



Substance to MaxVRAY

Step1-Max preparation.

Note: This tool works with the default Vray workflow (with change on gamma).

Setup your scene as usual to export objects from 3dsMax to Substance Painter.

Keep in mind to give correct name without forbidden characters to your shader it's important.

Step2- Substance Painter

Import your model, bake and create all your shaders as usual (you can follow the great tutorial from Darren Wallace if you need help to setup scene).

Step3- Substance Painter export.

Select the Vray exporter in the config and choose format of your export and the folder where you want to export all your maps.

Step4- 3dsMax import.

Launch **SubstanceToVRAY** tool (Scripting>run script>**SubstanceToVRAY.mse**) and select the folder where you create your maps. The script will find all the maps you create and recognize shaders.

If you click on CREATE Shaders, you will find on your material editors the shaders created (with correct gamma correction for the maps) ready to render. You can directly assign new shaders by clicking on "Update Scene Object".

That's it!

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