



DESIGN CONNECTED GAMMA CONVERSION TOOL V.1.0

DC Gamma Tool currently supports Design Connected 3d models in 3ds Max format with Vray materials only. It is especially designed to work with our 3d files and their materials for achieving the best results in Linear Workflow.

Choose the setting which applies to your workflow and render studios

You can change the Gamma value if needed. By default the Gamma value is set to the industry standard value = 2,2

Add Design Connected 3D models in .Max file format or a whole folder, containing Design Connected 3D models in .Max file format to convert

Add suffix to the name of the converted files if you need to easily distinguish them from the original not converted ones

The screenshot shows the DC Gamma Tool window. It has a title bar 'DC Gamma Tool' and a close button. The main area is divided into sections. The first section, 'Choose your Gamma settings:', has three radio buttons: 'Gamma - disabled (OFF)', '3ds Max Gamma - enabled (ON)' (which is selected), and 'V-Ray Gamma - enabled (ON)'. Below this is a 'Gamma value' input field set to '2,2'. The second section, 'Files to convert:', contains a large empty box for file selection. Below this box are three buttons: 'Add files...', 'Add folder...', and 'Remove selected'. The third section, 'Save new files in:', has a text field showing 'C:\Users\Default\Documents\' and a browse button '...'. Below this is a checkbox 'Add suffix:' which is checked, followed by a text field containing 'G2'. At the bottom are 'Close' and 'Convert' buttons. Red arrows point from the text on the left to these specific UI elements: from the first text to the radio buttons, from the second text to the Gamma value field, from the third text to the 'Add files...' and 'Add folder...' buttons, and from the fourth text to the 'Add suffix:' checkbox and its text field.

HOW TO USE

Extract the file DC_GammaTool_v1.00b4.ms from the archive, then drag and drop it into the viewport area of your 3DS Max Software. A window opens, where you can choose the options you need and convert the Design Connected files for your workflow.

Choose a folder for your converted Design Connected 3D model files

Convert all the added .Max files



DC MATERIAL

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1. Diffuse / Fog Colors
2. Diffuse / Fog Bitmaps
3. Bitmaps used to define the Physical characteristics of the material
(Bitmaps used in Reflection, Bump, Displacement, etc. slots)

DC GAMMA TOOL



AUTODESK 3DS MAX GAMMA - ENABLED

Standard values: Bitmap Files Input Gamma = 2,2
Bitmap Files Output Gamma = 2,2



V-RAY GAMMA - ENABLED

Standard values: Gamma = 2,2
Color mapping and Gamma - Enabled

DC MATERIAL

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DC GAMMA TOOL MATERIAL CORRECTIONS

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|--|---|-----------------------|
| 1. Diffuse / Fog Colors | ← | Inverse Gamma Applied |
| 2. Diffuse / Fog Bitmaps | ← | No correction |
| 3. Bitmaps used to define the Physical characteristics of the material
(Bitmaps used in Reflection, Bump, Displacement, etc. slots) | ← | Gamma Applied |

DC GAMMA TOOL MATERIAL CORRECTIONS

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|-----------------------|---|--|
| Inverse Gamma Applied | → | 1. Diffuse / Fog Colors |
| Inverse Gamma Applied | → | 2. Diffuse / Fog Bitmaps |
| No correction | → | 3. Bitmaps used to define the Physical characteristics of the material
(Bitmaps used in Reflection, Bump, Displacement, etc. slots) |

DC MATERIAL

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