



Applying xTex files in CLO

01.
xTex generated Maps

CLO uses the Color Map, Normal Map and Roughness Map among the xTex generated Maps.



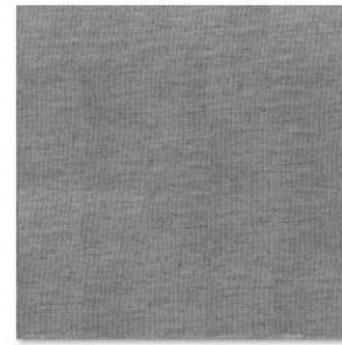
CLO_180328_ALPHA



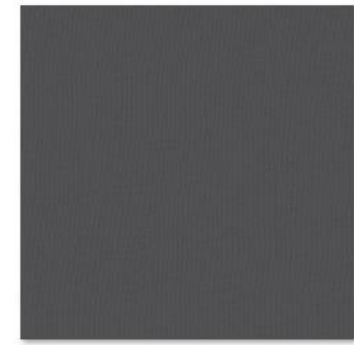
CLO_180328_COL



CLO_180328_NRM



CLO_180328_ROUGH

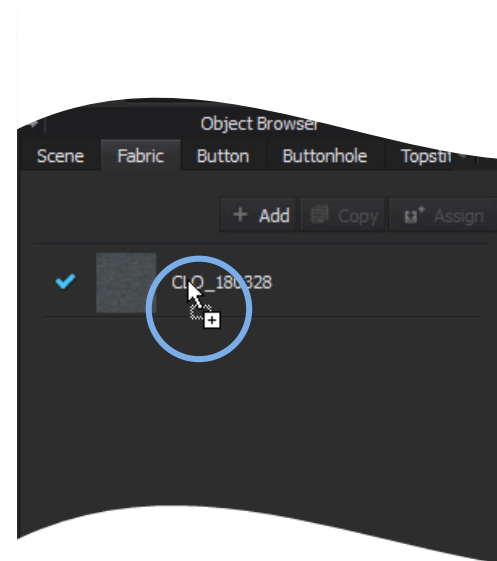


CLO_180328_SPEC

How to apply xTex files

- Add an xTex file via the Object Browser

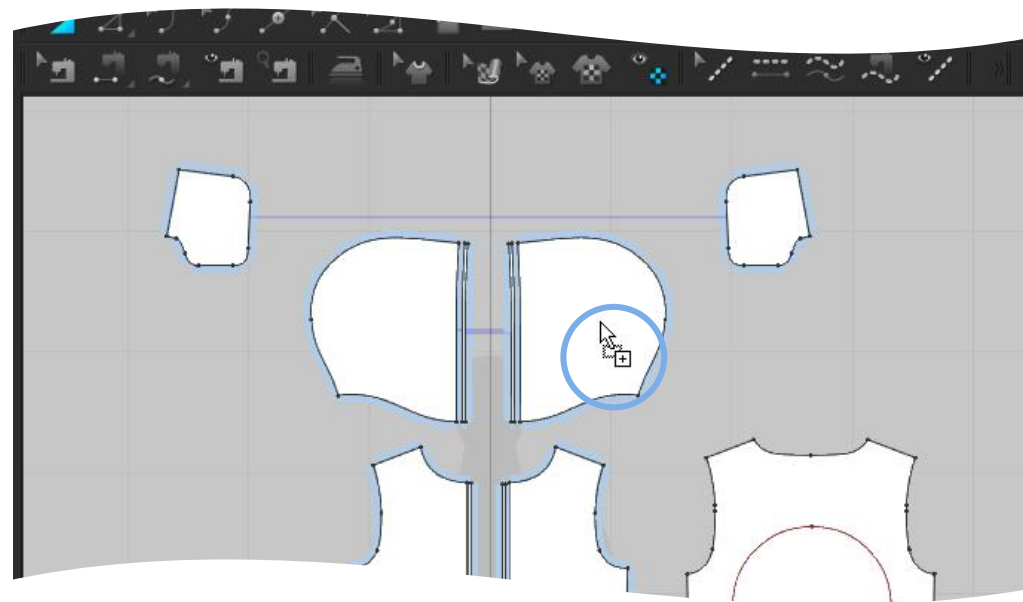
Navigate to the Object Browser > Fabric and drag and drop the xTex file.



How to apply xTex files

- Applying xTex on Patterns in the 2D Pattern Window

Drag and drop the xTex file on the desired Pattern. To apply the xTex to multiple pattern pieces, use the SHIFT key to select the pattern pieces or SHIFT + A to select all before dragging and dropping the xTex.

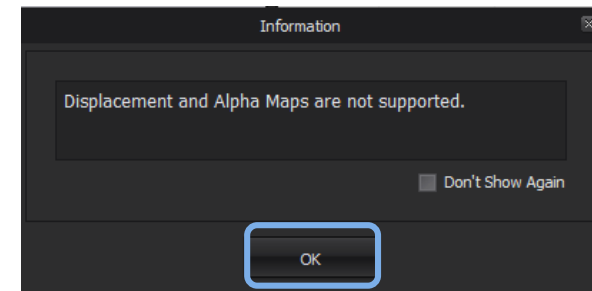
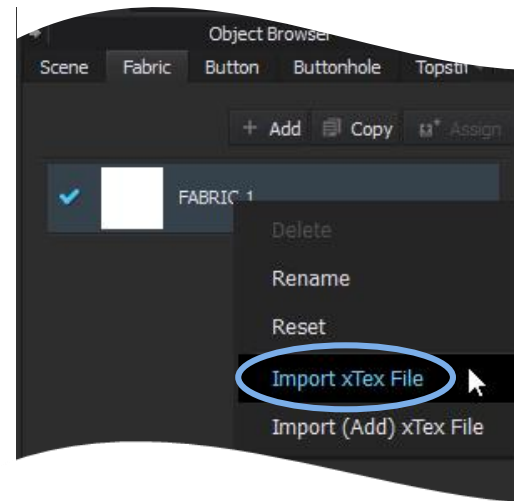


02. How to apply xTex files

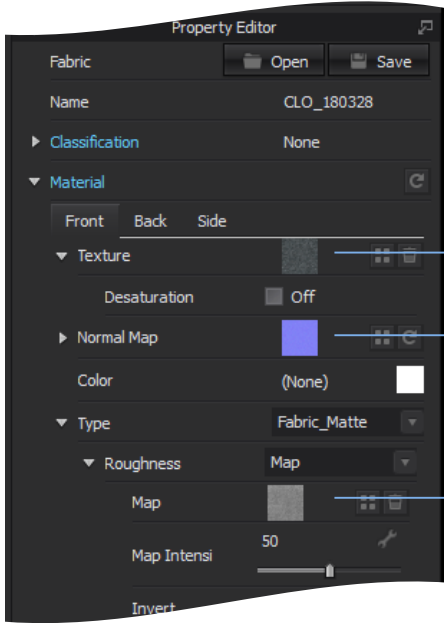
- Adding an xTex file with the right-click pop-up window

Navigate to the Object Browser > Fabric. Right-click on the intended Fabric and then select Import xTex File from the drop-down menu.

Find and open the desired xTex file.



The xTex file applies the Color Map, Normal Map and Roughness Map all at once.



- **Color Map**
Map with Color information.
- **Normal Map**
Map expressing the realistic Fabric texture.
- **Roughness Map**
Map expressing the Fabric shininess.

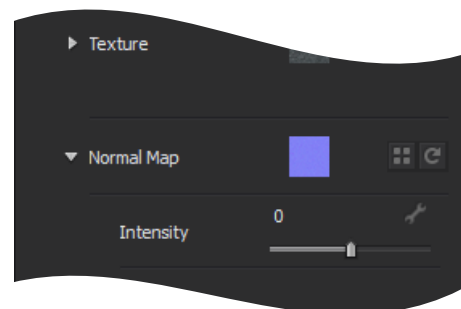


Adjust Map Intensity

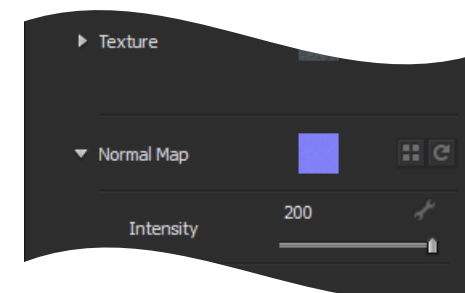
- Adjusting the Normal Map Intensity

Adjust the intensity of the Normal Map by using the slider or changing the number value.

Intensity 0



Intensity 200

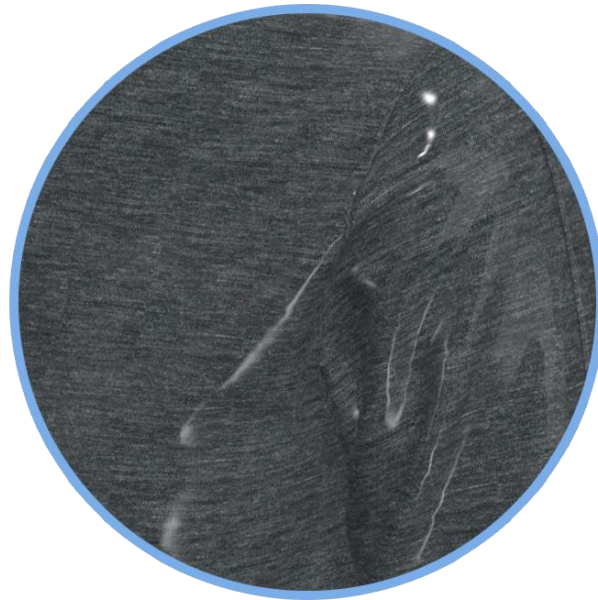


Adjust Map Intensity

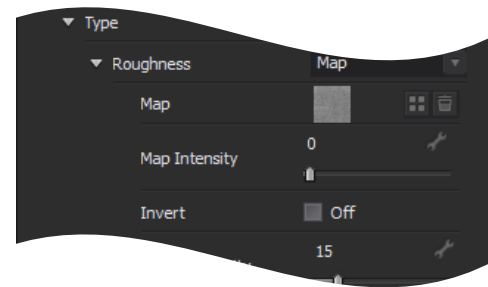
- Adjusting the Roughness Map Intensity

Adjust the intensity of the Roughness Map to express the Fabric shininess.

Intensity 0



Intensity 100





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