

<shapeName>

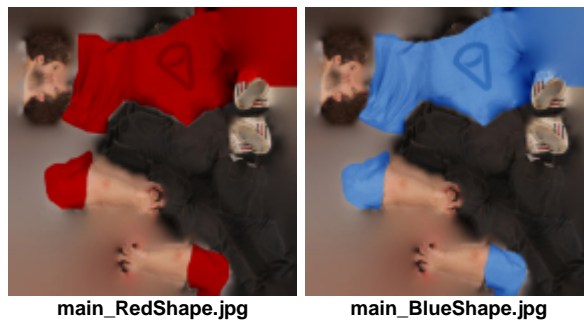
The texture token <shapename> provides a direct connection between the name of the mesh and the texture name, replacing the name of the 'shape' at render time.

Workflow

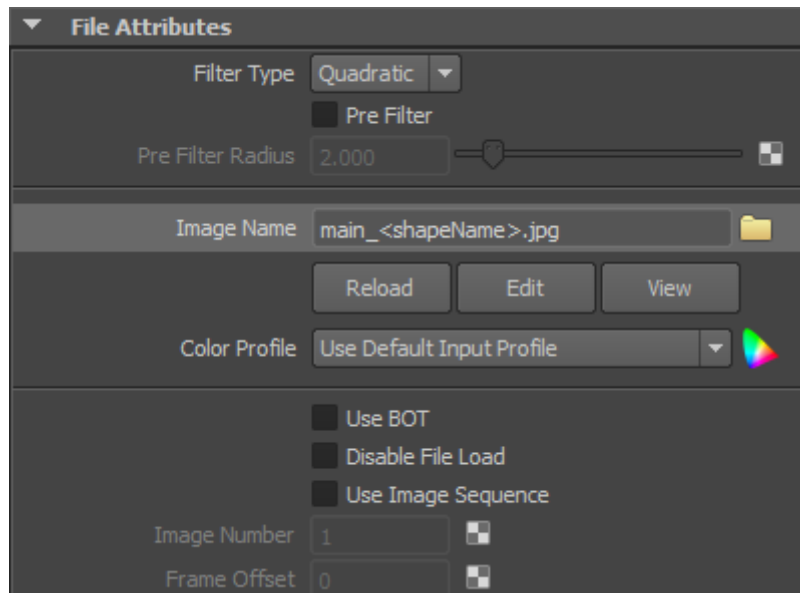
- Rename the textures to:

main_BlueShape.jpg

main_RedShape.jpg



- Add 'main_<shapename>.jpg' to the image name of the file texture that is assigned to both meshes in Maya.



- Rename the meshes to 'Red' and 'Blue' and the textures will automatically be replaced.

