

Texture Selector V1.0 (a Maya tool)

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Documentation

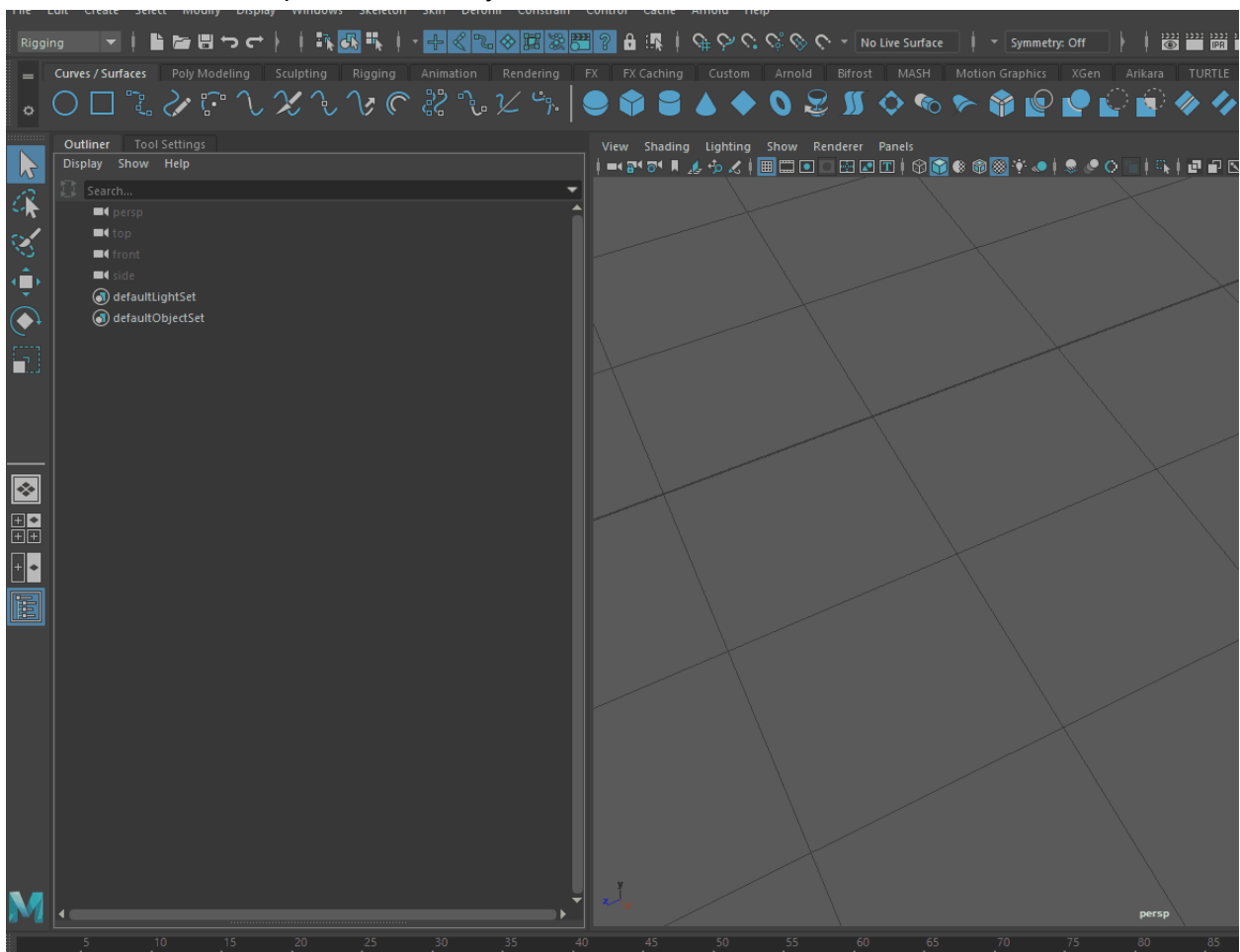
Importing the tool

To import the tool into your Maya window, you can either :

- drag the .py file directly into you viewport
- open the .py file with your script editor and run it

Create Shelf button

To create a shelf button, Open your Shelf Editor on the gear icon. Choose your shelf, and add a new button. On the 'command' tab, choose the python language and paste the whole script. You can also add the icon provided. Save your shelves.



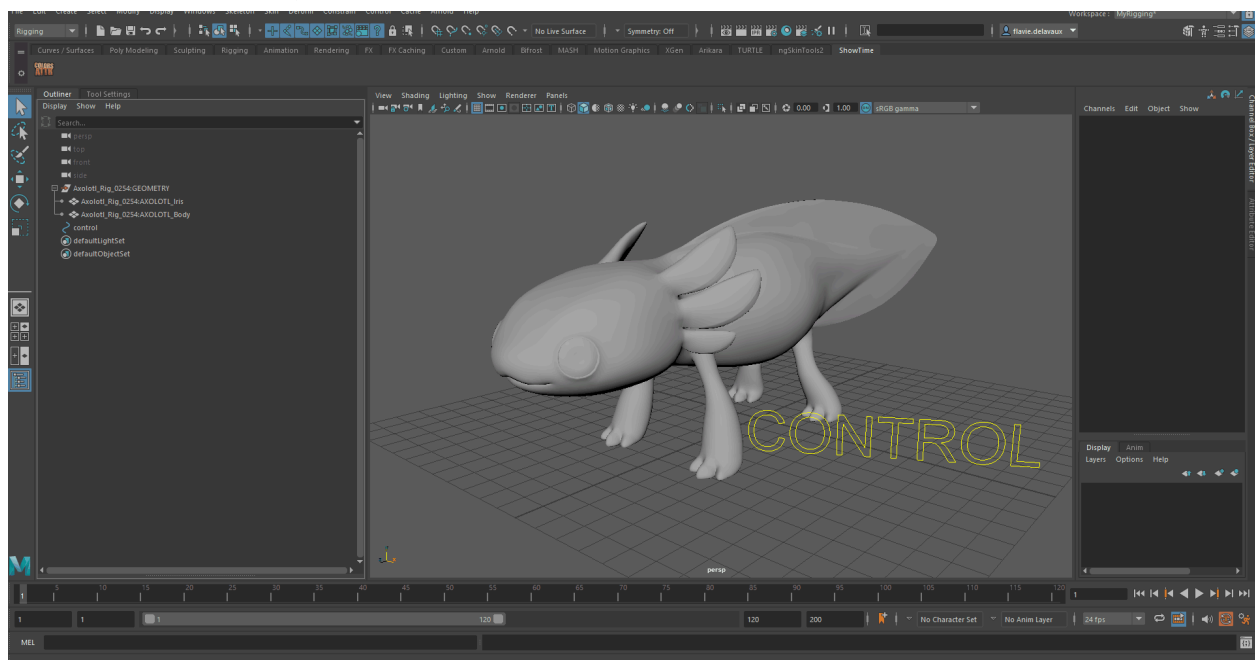
Use the tool

To use the tool, import your texture files first. This tool is not generating files, and your object must be unwrapped. The files can be PSD, PNG, JPG, TIFF,...

Open the tool, and write down the name of the object you want to bear the final attribute. Create or find the material you want to use on your object, and find the input attribute (e.g. 'lambert1.color'. The attribute name depends on the type of material you're using). Write it down in the dedicated field of the tool.

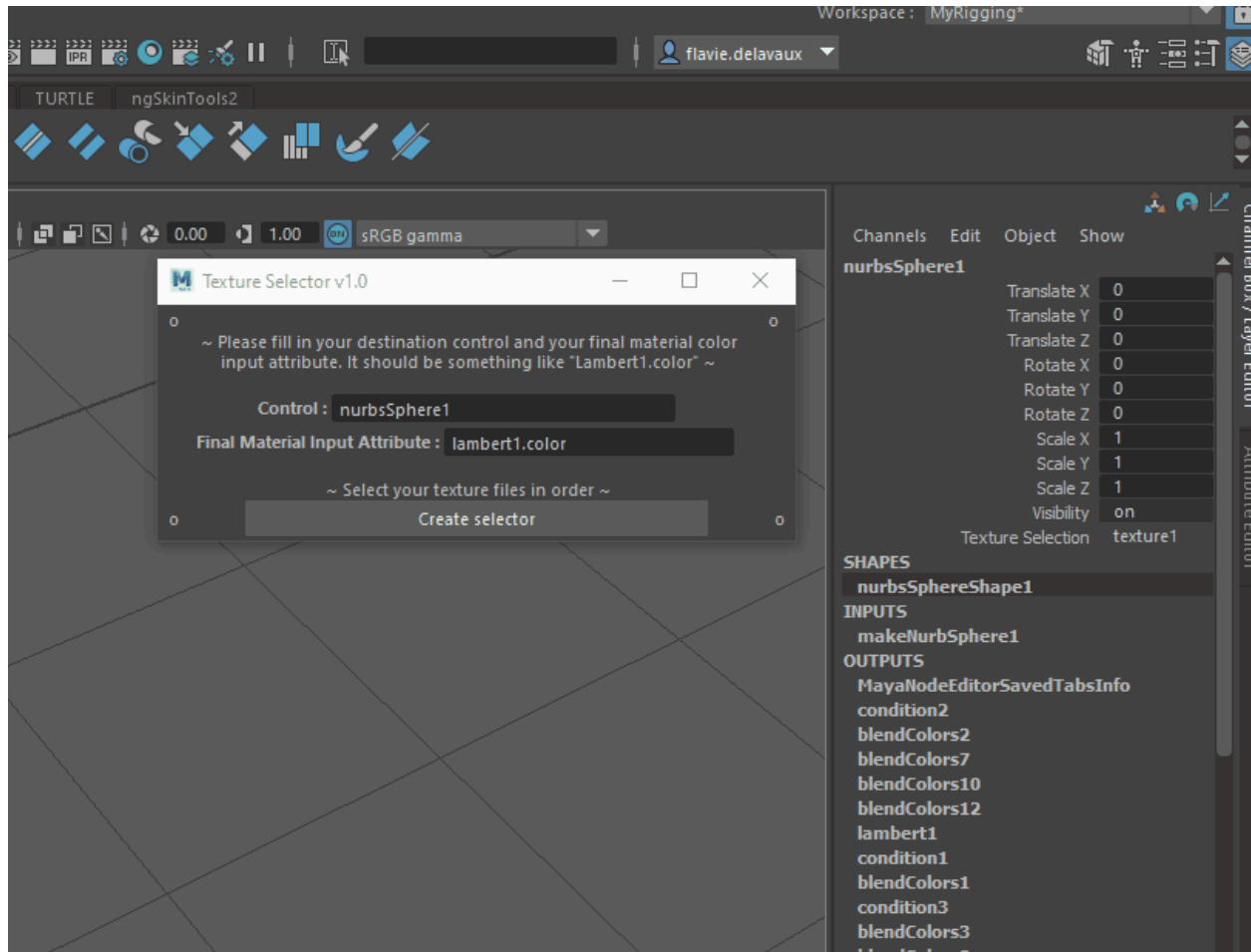
Select your previously imported texture files, as many as you want, and in the order you want them in the final attribute.

Click 'Create Selector', and Done !



Rename your attribute

To rename your attribute and its options, simply click on your control, then on the attribute's name, and go to Edit > Edit attribute. Choose your attribute, and rename everything as you wish. 'Nice Name' is the name that will be displayed on your Channel Box, and NewName is the one you can use in scripts for example.



Contact

If you have any questions or you want to chat with me, please contact me **by mail via the address provided in the toRead file.**

You can also find me on Artstation : https://www.artstation.com/flavie_delavaux