

Carrara Plug-in ~ Texture To Shader Conversion Command

macOS version

Installation

- as usual place the plugin the Carrara Extension folder. Or better in a sub-folder.

Limitations

- the texture will always be put in the color-channel of the shader
- only 1 texture will be placed in a shader
- only image files will be converted. all other files, including sub-folders, will be ignored
- it will probably **NOT** work on **Catalina and higher**. due to OpenFileDialog API change.

Caution

- it will replace (overwrite) shaders with the same filename that are already in the output folder.
- check the content of the output folder before use.
- consider making a backup of this folder!!

Usage

- start Carrara and open a empty scene. And it's best to keep it empty.
- goto menu Edit->RuudL and choose 'Convert Textures Into cbr-shaders'
- a window with options for input and output folder will open
- click on the first button to select the input folder
- a OpenFileDialog with sub-title 'Choose Texture Folder' will appear
- select 1 file from a folder with textures (aka image-files) and click 'Open'
- optional click the second button to select a different output folder than the default one
- click OK to start the conversion or Cancel to abort
- a progress bar appears. wait until it disappears again.
- in case of the default output folder the shaders will be saved in the Carrara browser under the Shaders tab and in the 'My Shaders->Converted Textures' folder.
- you might need to use the 'Update Folder' option in the browser to reveal the shaders

Supported filetypes

- Targa (*.tga, *.vda, *.icb, *.vst)
- Photoshop (*.psd)
- PNG (*.png)
- JPEG (*.jpg, *.jpeg)
- GIF (*.gif)
- PhotoPaint (*.cpt)
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- TIFF (*.tif, *.tiff)

Have fun !!





