Riendly

Material Studio Pro v1.0.1

batch material previews
made simple

Riendly

Material Studio Pro

Welcome!

Riendly Material Studio Pro is designed to be the easiest way to turn your folder of textures into beautiful preview renders.

Go from "folder of files" to "professional portfolio" in 4 easy steps.

Prerequisites

Before you start, make sure you have Blender 4.3 (or later) installed on your computer. Riendly Material Studio Pro uses Blender's engine to do the heavy lifting!

Step 1: Connect Blender & Folders

Blender Installation:
Click Browse to you Blender.exe. Default location is pre-selected, only change if you installed elsewhere.

Source Folder:
Select the folder where your texture files are located.

Output Settings:
Include Subfolders: If your source folder contains other folders with texture sets, then this will allow Reindly Material Studio Pro to find them. Highly useful for textures with separate subfolders.

Output Format: Option to choose the file format which your renders will be saved as.

Create Separate Preview Folder: Will add a new folder to the source folder where your renders will be placed.

Output subfolder name: This is where your shiny new renders will be saved.

Ouptut Suffix: You can choose the suffix which the file will be saved as. This is helpful when batch rendering hundreds of files.

Overwrite Existing Renders: This will scan the source folder to check if any previous renders exist. If there are, unchecking this will allow the program to skip these textures.
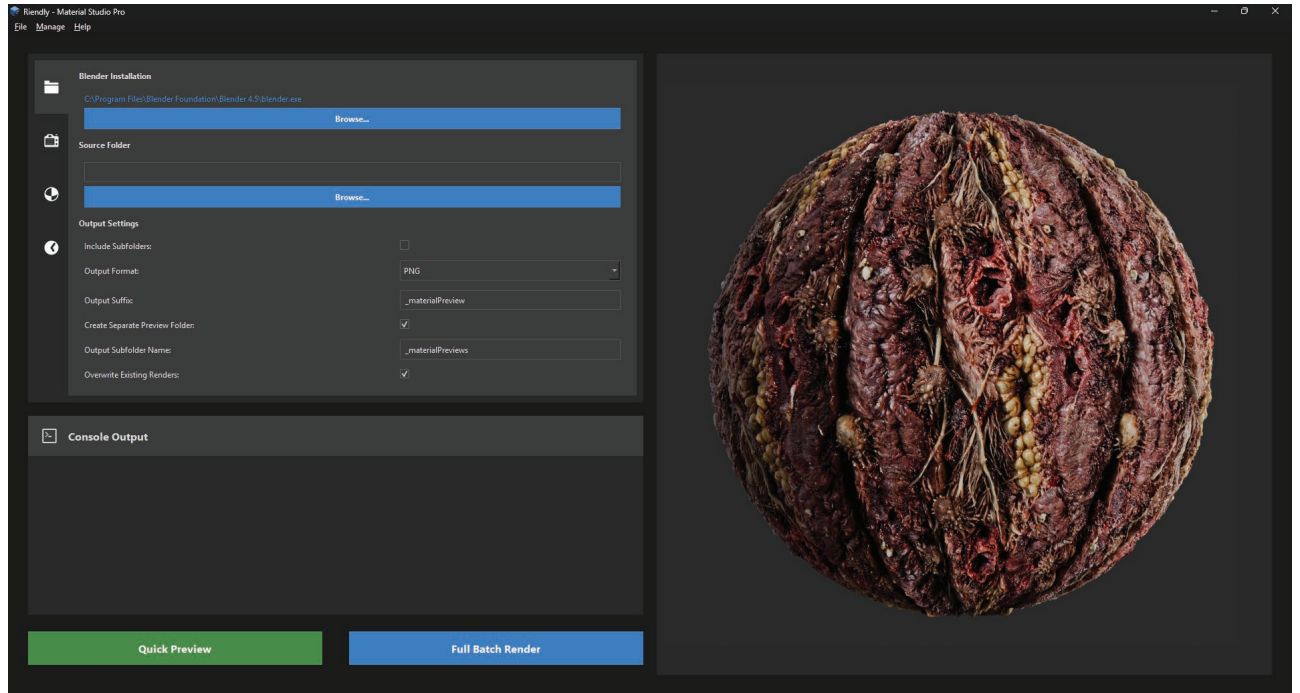
Step 2: Lighting & Environment

Render Settings:

Background Color: Choose a solid color from the menu.

HDRI Environment: Pick a lighting setup to give your material a studio enviroment lighting.

HDRI Exposure: Here you can choose how much the studio lighting will affect your texture.

Render Resolution: Choose how large you want the final output images to be (e.g. 1024x1024).

Render Samples: How detailed your image will be (the default 32 is good/fast enough for most renders).
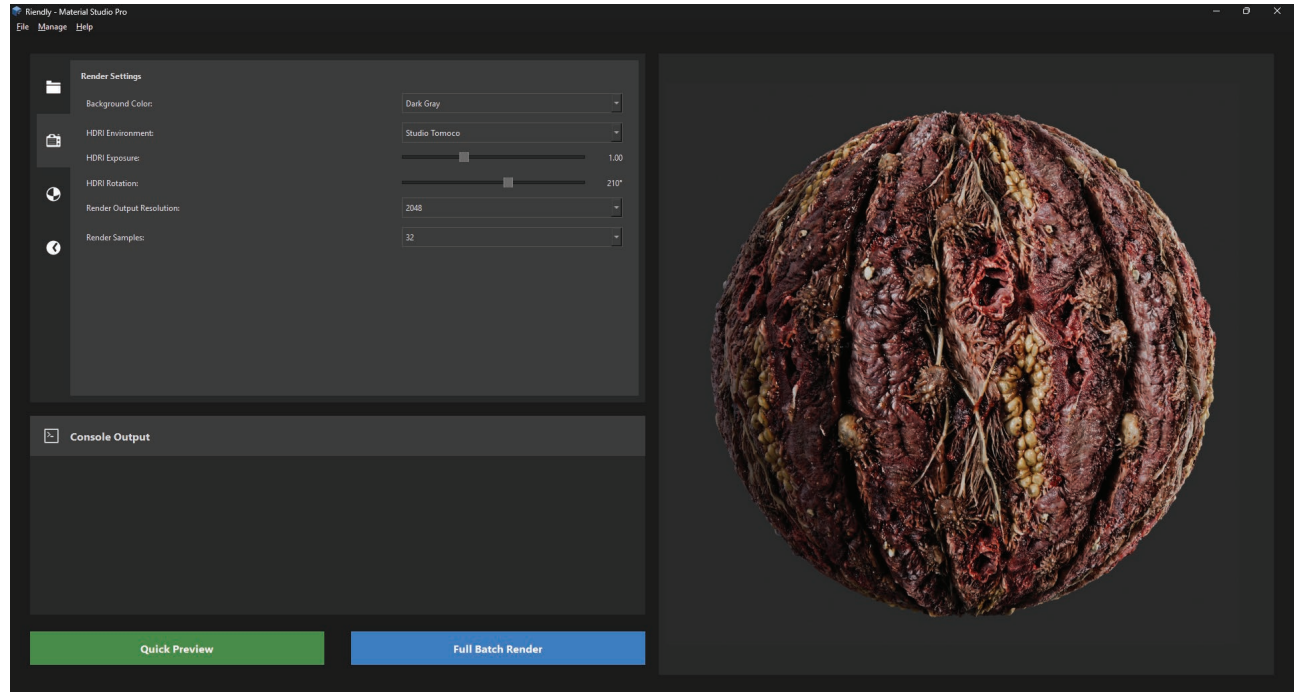
Step 3: Material Calibration

Render Settings:

This is where you tweak how the material feels. You can use the sliders to adjust the global strength of your maps:

Texture Scale: How many times the texture will be repeated on the material preview primitive.

Texture Rotation: You can rotate the material here to get your desired render angle.

Displacement Map Strength: How bumpy/deep the texture looks. A displacement map is a grayscale image that physically raises and lowers a surface's geometry based on its brightness.

Normal/Metallic/Roughness: Fine-tune the surface details and shininess.

Emissive Strength: The default is 0 (off), but sometimes your textures may use an emissive map to create a glowing section of the texture.

Tip: Changes here apply to the whole batch, keeping your library consistent.
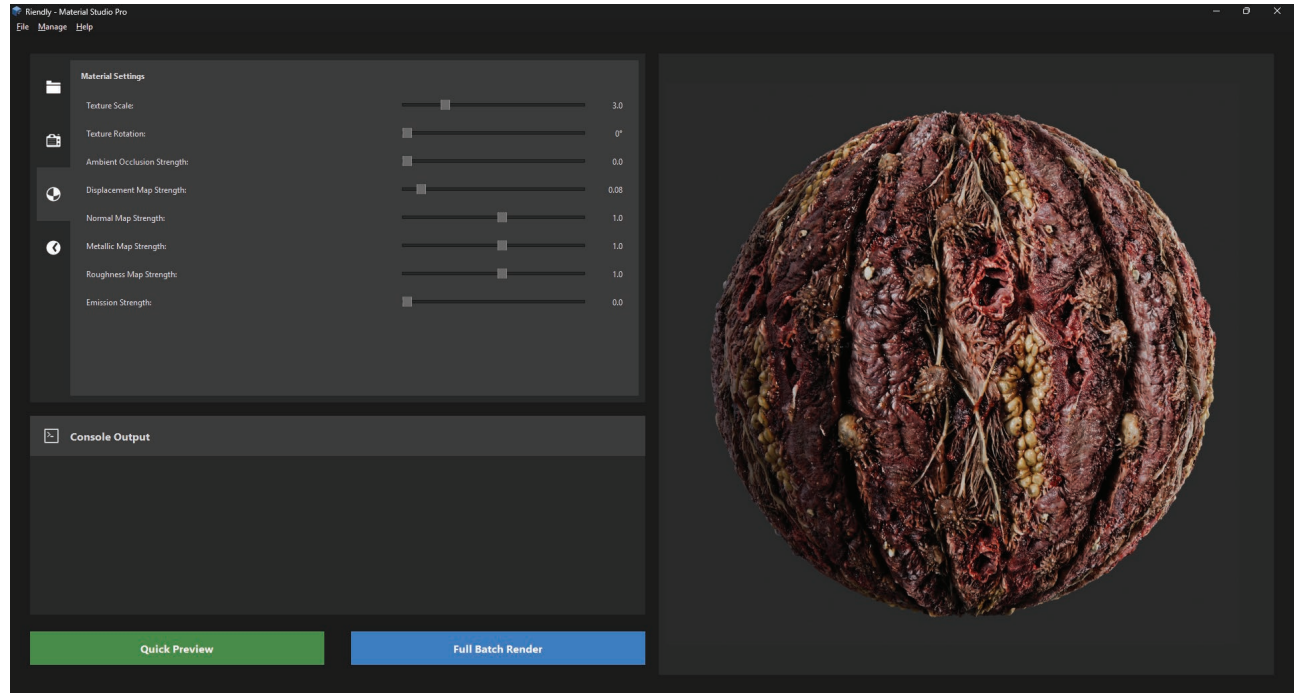
Step 4: Render!

Test it first: To show a low-quality sample of how your renders wil l look with the settings you've chosen, click the green Quick Preview button. The app will render just one material so you can check if your lighting and settings look good.

Do it all: Happy with the preview? Click the blue Full Batch Render button. Sit back and watch the progress bar zip through your library!

Need Help?
If you get stuck or find a bug, drop us a line at
jay@pollycreative.com.
Happy Rendering!