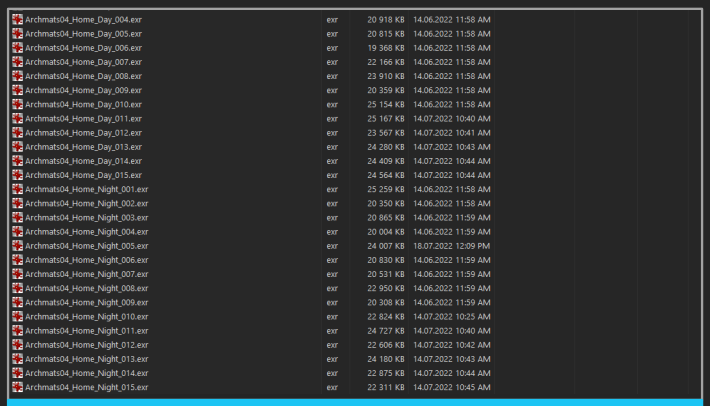
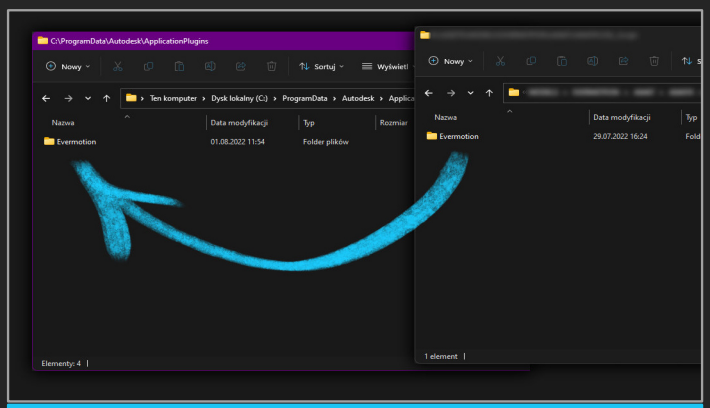
EVERMOTION
WWW.EVERMOTION.ORG

Archmaterials vol. 4

Installation



Unpack EXR Maps archive(s) to your hard drive.



Unpack Evermotion_OSL.zip and move the **Evermotion** folder to *C:\ProgramData\Autodesk\ApplicationPlugin*
Restart 3ds Max if it is running.

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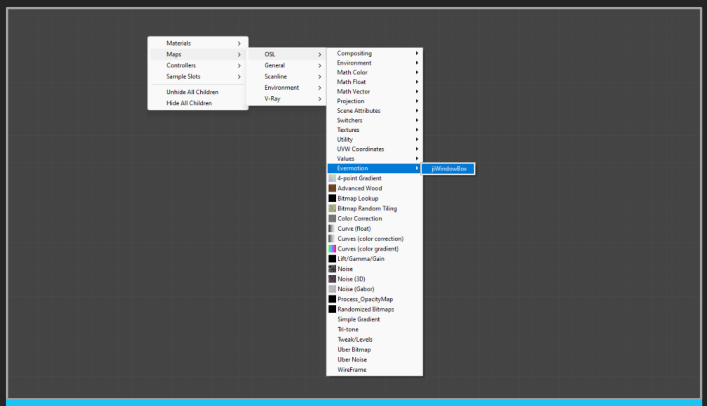
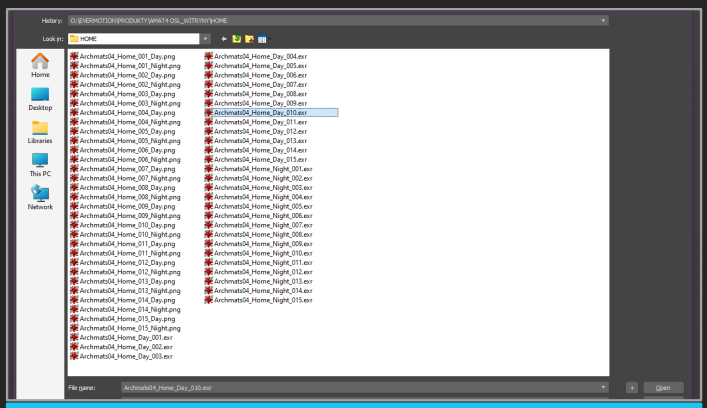
Usage



In 3ds Max open Material Editor, choose
Maps > *OSL* > *Evermotion* > *jWindowBox*



The script will automatically ask for texture input, choose one of Archmaterials vol. 4 EXR textures (PNG files are just previews). You can always change map in OSL Map parameters later.

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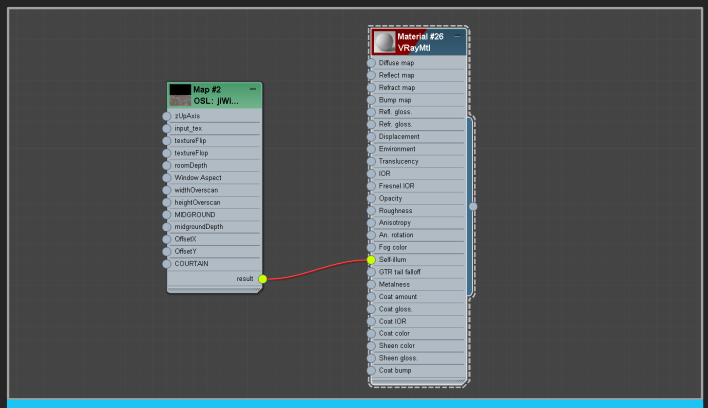
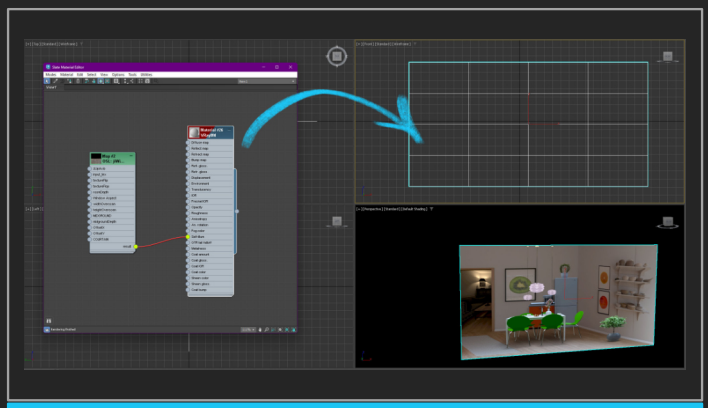
Usage



Insert Material for your renderer (for example: VrayMaterial). Connect OSL Shader ouput with Self-Illumination input. Our textures are compatible with V-Ray, Corona and Arnold renderers.



Create a plane and assign your material to it. You can preview it, using Interactive Preview Rendering in the viewport.

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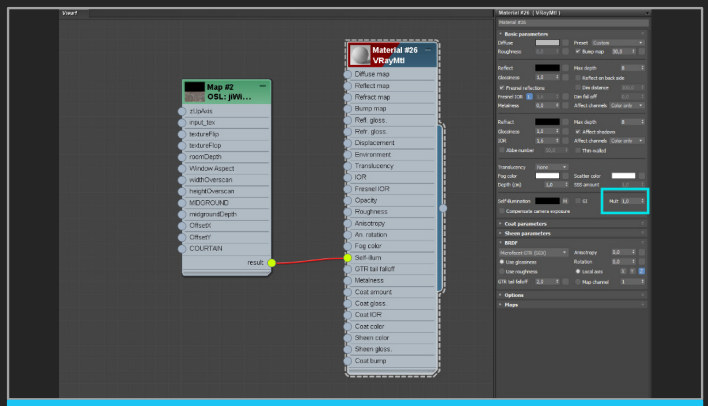
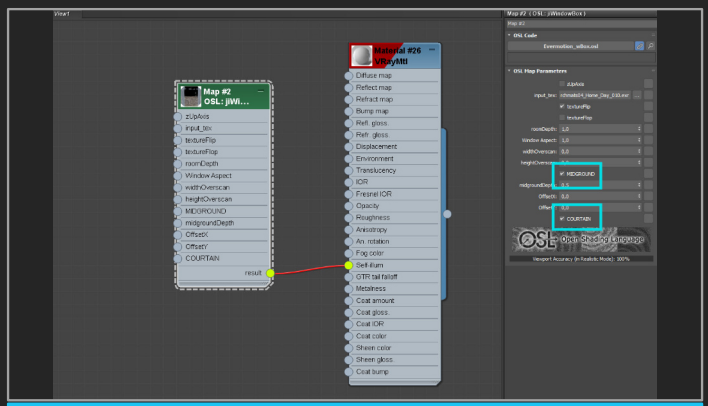
Usage



You can change brightness of the material by changing self-illumination multiplier in your material.



You can add additional elements - midground plane and curtains by checking „Midground" and „Curtain" boxes in OSL Shader. You can also control depth, aspect and scale of your room.