OmniViz STUDIO

MatMaker

USER MANUAL

Parts marked **(Pro)** are in MatMaker Pro only.

MatMaker 0.4.2 · Free and Pro · Blender 4.2 or newer

1. Install, update, remove

Install: Edit > Preferences > Add-ons, then the ⌄ at the top right > **Install from Disk...** and pick `matmaker_free-0.4.2.zip` or `matmaker_pro-0.4.2_licensed.zip` (do not unzip it). It is switched on straight away.

Activate (Pro): paste the licence key from your purchase email in the **MatMaker** tab (3D View > **N**) or in the add-on's preferences, then click **Activate License**. MatMaker Pro opens at once, no restart. One key works on 2 computers. Already activated another OmniViz add-on with an OmniViz All Access key? The key is filled in for you: one click.

Free and Pro: only one at a time. To move from Free to Pro, remove Free first, then install Pro. Your materials and placed images stay in your .blend files and work with either.

Update and remove: Edit > Preferences > Add-ons > MatMaker, click the arrow to expand it: **Update from a zip...** and **Uninstall**.

Where: 3D View > press **N** > **MatMaker** tab. Each step is its own section: click its title to fold it open or closed (Blender remembers it). The material list is also in the Shader Editor's sidebar.

2. Create materials

1. **Select Images...** and pick the images in the file window (Shift or Ctrl to pick many, A for all). The panel says how many are ready.
2. Tick **Texture Coordinate** if you want the image to follow the objects' UV maps explicitly (optional).
3. Click **Create Materials**.

One material per image, named after the file. Images with transparency (PNG, TIFF, EXR) get it wired in. Run it again on the same images: nothing is duplicated. Renaming a material is fine, MatMaker still knows it. Renamed an image file on disk (ng.png became Nigeria.png)? Select the new file and click again: MatMaker recognises it (same folder, same size and date), and the existing material, still on its objects, takes the new file and name. If it cannot be sure (materials made before version 0.4, or two possible matches), it says how many older materials of that folder point to missing files.

(Pro) Options above the button:

- **Create from:** Single images, or **Texture sets**: all the maps of one material (wood_albedo, wood_nrm, wood_rough...) become one material with every map connected. The endings it looks for are in Edit > Preferences > Add-ons > MatMaker Pro (one line per map, separated by commas).
- **Material name:** a template. `{name}` is the file name, `{folder}` its folder, `{index}` 001, 002... Example: `{folder}_{name}`.
- **Size cap:** 1K, 2K or 4K. Larger images are used as a smaller copy (saved in `matmaker_cache` next to the .blend file); the original stays the source. Keeps memory down with hundreds of big images.
- **Add to Asset Browser:** the materials are marked as assets, tagged MatMaker, in a catalogue named after the folder. Save the .blend first so the catalogue can be written.
- Big batches show a progress bar; **Esc** stops cleanly and keeps what is done. Before a very heavy batch, MatMaker asks first and offers the size cap.

(Pro) Images as Planes (Grid): instead of materials alone, one plane per image, with the image's proportions, its material and its name, in a grid. Set **Columns** (0: square grid), **Spacing**, **Height**, and **Upright** (standing, facing the front view) before clicking. The planes go into a collection "MatMaker Planes".

3. Refine

The **Materials** list shows MatMaker's materials only. Tick the ones to change (nothing ticked: the active row).

- **H S V:** colour changes. They show as you drag; no button to press.
- **Roughness:** the image drives a Color Ramp plugged into the roughness. **Smooth** and **Rough** set its two ends. The ramp of the active material is drawn below, to add stops or move them. **Copy Ramp to Checked** gives the same ramp to the ticked materials. **Add Noise** mixes a noise into the image, with its **Amount** and **Scale**. Leave it off for the image alone.
- Clicking a row shows that material's values. Switching an effect off (the **HSV** and **Rough** buttons in the list) keeps its values for next time.
- **(Pro) Random variation per object:** set **Hue** and **Brightness**, click **Random Variation per Object**. Every object using that material gets a slightly different colour (rows of signs, shelves of products). The **X** button takes it off.

4. Apply to objects

Select the objects, then:

- **Follow Naming Convention:** an object takes the material of the same name first (ignoring case); the rest are paired in order.
- **Proportions: Stretch** (covers everything, may distort), **Fit** (whole image, no distortion, the rest stays empty) or **Fill** (covers without distortion, the overflow is cropped).
- Click **Apply to Selected Objects**.

(Pro) More control:

- **Smart name matching:** ignores case, spaces, `_` and `-`, leading numbers and the **Ignore words** (flag, final, copy, v1...). `flag_France.png` finds `France`, `01 - FRANCE` or `france.001`.
- **Spreadsheet:** a CSV with two columns, image (or material) name, then object name. Comma, semicolon or tab; a header row is fine. Rows in the spreadsheet win over names. The quickest way to make one: **Preview Matches**, then the **Save as CSV** icon next to the list. Edit the file in any spreadsheet program, then Preview again.
- **Slots: First slot**, **All slots**, or **Slot named**: only the slots whose material name contains the word you type (e.g. "Label" on 300 bottles: the glass and cap stay).
- **Preview Matches:** a list of every object, the material it will get and why (name, smart name, spreadsheet, order). Change any row by hand, then **Apply to Selected Objects**. The **X** clears the list.

5. Place Image (a logo on an object)

1. Select the object (a T-shirt, a cap, a hard hat). Turn the view so you look at the side where the image goes.
2. Click **Place Image** and pick the image.

It appears on the surface facing you, at a sensible size, with its proportions and transparency, on top of the object's material (which is not replaced). An object without a material gets a white one.

- **Adjust:** a box appears. Move (G), rotate (R) and scale (S) it: the image follows. Scale it along its depth to reach round a curve or to stop it showing through to the other side.
- **Show / hide:** the eye next to its name. **Remove:** the X; the material is back as it was.
- **Free:** one image per object. **Pro:** as many as you like.

(Pro) With a placed image's box selected:

- **Opacity** and its tick button; **Swap Image** (same place, new image, its proportions); **+** and **-** to resize.
- **Same Spot on Selected Objects:** select the other objects, then the box last (active), click. Every object gets the image at the same place (200 hard hats in one click).
- **One Image per Object (Same Spot):** first pick the images in section 2 (**Select Images...**, do not create materials), then select the objects and the box last, click. Each object gets its own image, matched by name (`Player_07.png` to `Player_07`), the rest by order. Objects that shared a material get their own copy.
- **Remove Copied Images:** select those objects and click, to take these copies off again.
- **Place Image (Wrap):** for strongly curved objects (a mug, a bottle, a ball). The image follows the surface through the UV map. Move or scale the sphere that appears: the image follows the surface as you move it. **Re-place Here** puts it back on the surface after you edit the mesh. The object needs a UV map.
- **Bake Placed Images:** for exports (Unity, Unreal, Sketchfab do not understand placed images). Choose the size (1K, 2K, 4K) and click: the object's look is baked into a texture, saved as a PNG in `textures` next to the .blend, and the object gets "Baked" copies of its materials. The originals and boxes are kept (the boxes are hidden).

6. (Pro) Scale and files

- **Atlas: One Material for All:** select objects that use MatMaker materials, choose a **Cell size**, click. Their images are packed into one texture and they all share one material, each still showing its own image. Much lighter for the viewport and game engines. Their previous materials stay in the file.
- **Update Changed Images:** after editing image files on disk (a corrected logo, a higher resolution), reloads only those that changed.
- **Relink:** choose the folder where the images are now and click **Relink**: every material uses the file of the same name there.
- **Pack Images into the .blend:** one file to send, with all its images inside.
- **Trace Files with OmniViz Conduit**, **Export with OmniViz Relay:** appear when OmniViz Conduit or OmniViz Relay is installed.

7. Good to know

- **Undo** (Ctrl+Z) works for every button.
- Placed images are a Blender setup: to send the object to other software, bake it first (Pro), or export with its baked materials.
- Wrap cuts the image at UV seams; place it away from them.

8. Help

Questions and bug reports: info@omniviz.studio. Please say your Blender version, your system and the edition (Free or Pro).