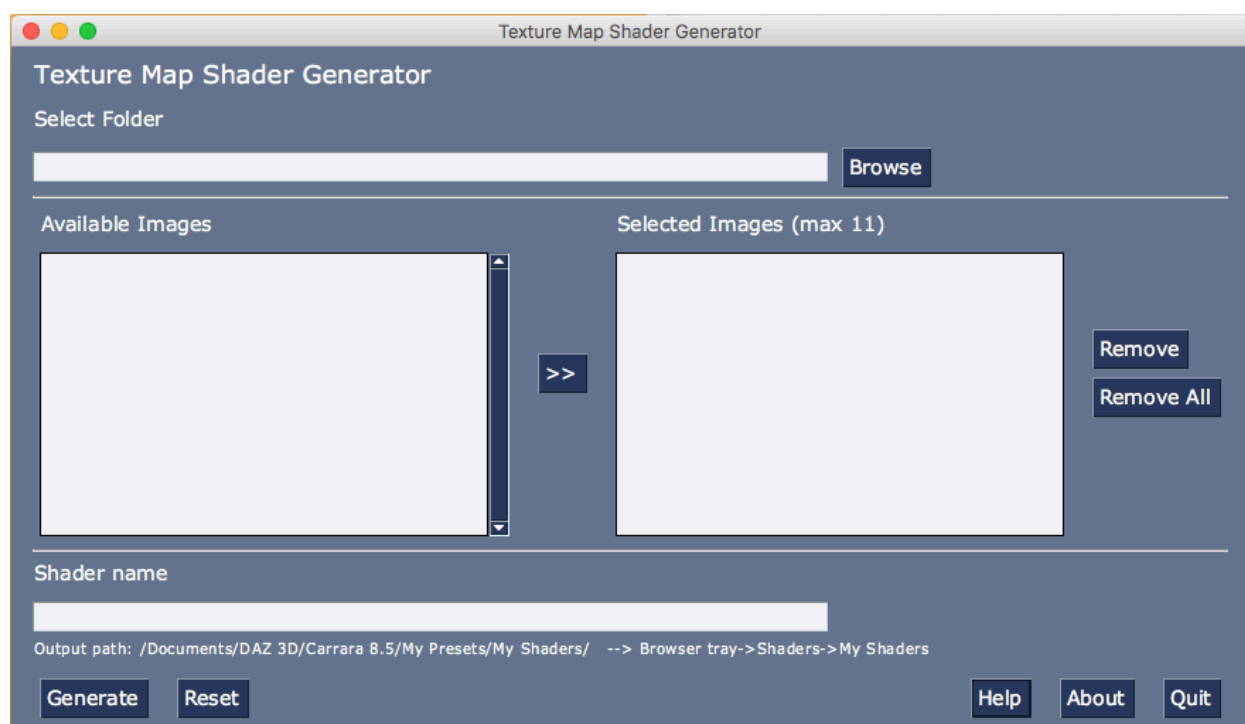


Texture Map Shader Generator

Textures Map Shader Generator is a tool that provides an alternative way to import image files (used as textures) into Carrara 8.5 on macOS Catalina and above. It creates a shader with its channels set to Texture Map. Up to 11 files can be imported at the same time.

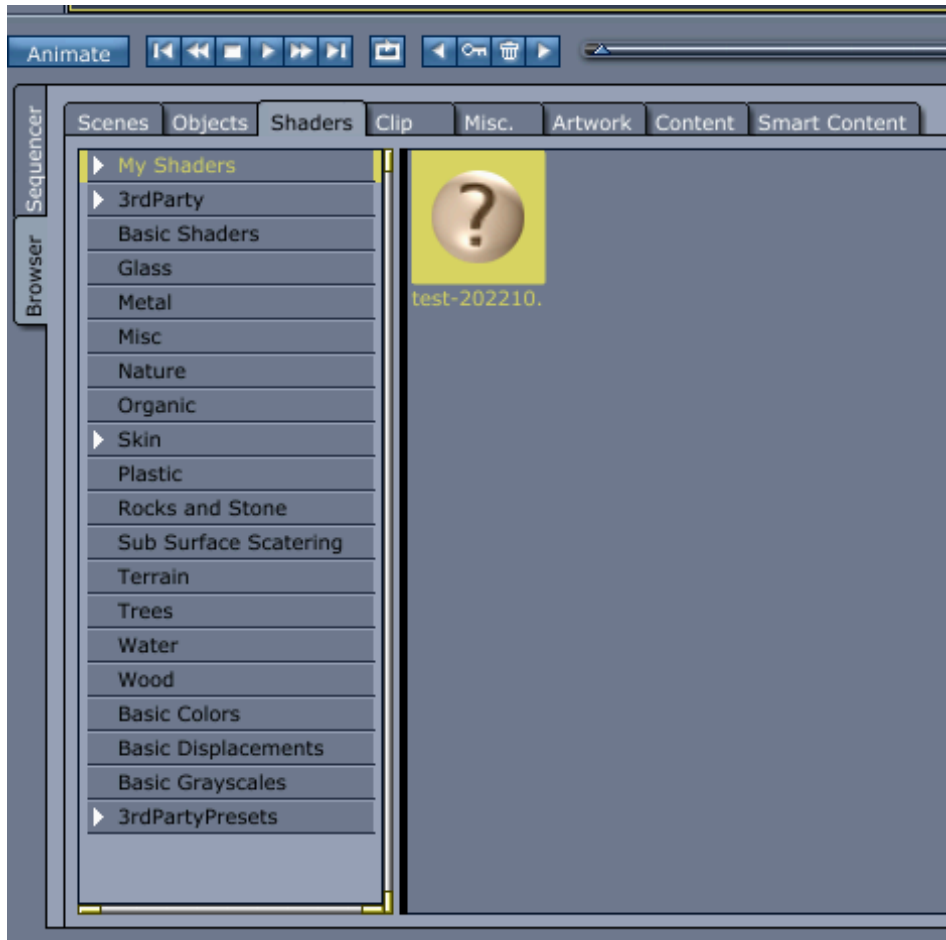
Quick Guide

1. Use the browse-button to select a folder containing image files. All available image files, that are supported by Carrara, will be listed in the listbox on the left side.
2. Select one or more image files and use the '>>' button to copy them to the listbox on the right side.
3. Enter an name into the 'Shader name' field.
4. Use the Generate button to create the shader. In Carrara the shader will show up in the Browser tray->Shaders->My Shaders
5. Use the Reset-button to create another shader without quitting the application.



Carrara screenshots

1 My Shaders under the Shaders tab in Browser



2 The generated shader in the Texture room

