



## 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

DC Gamma Tool

Choose your Gamma settings: info

☐ Gamma - disabled (OFF)

☒ 3ds Max Gamma - enabled (ON)

☐ V-Ray Gamma - enabled (ON)

Gamma value: 2,2

Files to convert:


Add files... Add folder... Remove selected

Save new files in:

C:\Users\Default\Documents\

☒ Add suffix: G2

Close Convert



**HOW TO USE**

Extract the file DC\_GammaTool\_v1.00.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<br>(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<br>(Bitmaps used in Reflection, Bump, Displacement, etc. slots) |



## DC MATERIAL

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