Subject: Poly with multiple shaders into texture?
Posted by SomniumDS on Mon, 13 May 2013 07:51:12 GMT
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I was wondering if this was possible. Using Maya I have a polygon that has different faces colored in by different Blinns, first did it with file texture, but colors weren't exact. Question is... is there a way to export this into x3d. I understand that it needs a texture file and since there isn't one I was wondering if there was a way to make one. First tried exporting to wrl, but doesn't seem to work so I'm goin with x3d.

Subject: Re: Poly with multiple shaders into texture?
Posted by Keymaker on Wed, 15 May 2013 15:56:39 GMT
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You can have your texture and x3d file within .zip file and than you upload just *.zip. It worked for me.

Subject: Re: Poly with multiple shaders into texture?
Posted by SomniumDS on Wed, 15 May 2013 17:50:45 GMT
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Well the thing is the texture isn't actually a texture. I just have faces in Maya colored at the moment. There's no actual texture file.

File Attachments

1) Untitled-1.jpg, downloaded 52 times

Subject: Re: Poly with multiple shaders into texture?
Posted by Keymaker on Wed, 15 May 2013 18:00:44 GMT
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if you cant create texture from it you need to export it into VRML2. At least that is only format that i know and can carry color information for polygons....

Subject: Re: Poly with multiple shaders into texture?
Posted by SomniumDS on Wed, 15 May 2013 18:01:54 GMT

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Hmm... alrighty i'll figure something out. Thank you

Subject: Re: Poly with multiple shaders into texture?
Posted by mkroeker on Wed, 15 May 2013 21:03:14 GMT
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Quote:I just have faces in Maya colored at the moment.
That - sometimes called "vertex colors" - should work in either VRML or X3D. However the color capabilities of
the printer used for the "full color sandstone" material are comparable to a first-generation color inkjet, so not all
colors come out equally well.

Subject: Re: Poly with multiple shaders into texture?
Posted by stonysmith on Wed, 15 May 2013 23:37:18 GMT
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Here's a model that I created to test the vertex colors.
http://shpws.me/lUx1

As you can see, the whole color pallette is rather dark, but if you stick with the brighter colors, it can turn out rather well.
I had one of these printed http://shpws.me/loMS and it turned out almost identical to the render.