



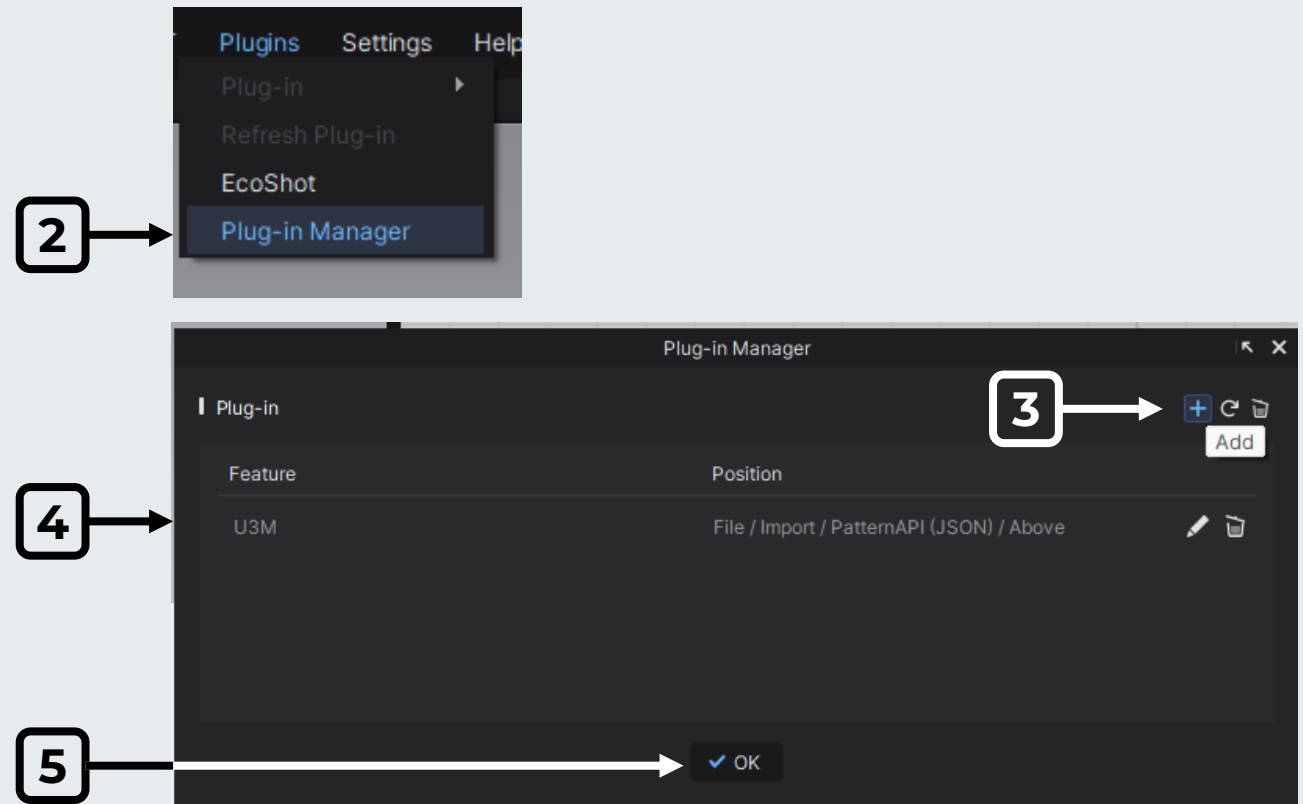
U3M to CLO Plugin - Installation

Compatible Version: 2025 or newer

Import the Plugin into CLO:

1. Save the Plugin file (.dll) locally on your computer
2. Navigate to Plugins > Plug-in Manager
3. In the Plug-in Manager, click the + icon to add the plugin
4. Locate the provided plugin
5. Press OK

Your plugin is ready to use!





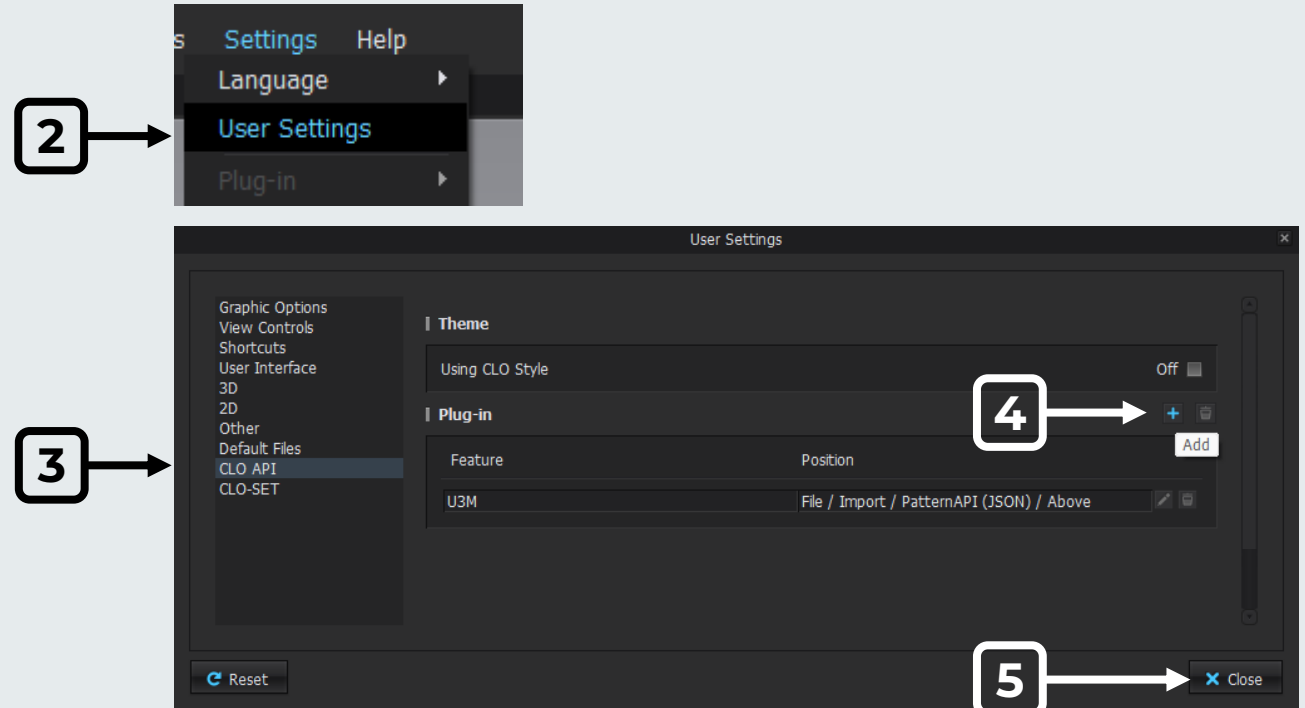
U3M to CLO Plugin – Installation

Compatible Version: 7.3 or older

Import the Plugin into CLO:

1. Save the Plugin file (.dll) locally on your computer
2. Navigate to Settings > User Settings
3. Select the CLO API tab
4. Select the + icon, then locate the plugin
5. Press Close to finish.

Your plugin is ready to use!



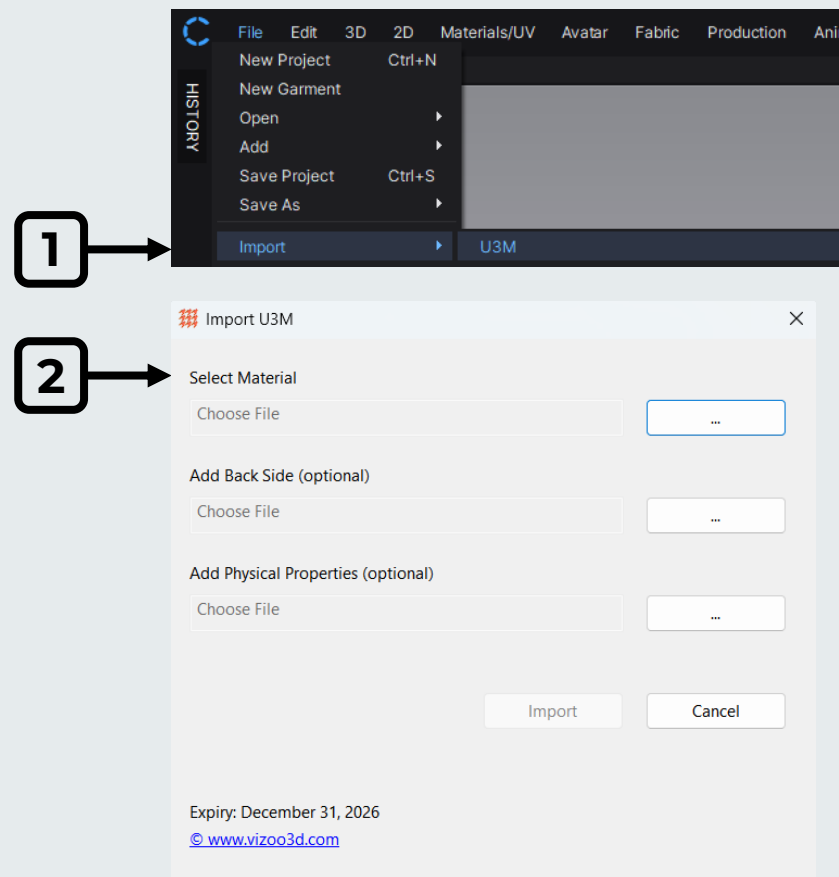


U3M to CLO Plugin - Usage

Import U3M files:

1. Navigate to File > Import > U3M
2. Select your Front Side (.u3m or .u3ma)
3. Optionally, select your back side (.u3m or .u3ma)
4. Optionally, add physical properties separately (.zfab)

Your digital material is ready to use!





U3M to CLO Plugin – Reset to Default Values

After importing your U3M material, your adjustments and other intensity values will also be imported from our [xTex software](#).

If you would like to reset the values back to CLO recommended default values, follow the below guidelines:

Normal Map Intensity: 10

Displacement Map:

Amount (mm): 0

Shift (mm): 0

Clipping (mm): 0

Particle Distance(mm): 0

Opacity: 100

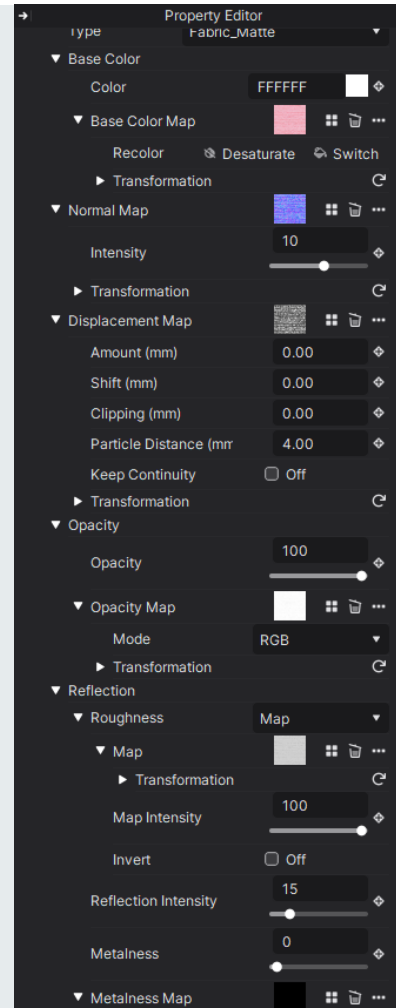
Roughness:

Map Intensity: 100

Reflection Intensity:

Metalness: 0

For more information about materials, see CLO's manual [here](#).



Sample material with default values.