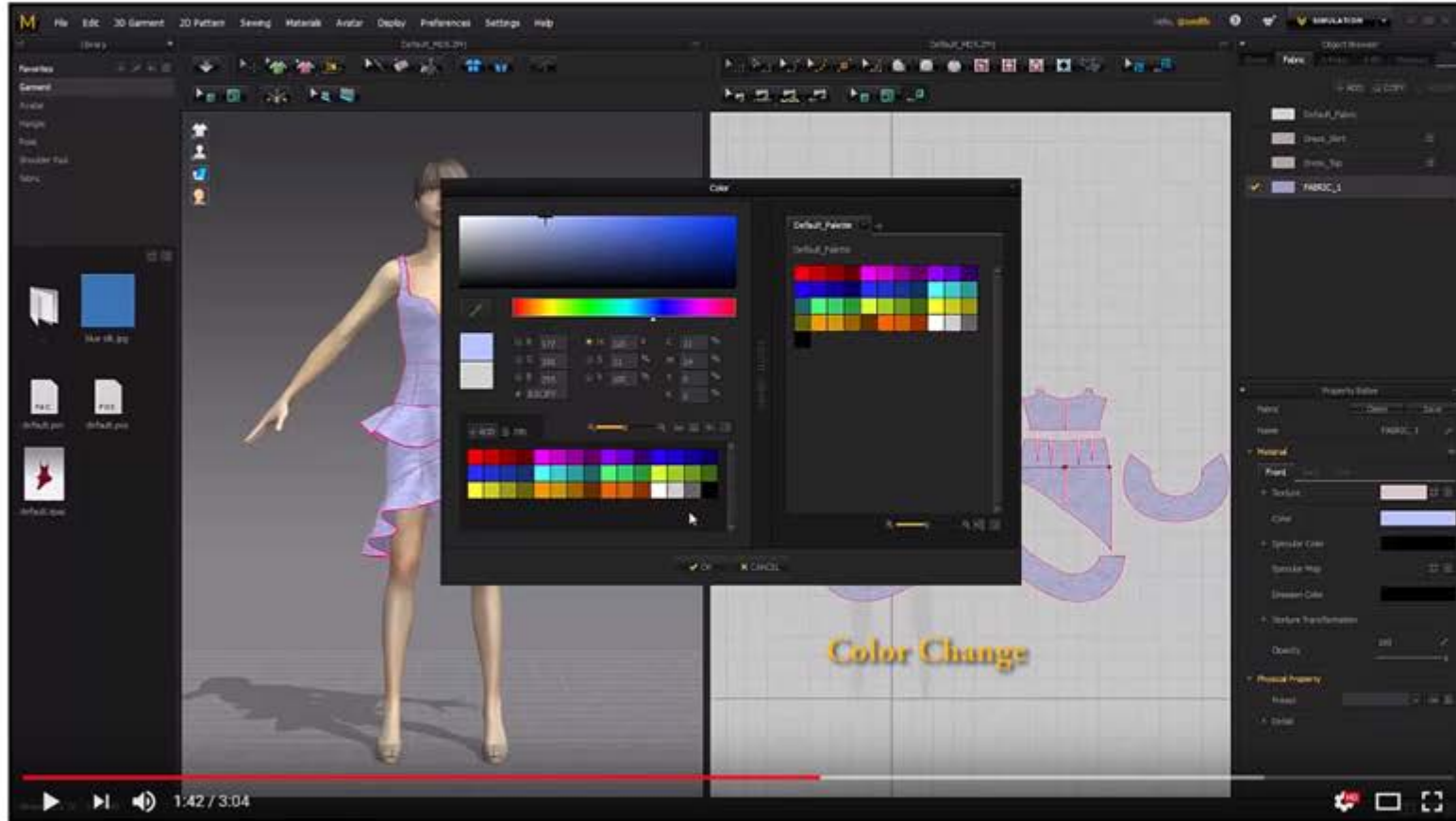


Marvelous Designer

03 Fabric Property + Texture

03 Fabric



03 Fabric

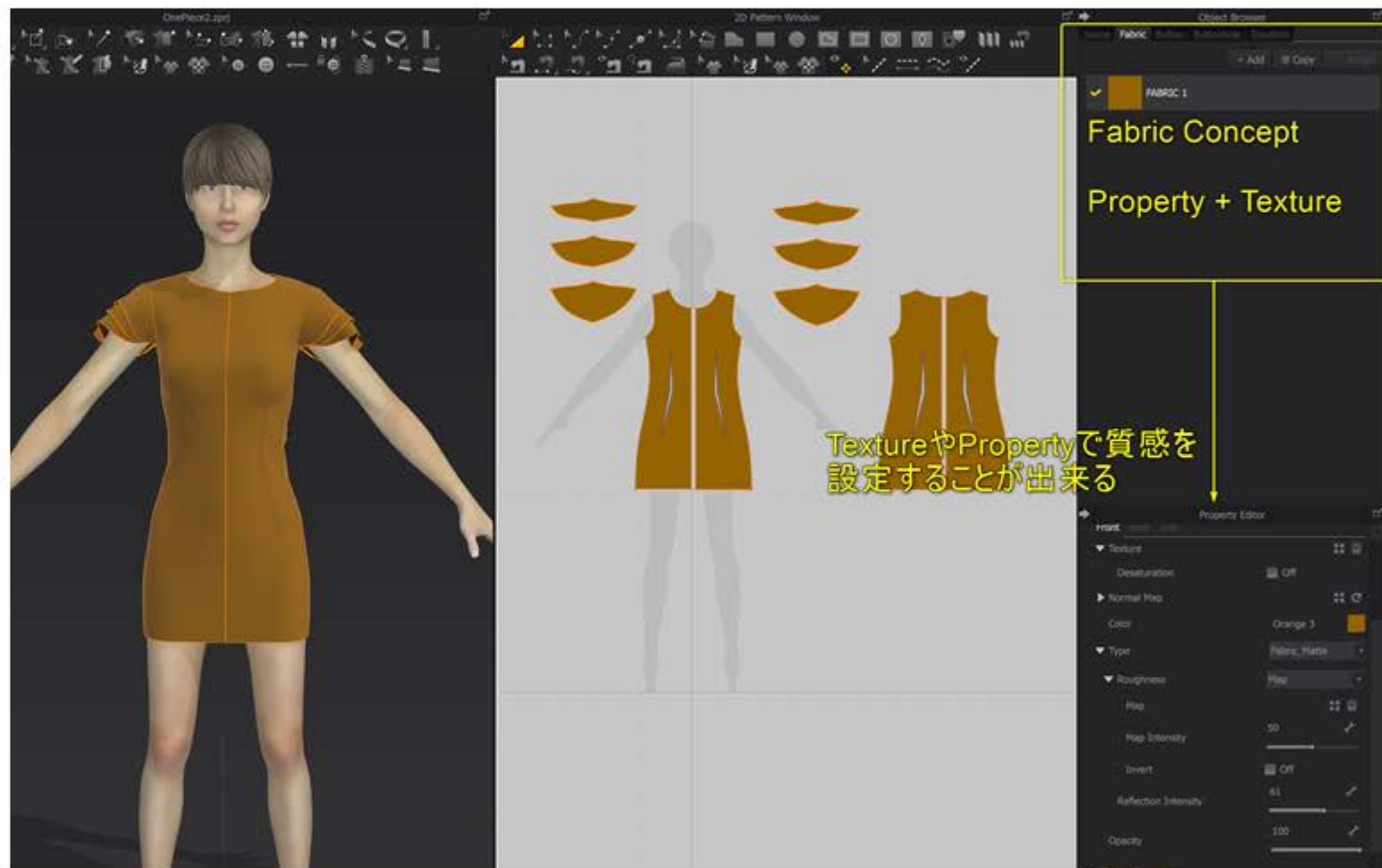
<https://www.youtube.com/watch?v=nRJ9tFZg6OY>

Fabric Concept

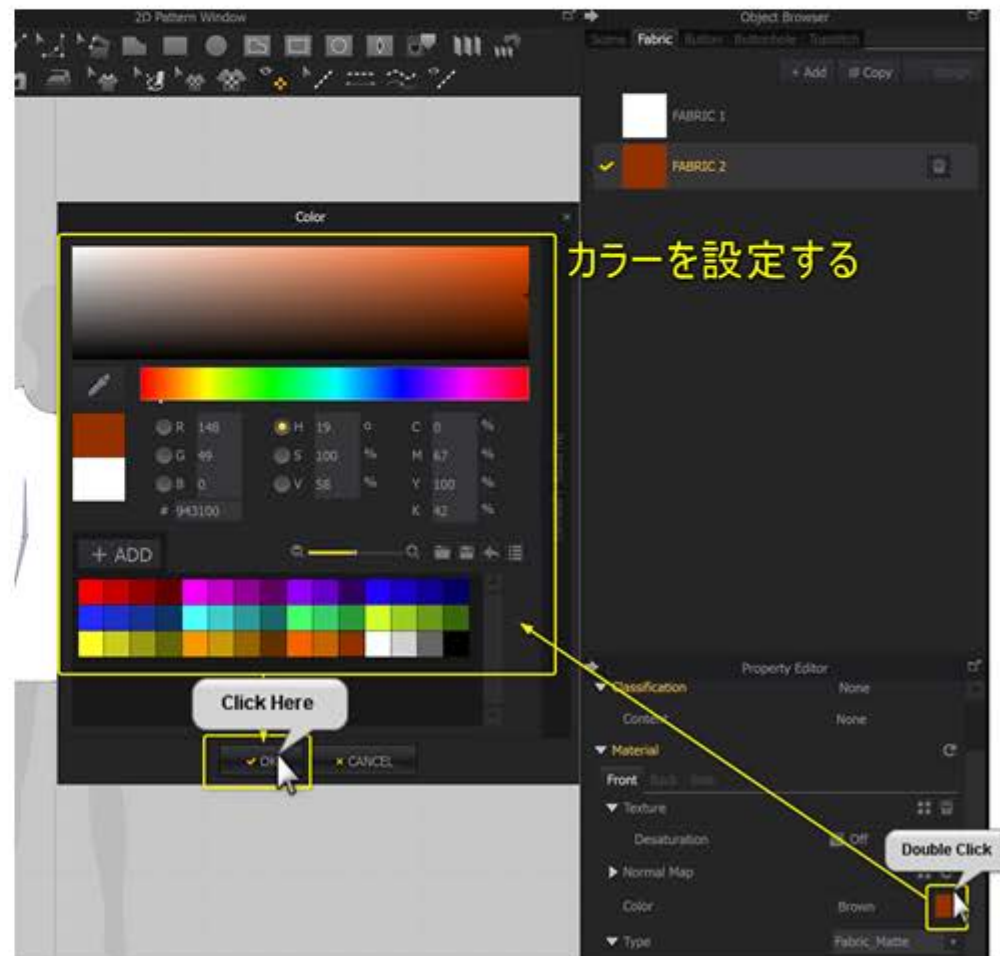
Fabric Concept

Property + Texture

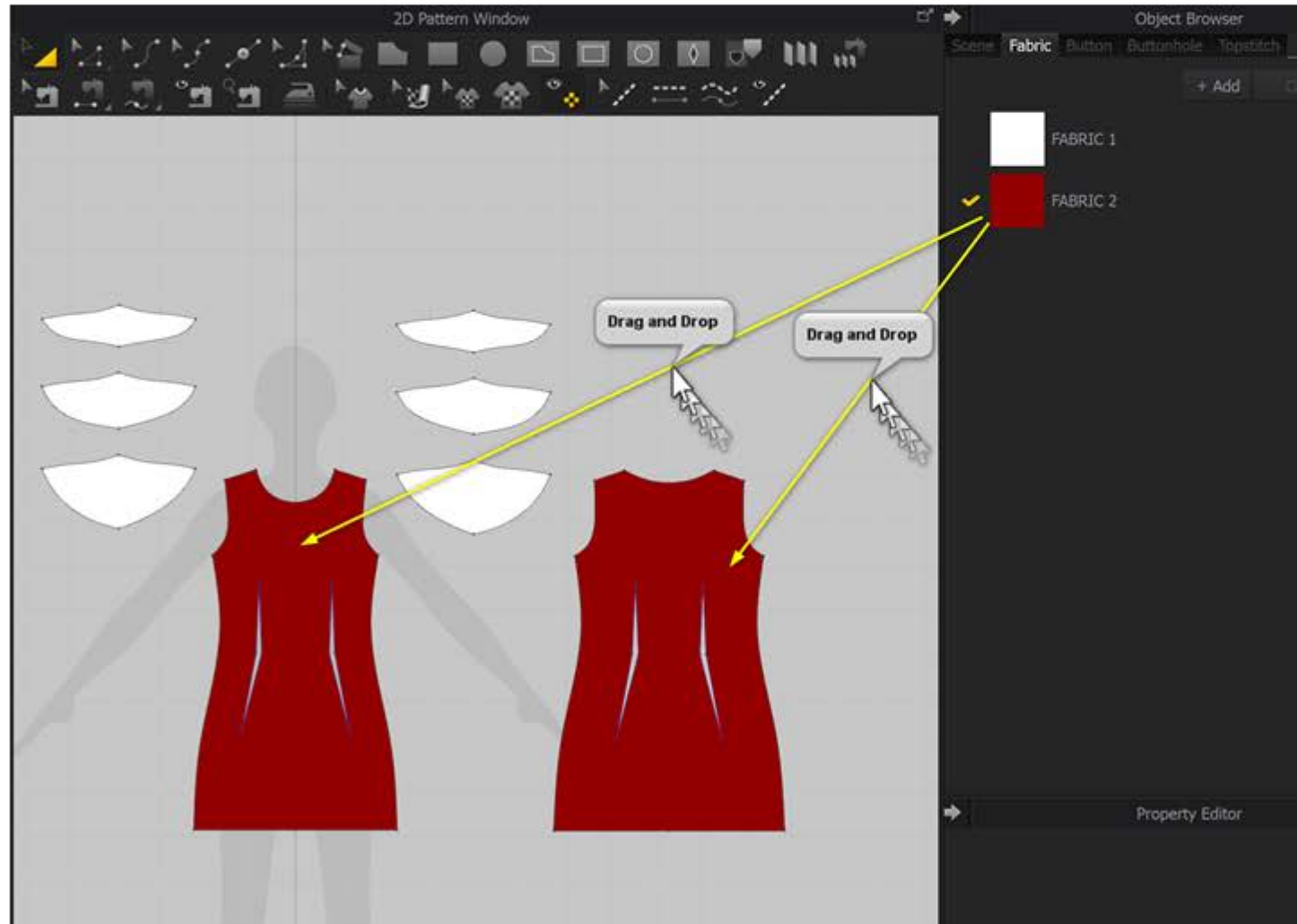
プロパティとテクスチャを設定して布の質感を設定していく



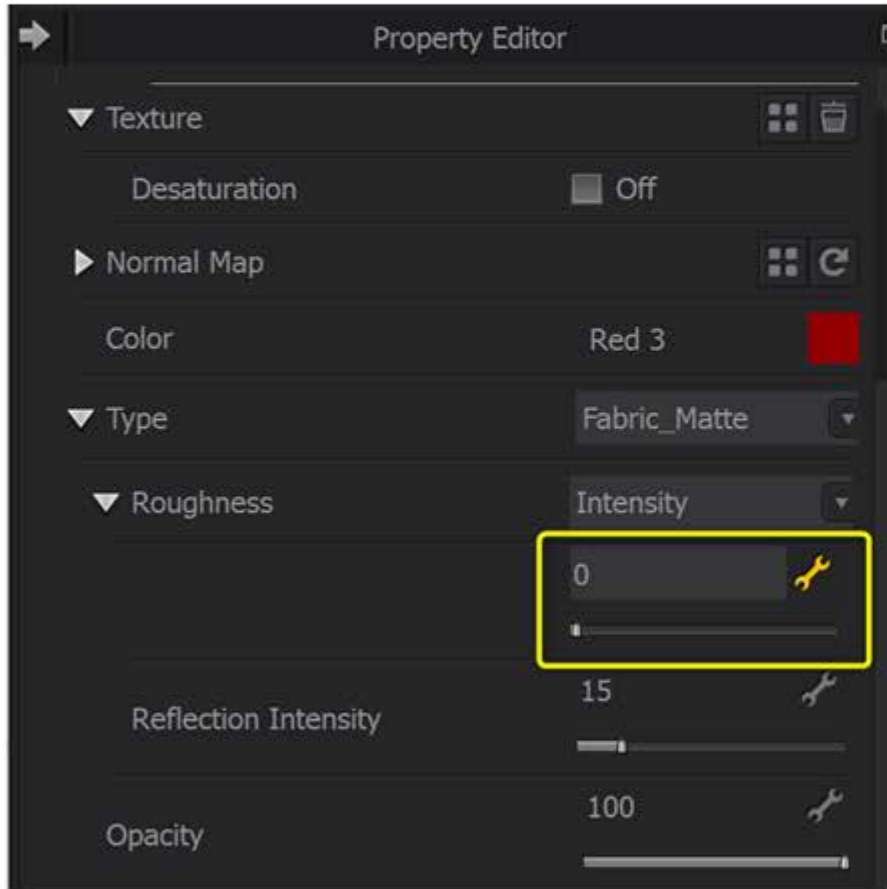
Fabricの設定方法



布にFabricをドラッグ&ドロップする



Roughness



0

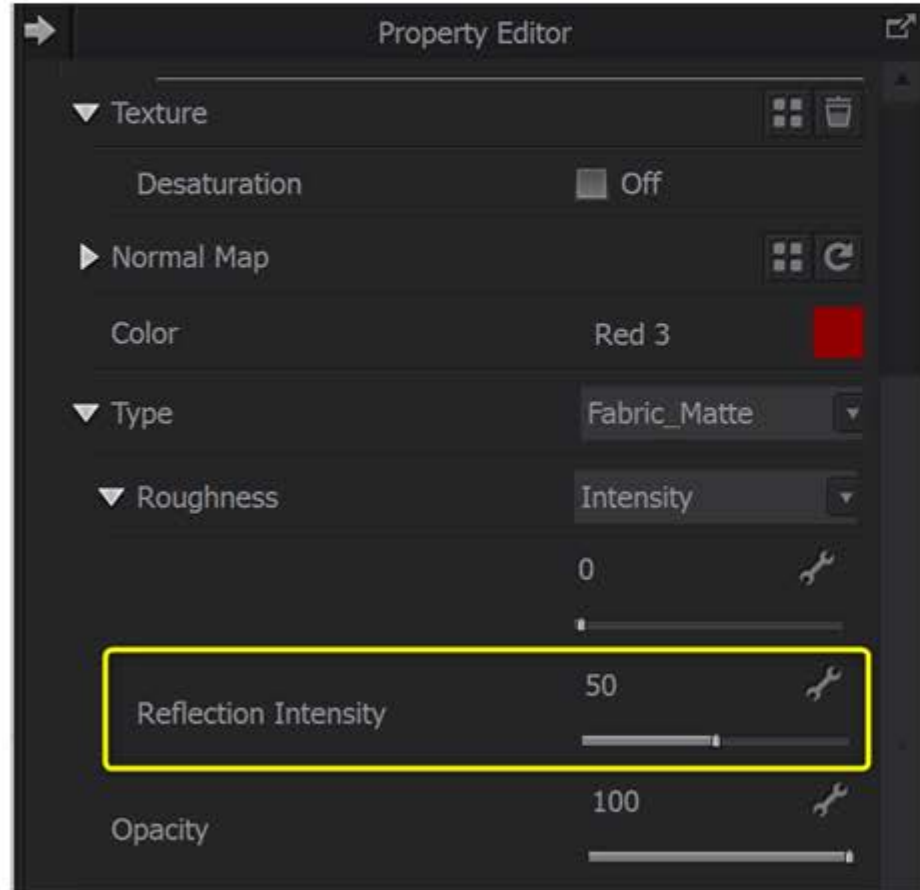


50



100

Reflection Intensity



0

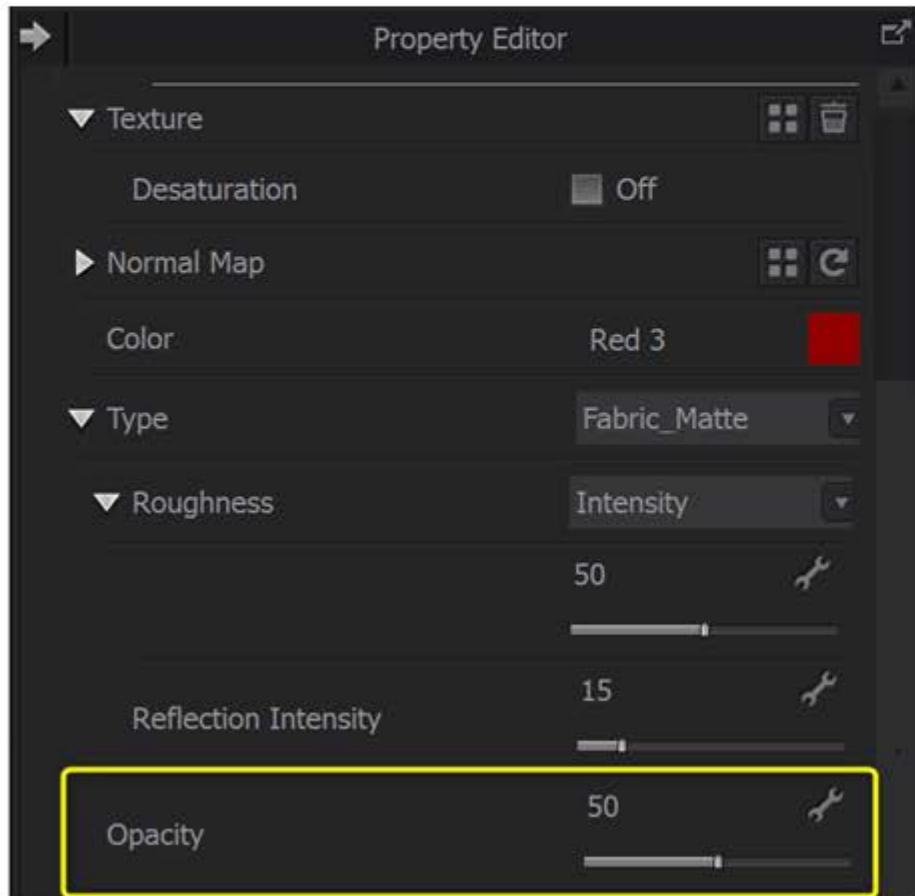


50



100

Opacity



0

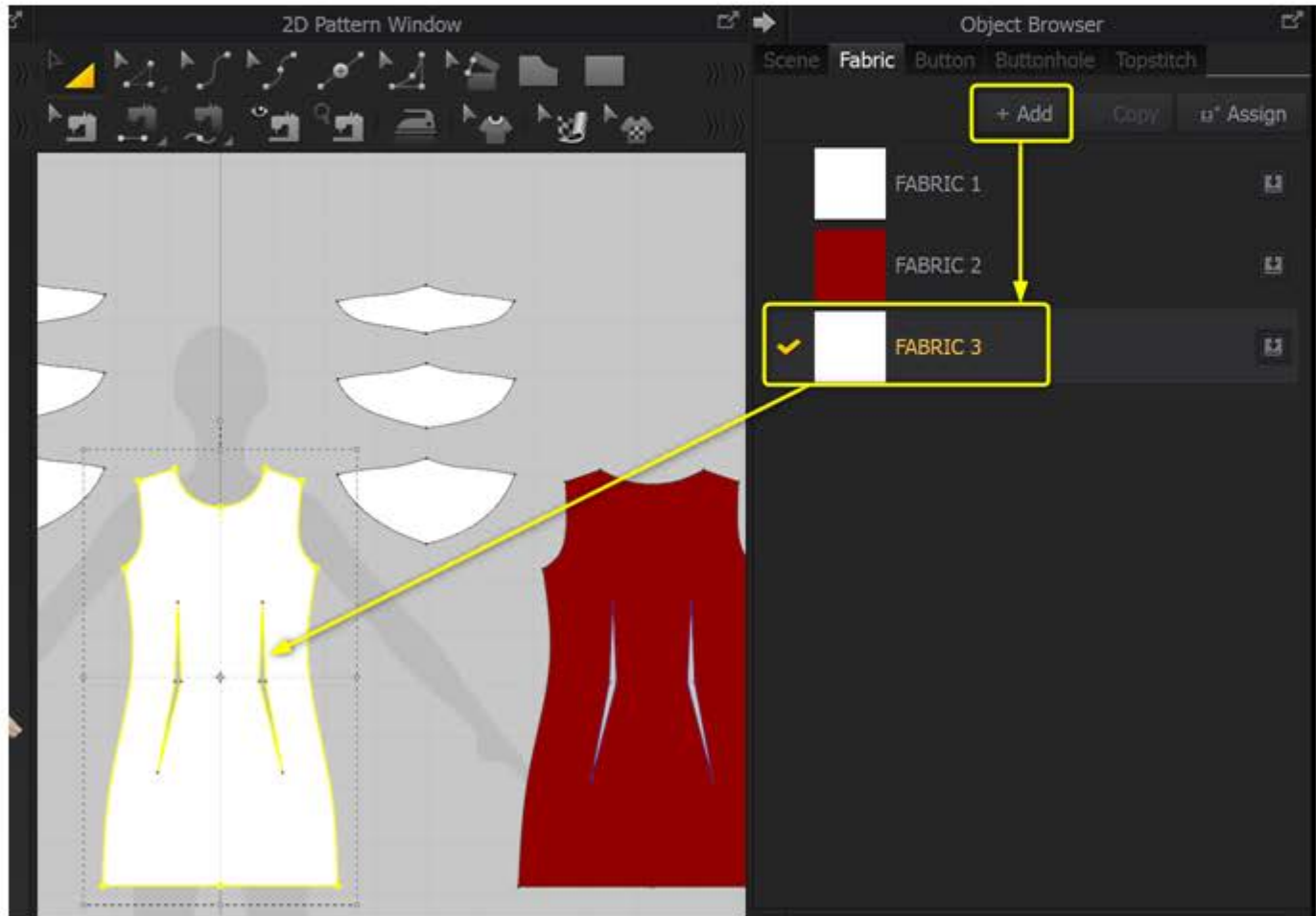


50

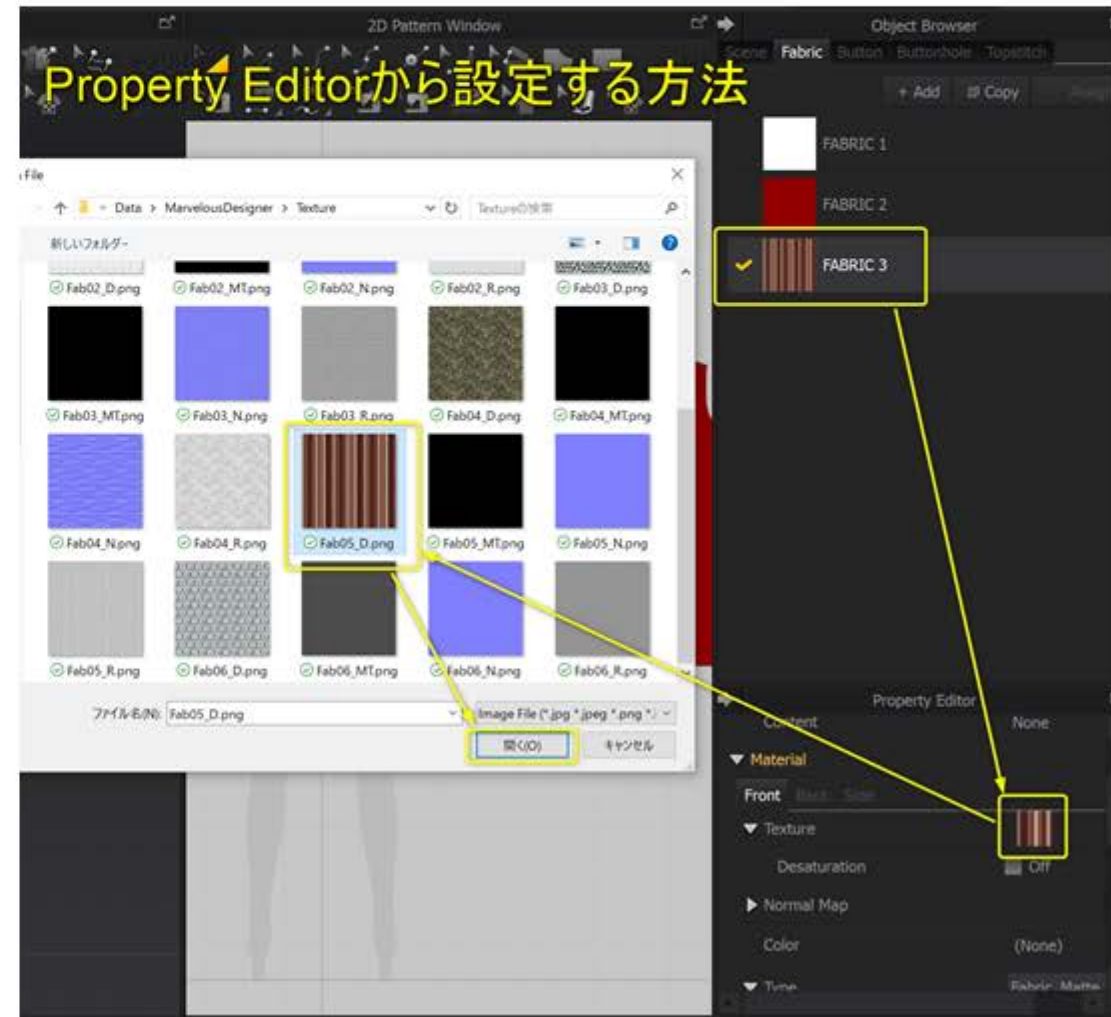


100

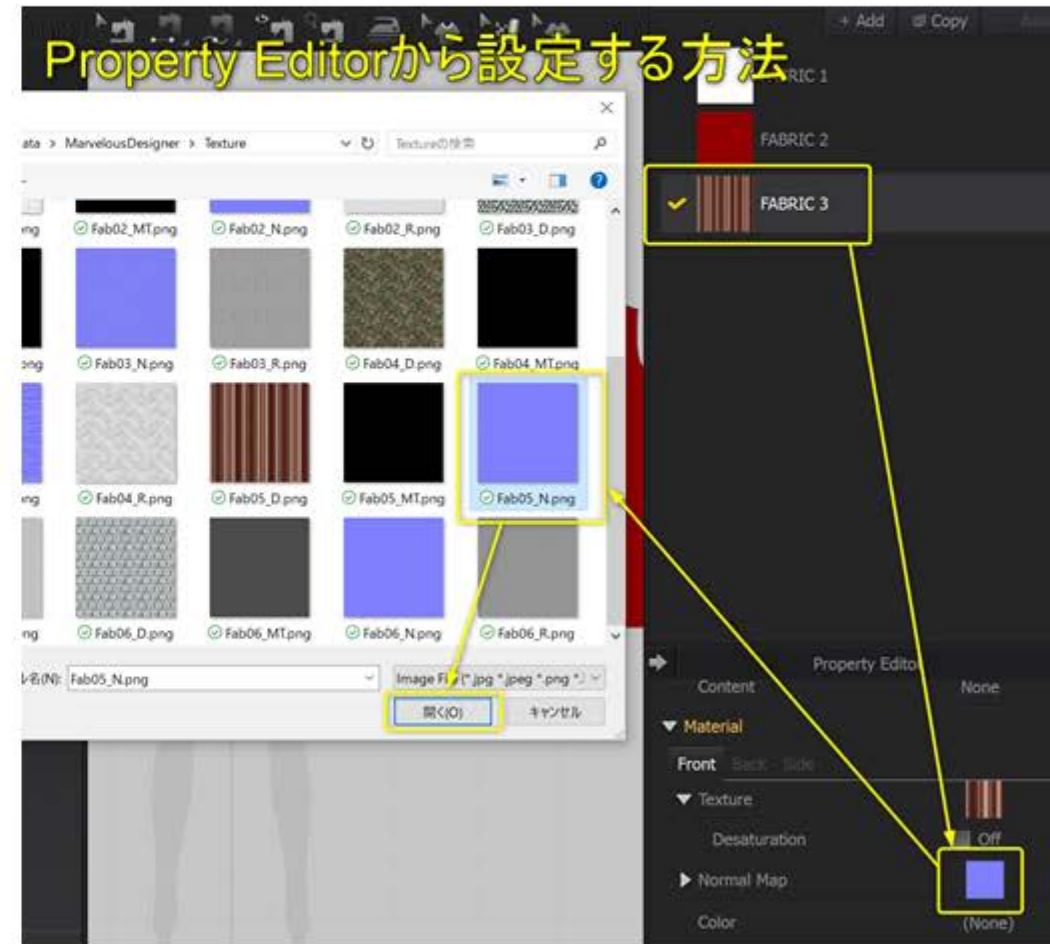
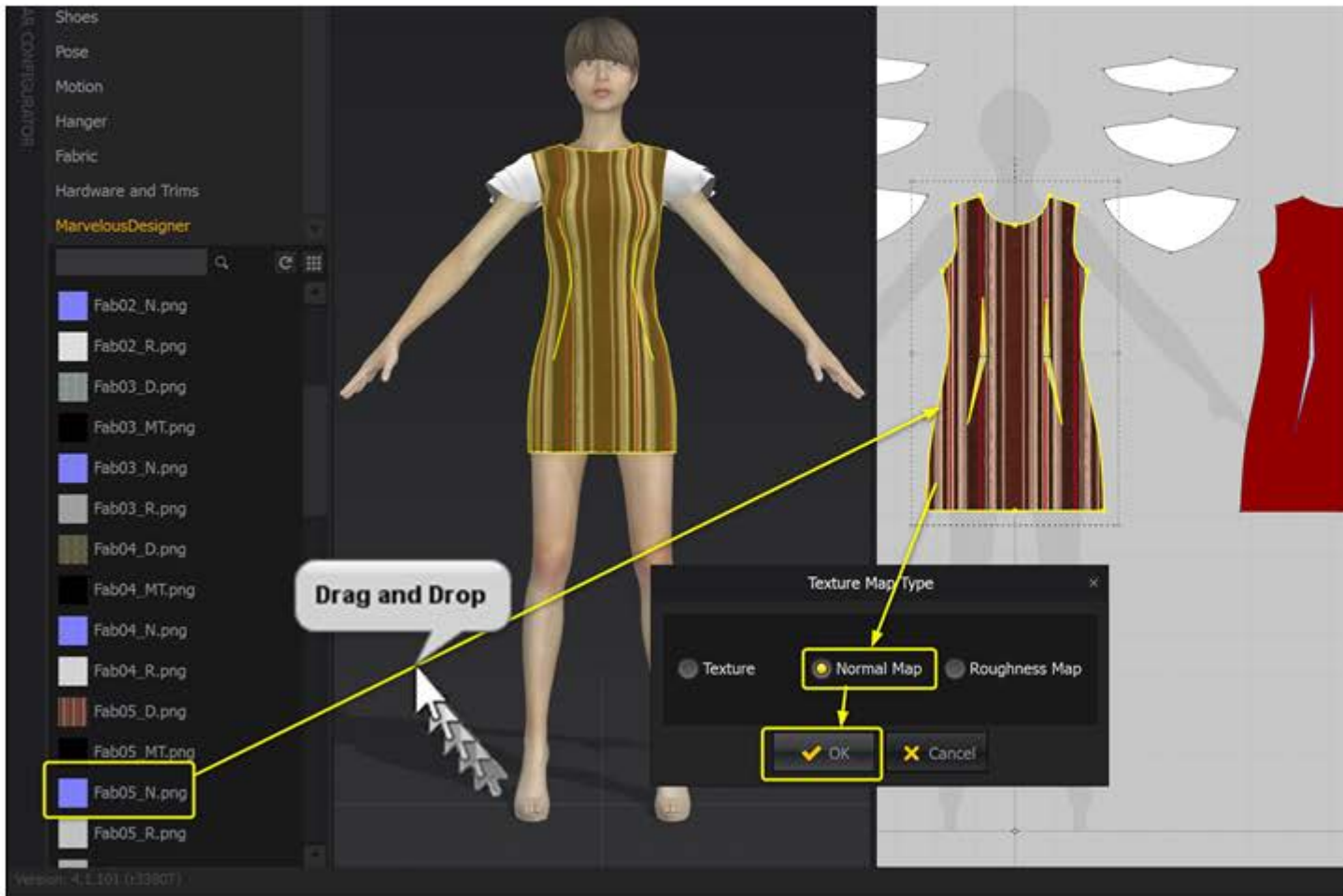
Textureを使ったFabric



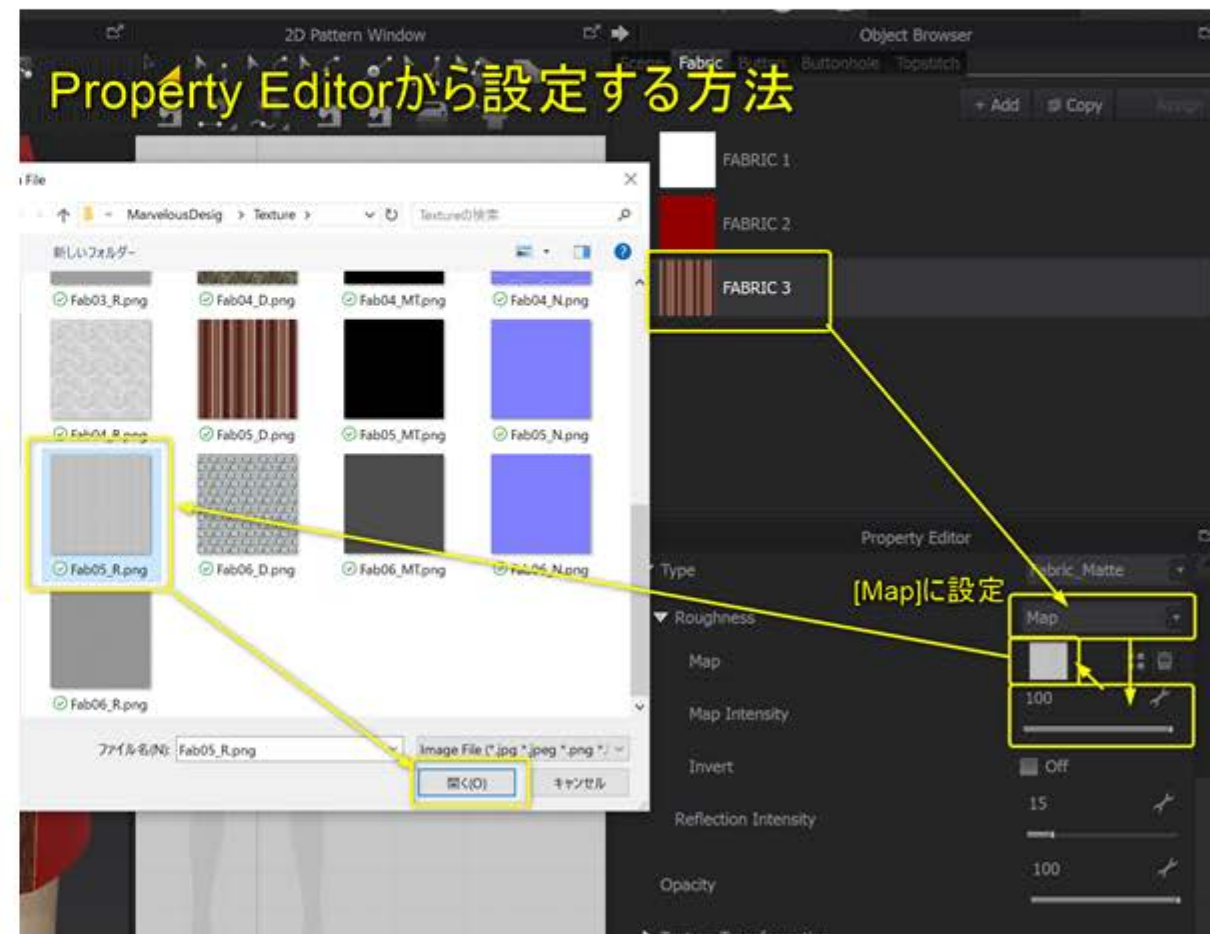
Texture(Diffuse)を反映する



Texture(Normal)を反映する

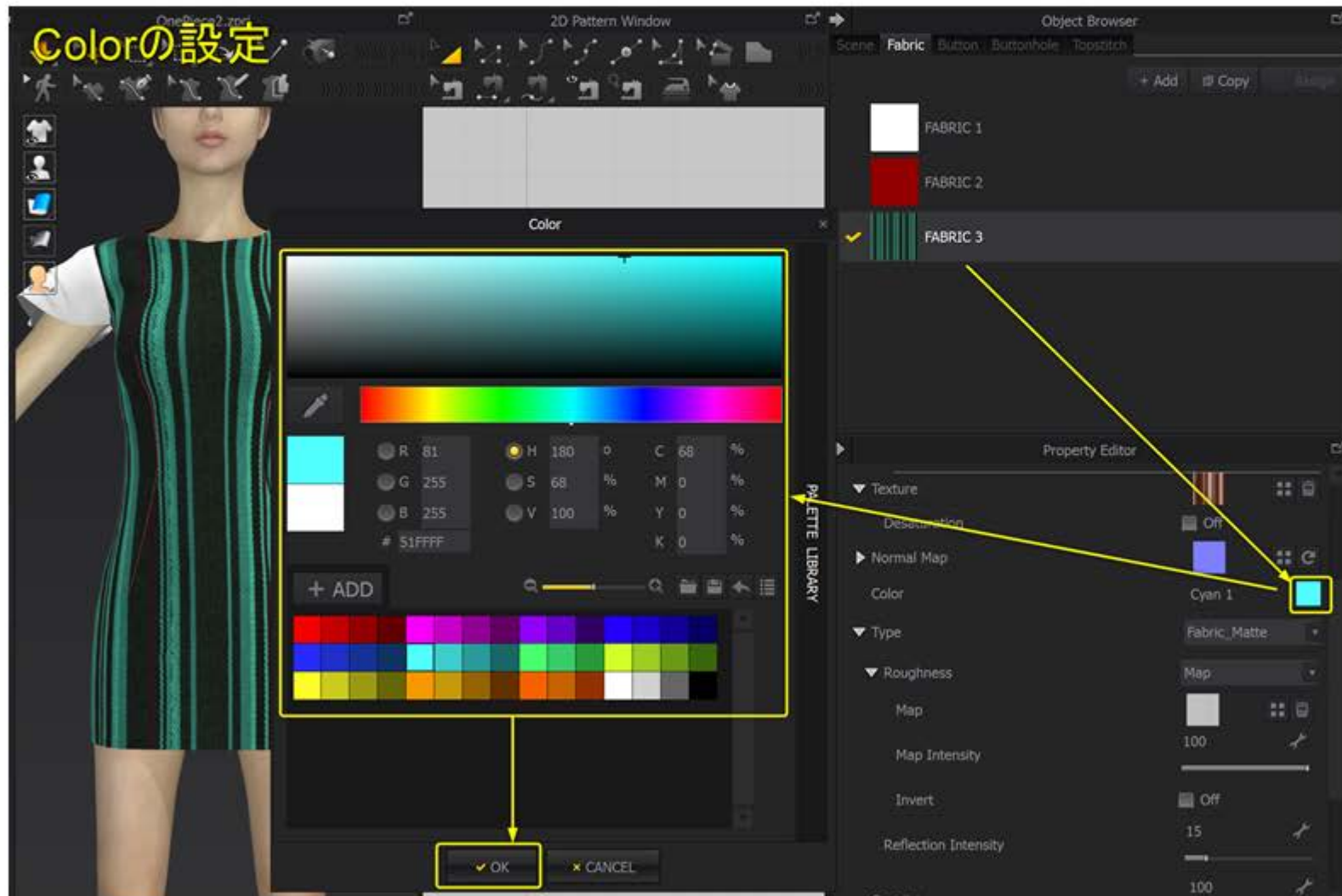


Texture(Roughness Map)を反映する

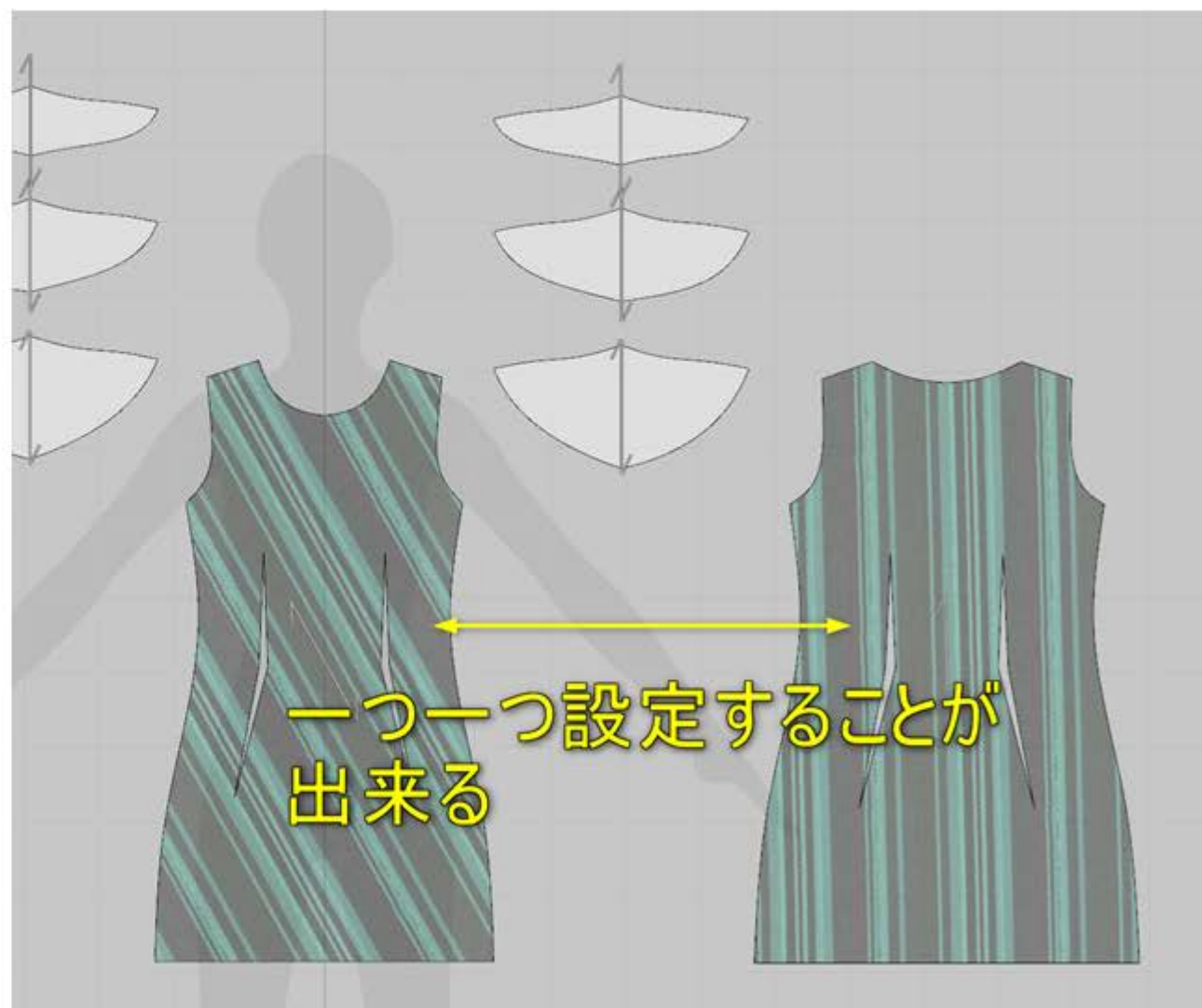


Map Intensityでテクスチャーの割合を設定する

Colorの設定



Edit Texture

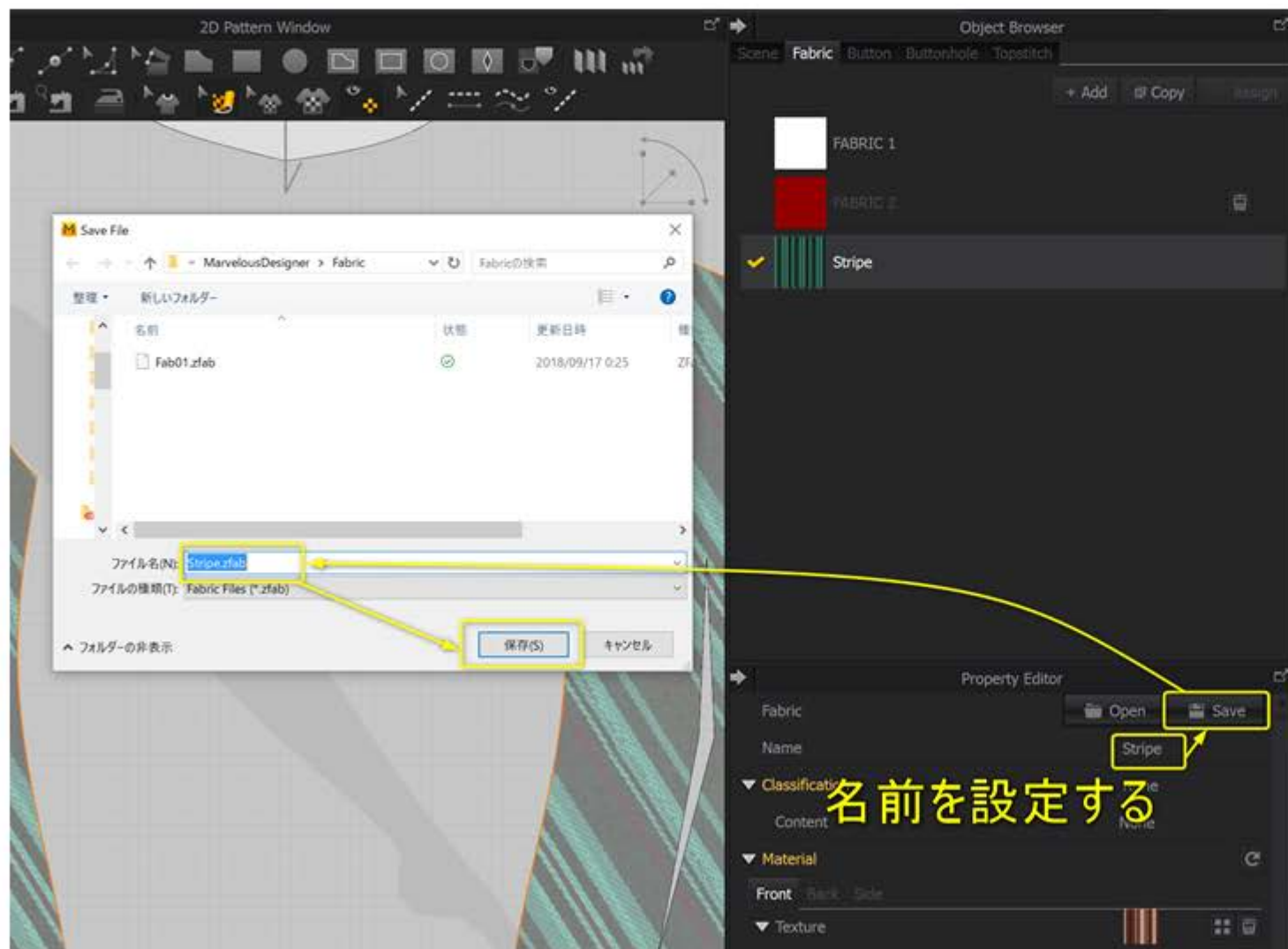


Physical Property(Preset)

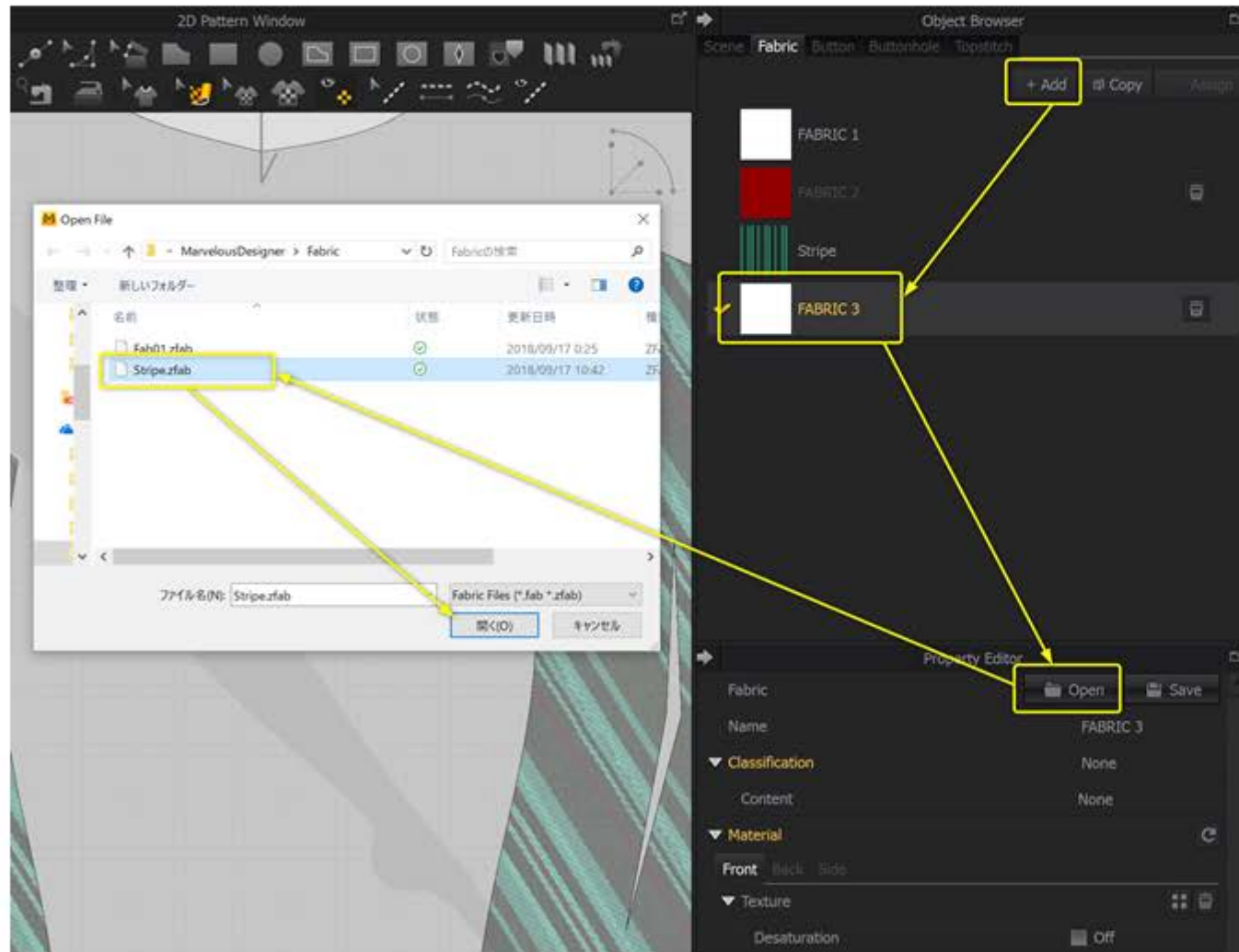


Fabricの設定を保存する

.zfab形式でFabricの設定を保存することが出来る



Fabricの設定を読み込む



.zfab形式で保存したFabric情報を読み込んで使用することが出来る