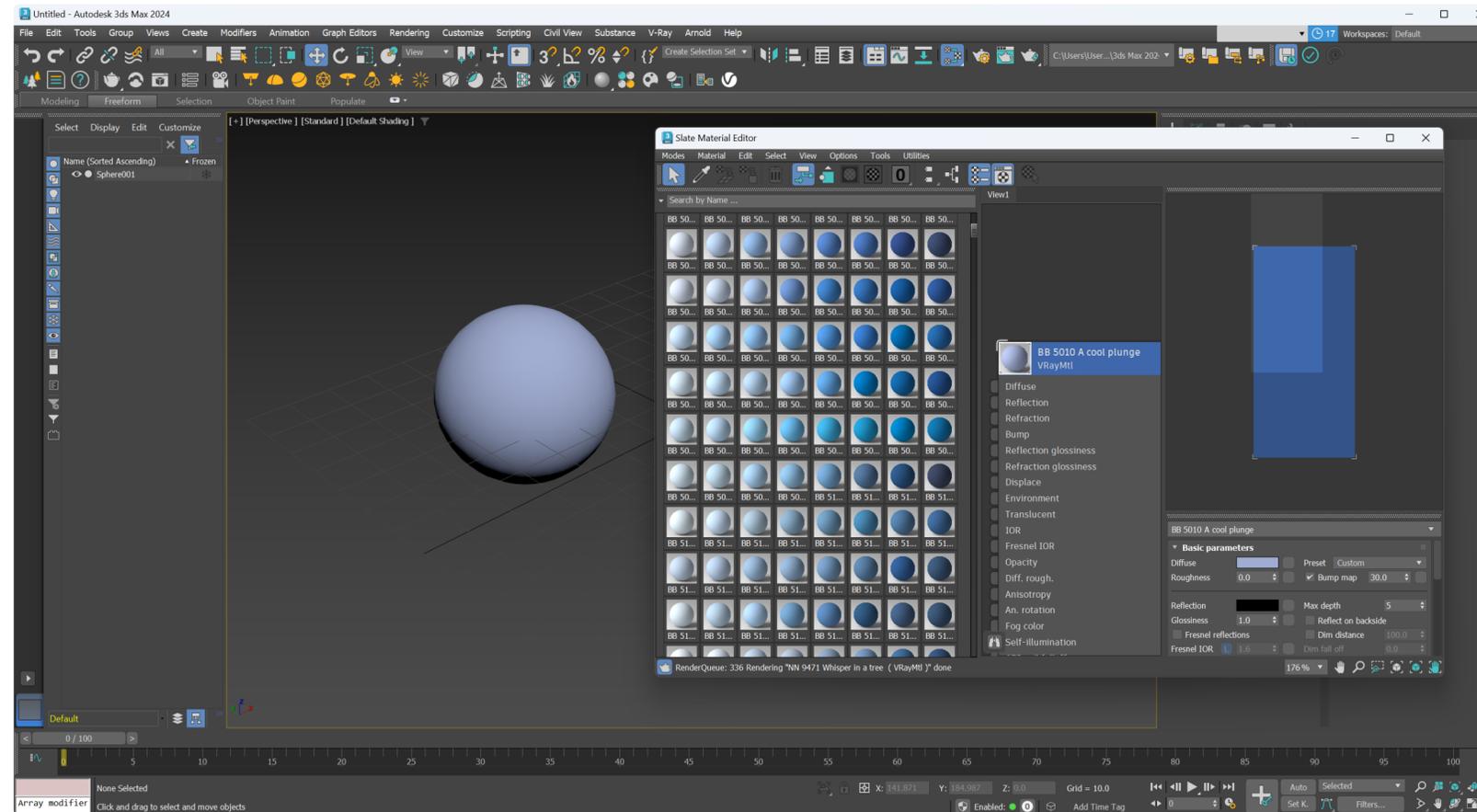




BirlaOpus Colour Library 3ds Max User Guide

Version 1 / March 2024



Birla Opus Colour Library -
Soft Sheen Finish 2021

This file format can be used in 3ds Max with Vray, as shown above.

Colour Code

YY1000
A

Each colour code has a two letter prefix (labelled A) that corresponds to a specific colour family as shown below

Whites
WW 0000



Yellows
YY 1000



Oranges
YR 2000



Reds
RR 3000



Purples
PP 4000



Blues
BB 5000



Blue-Greens
BG 6000



Greens
GG 7000



Yellow-Greens
YG 8000

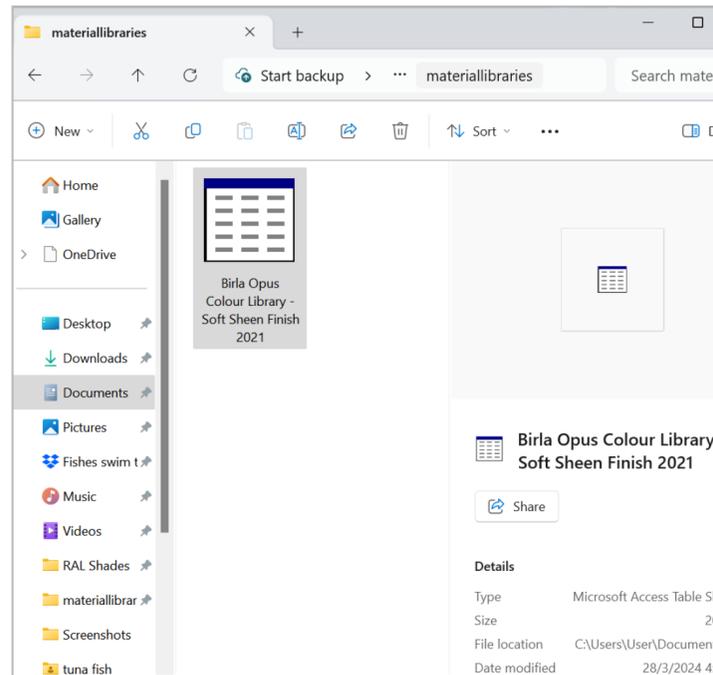


Neutrals
NN 9000



1 Download

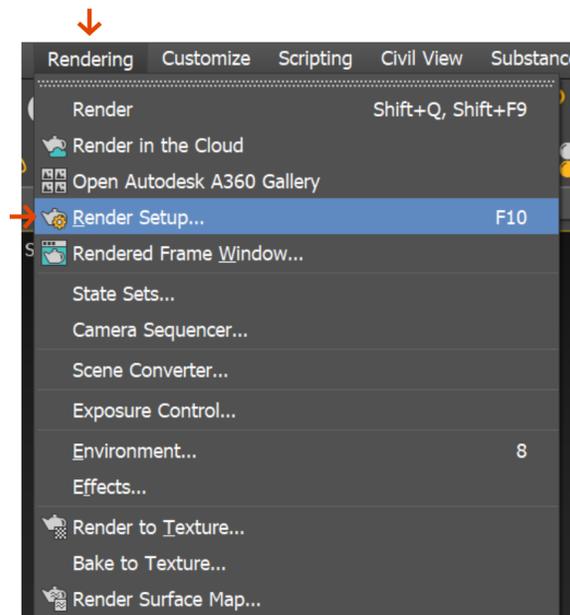
Download the .MAT file from the BirlaOpus website. Save it in the default materiallibraries folder for 3ds Max under <3ds Max Program Folder> \materiallibraries



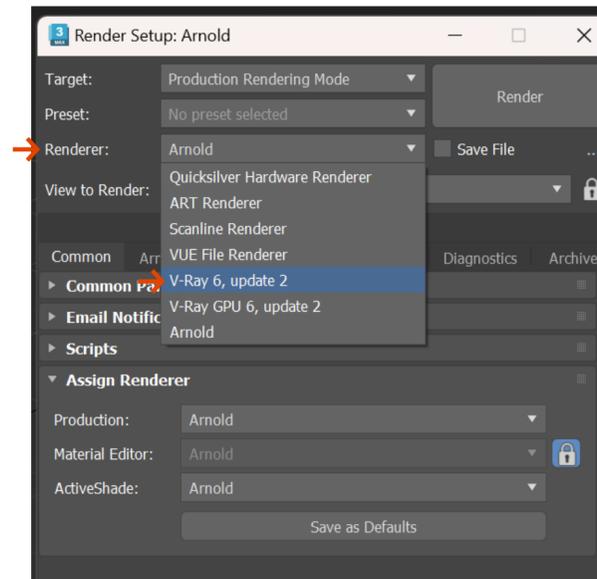
Default location in Windows -
C:\Users\USERNAME\Documents\3dsMax
\materiallibraries

2 Set Renderer

Open 3ds max. In the top menu, go to **Rendering** > **Render Setup** or press "F10".

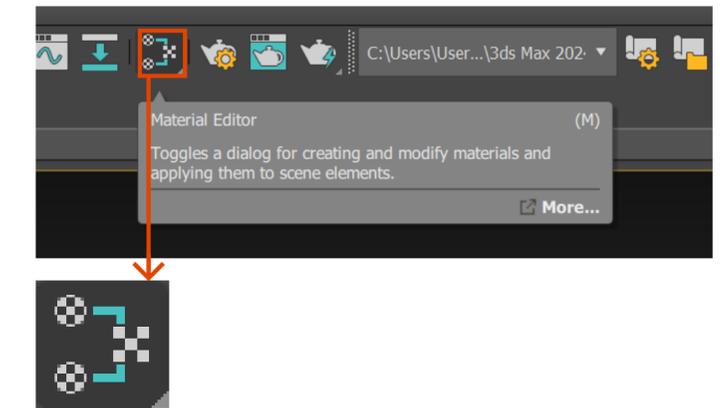


Click on the drop-down menu for **Renderer** and select **Vray**. Then close this pop-up window.



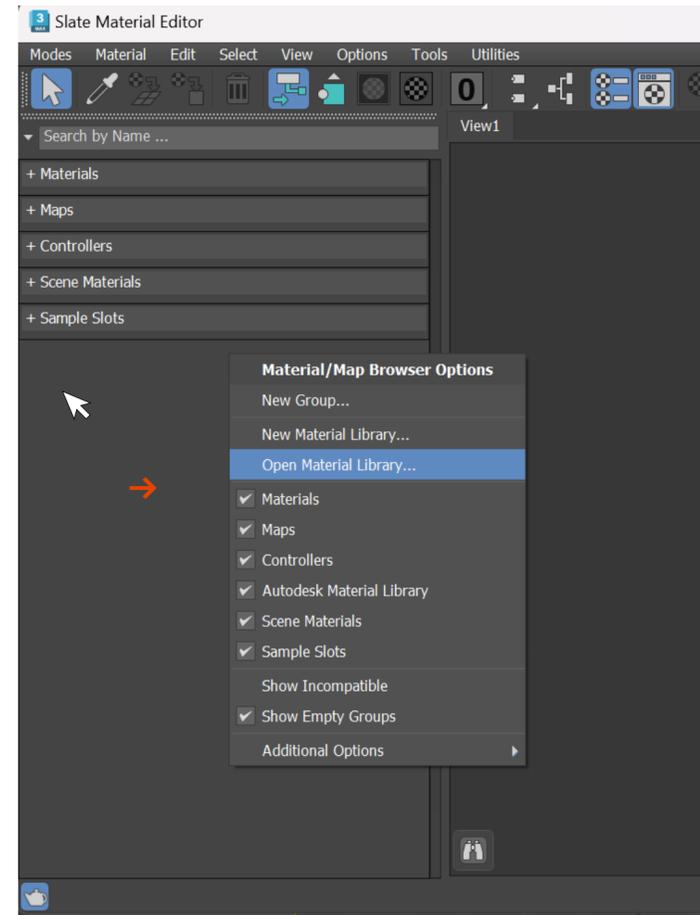
3 Open Material Editor

Press "M" or press the icon indicated on the top menu, to open the **Material Editor**.

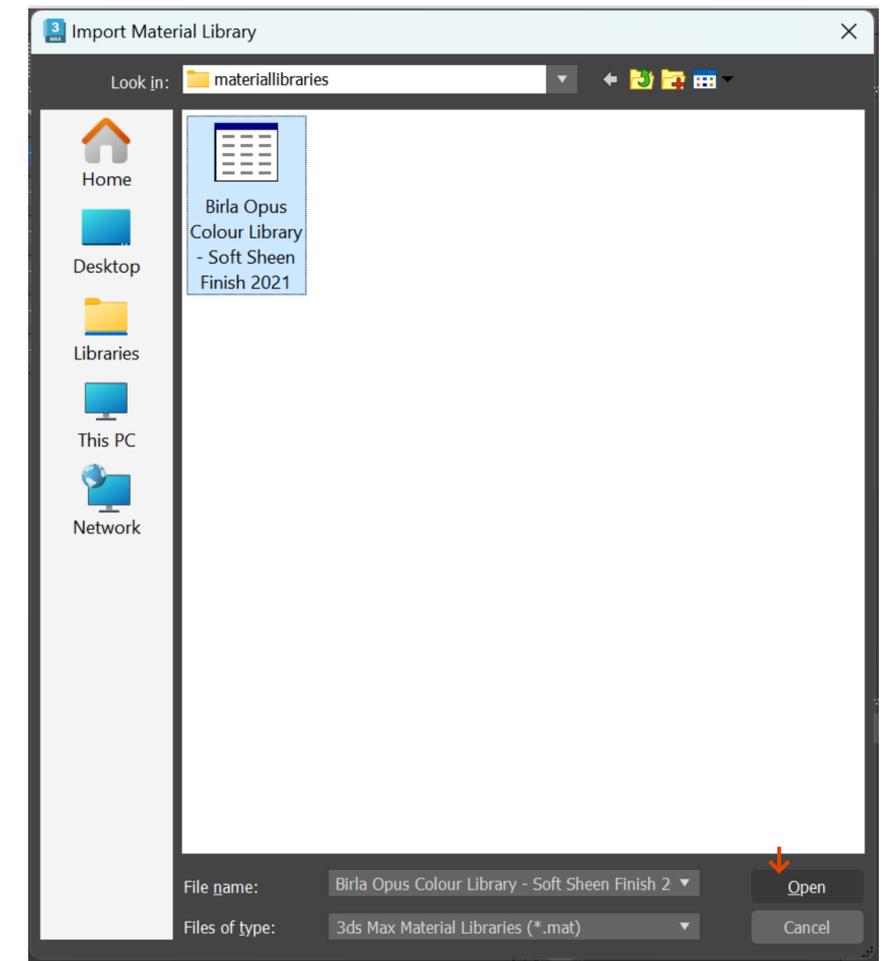


4 Import Library

The **Slate Material Editor** window will pop-up. Right-click on the empty space in the **Material/Map Browser** panel (as shown) to open **Material/Map Browser Options** and select **'Open Material Library'**.



Find the Material Library (MAT file) saved on your computer and click Open. The **'Birla Opus Colour Library'** should now appear on the Material/Map Browser panel.



5 Explore And Use

Click on '**Birla Opus Colour Library**' to view its contents. Scroll to explore the colours. Or type the colour code or colour name in the search bar to find a specific colour.

Right-click on the library name and select the desired preview style – 'Icons and Text' or 'Medium/Small/Large Icon' – using the 'Display Material Library As' option.

Enjoy applying the vast range of **Birla Opus** colours to your projects.

