7 & 2.8 support)*

Fixed and improvements

- The SSS radius default input is reset to a neutral color, instead of blender’s default suited for skin.
- Improved general detection of a metalness workflow

v3.1.0 (2021-02-18) *Blender 2.9 (with reduced 2.7 & 2.8 support)*

Fixed and improvements

- Added support for bump maps (when found), with option to disable in the advanced section.
- Due to a bug in blender, normal maps will be automatically disabled when using displacement maps with micro displacements enabled; bump maps remain enabled without consequence.
- Replaced the fabric falloff node in favor of the Principled shader's Sheen property (auto-applied when fabric materials are detected)
- Exposing color adjustments (Hue, Saturation, value)
- Changed the available options for mapping setups:
 - **[New]** Poliigon Default - UV: A new Node for easier and faster mapping controls. Only available in Blender 2.9+
 - **[Updated]** Mosaic De-tiling - UV: Node group to reduce the effect of tiling texture patterns. Only available in Blender 2.9+
 - Blender Original - UV: Uses the default blender mapping node
 - Box Mapping - Generated: Built in mapping node using generated output, with images set to box mapping
 - **[New]** Box Mapping - Object: Built in texture coordinates node using object output, with images set to box mapping

v3.0.2 (2020-11-16) *Blender 2.7, 2.8, & 2.9*

Fixed and improvements

- Improved support for users with other languages set
- Graceful continuation when apply material runs from a limited runtime context

v3.0.1 (2020-03-25) *Blender 2.7 & 2.8*

Changes

- Complete overhaul of the material converter, supporting 2.79 through 2.83+
- New Uber Mapping node group for advanced mosaic tiling.
- New base material node group which abstracts the interface with the principled shader
- Changed workflow to load & apply single materials at a time, instead of loading many materials followed by manual. Loading material workflow changes to load & apply materials in a single button, instead of loading batches of materials at once
 - Separate option for “reload” vs apply allows easy re-importing a material set which keeping the previously loaded material intact (but removed from the material slot)
- Applied materials will now only change the active material slot, instead of clearing out all material slots.
- Added advanced option to remove all unused materials loaded by the addon
- Import models on load if found adjacent to material, such as those downloaded from Poliigon.com (can enable/disable in advanced settings)
- Added an option to change the mapping used, one of: Uber Mapping (default), Standard (builtin mapping node), Flat, and Box. When applying a material with Box mapping, the mapping type is appended to the material name for ease of reading.
- *Compared to 3.0.0, this release also updates node inout min/max values, and converts the mosaic rotation input to be 90d*

v2.0.7 (2020-01-14) *Blender 2.7 & 2.8*

Fixes and improvements

- Fixed bug that caused the normal node to not connect to the bump node in blender 2.81+
- Fix to ensure if Non-color does not exist, exception fallback to Linear.

v2.0.6 (2019-12-16) *Blender 2.7 & 2.8*

Fixes and improvements

- Updating color input assignment for 2.81+
- Fixing display for main texture scale under material panel to actually appear

v2.0.5 (2019-09-23) *Blender 2.7 & 2.8*

Fixes and improvements

- Fixed error in blender 2.8 regarding access to mapping node inputs

v2.0.4 (2019-05-22) *Blender 2.7 & 2.8*

Fixes and improvements

- Updated support and error reporting links
- Updating spacing of nodes inside Blender 2.8
- Created support support for Rug materials
- Supporting recent 2.8 changes for image node color settings
- Setting SSS radius to 1,1,1 in blender 2.8

v2.0.3 (2019-03-28) *Blender 2.7 & 2.8*

Fixes and improvements

- Updated compatibility with Eevee and latest blender 2.8 versions

v2.0.2 (2019-03-12) *Blender 2.7 & 2.8*

Fixes and improvements

- Added invert and multiply factor node for reflection pass on specular workflows, to be more consistent with other converters
- Users of the 2.79 addon v1.0.10 and below will be notified to update to this version as well.

v2.0.1 (2019-01-11) *Blender 2.7 & 2.8*

Fixes and improvements

- Updated addon to support both Blender 2.7 and 2.8 simultaneously

v2.0.0 (2018-12-17) *Blender 2.8*

Key features added

- This is the first version supporting blender 2.8, features are at parity with the v1.0.9 release for blender 2.7x

v1.0.9 (2018-12-17) *Blender 2.7*

Fixes and improvements:

- Added material previews
 - After loading material sets by selecting a folder, a preview window will appear below the list of materials
 - You can click the thumbnail to view all material previews in a gallery view
 - There is an option to see preview by type Sphere, Cube, or Flat; if no dedicated preview files are found, the addon will default to use the flat color/alphamask image.
- Added a new operator called “Remove Unused Materials” which removes all unused materials and images imported by the converter.
 - If an addon-imported material is used anywhere, it and its images will be left alone
 - Materials not imported by the converter will not be affected
 - Images are also only removed if unused outside beyond the materials being removed
- Added button to open preview in browser
- Updated material generator so that diffuse color node is selected by default, so that going into texture mode displays that map.
- Set max update version so that 2.7x blender users in the future won't be auto-upgraded to 2.8x code, be sure to install this update!

v1.0.8 (2018-09-25)

Fixes and improvements:

- Fixed deselect all button to work consistently even when materials have been already imported once.
- Fixed issue if image size loaded but with zero-width.
- Fixed enable errors for old (pre 2.75) blender versions, so at the very least the user can more easily see the 'use 2.79' message.

v1.0.7 (2018-09-01)

Fixes and improvements:

- Improved control by swapping the AO and color node inputs.

v1.0.6 (2018-08-20)

Fixes and improvements:

- Fixed bug where the alphasmasked image node would be muted if it was the only color pass was present.

v1.0.5 (2018-08-16)

This release adds mask support and makes other minor improvements and fixes.

Key features added:

- Added support for material masks.
 - Material sets with a mask path included will be loaded in as an alpha pass (if no alpha or alpha masked images are present)

Fixes and improvements:

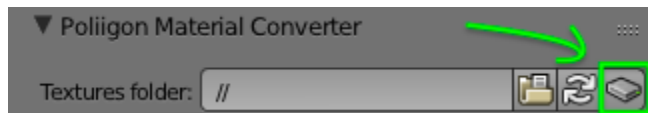
- Updated interface so that you can re-import already imported materials (will import as a separate material, without modifying any already imported materials)
- Adjusted node layout so the transmission node does not overlap the displacement node

v1.0.4 (2018-07-03)

This release adds a feature to save a default textures folder path

Key features added:

- Set default folder path: With the desired texture folder path already set, press the icon to the right to immediately save the folder location for future sessions.
- Note the change is saved immediately, and will reflect the same way in all blender files thereafter.
- To reset the path, click the same button again.



v1.0.3 (2018-06-15)

This release addresses bugs and improves stability.

Fixes and improvements:

- Simplified the implementation for replacing existing materials, and improved so it runs faster in the interface (if there are multiple objects with materials being replaced)
- Improved compatibility for experimental builds of Blender 2.8. Note the addon does not officially support Blender 2.8 yet and could break at any time, as it is at this time not yet released.

v1.0.2 (2018-04-25)

This release addresses bugs and improves stability.

Fixes and improvements:

- Resolved a bug where loading would stop early or fail if the target folder had both HIRES and #K-sized maps at once
- Resolved a bug where newer experimental Blender builds were failing to register (changed Blender 2.8 materials menu name)
- Resolved a bug where missing color passes created a popup during handling of conforming to UV
- Made assignment of True bumps in experimental mode more stable

v1.0.1 (2018-04-02)

This second release of the Poliigon Material Converter Add-on for Blender improves the user experience as well as fixes some material setups for better results.

Key features added:

- Replaced popup for loading materials with an advanced setting section in the main panel, pressing load materials now immediately loads the selected materials
- Added a refresh button placed to the right of the to folder icon, to quickly re-detect any new materials
- Added a deselect detected materials button placed above the list of detected materials, when no materials are selected pressing the deselect button again will re-enable all detected materials
- Added advanced setting to enable loading of 16bit maps such as displacement and normal maps, with a default of True; if 16 bit versions of passes exist, they will be used

Fixes and improvements:

- Applying a material now applies to all selected objects instead of just the active object, and now also will remove any existing materials and materials slots on all selected objects before applying the new material
- Now properly detects material sets with HIRES in place of numeric image set size
- Detected material sets no longer treat alphas masked passes as missing a critical color pass
- Fixed setup of displacement in material to be better, feeding into a bump map node
- Detection of material sets now recursively searched 5 folder-levels deep from the starting point of the selected texture folder.
- Now removes the AO and displacement related nodes if those respective image passes are not present
- Warning popup with OK button added to acknowledge when trying to add materials to objects without UV layers
- Simplified the user preferences and updater panel. Remember, you can use the check for update button to immediately see and install available updates!

v1.0.0 (2018-03-07)

This first release of the Poliigon Material Converter Add-on for Blender includes a number of useful features to quickly bring Poliigon textures into Blender with ease.

Key features include:

- Detecting materials by selecting a folder or folders of folders from the converter panel
- User warnings when materials detected in selected folders are missing the correct lighting workflow (Metalness is preferred over Specular), or if critical image passes are missing (e.g. Color).
- Ability to pre-select which materials to import after initial detection
- Ability to one-click import all materials selected out of the detected list
 - Sub options include to use or ignore: AO maps, displacement maps, and to conform UV maps to image dimensions (for non-square images)
- Button to quickly apply a selected, imported material to active object from converter window
- Convenience scale panel appears below Poliigon Material Converter-loaded materials, to allow quick adjustment of texture scales
- Ability to one-click or automatically check for add-on updates, settings in user preferences