

Convert Materials

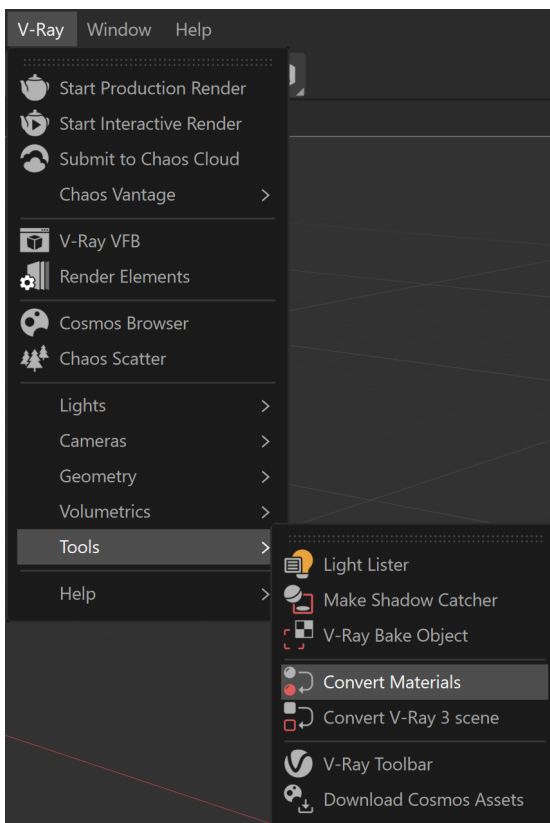
This page provides information about the Convert Materials Tool.

Overview

The Convert Materials tool converts **native Cinema 4D materials**, **Redshift materials**, and V-Ray Classic Materials into V-Ray Node Materials, and Cinema 4D and V-Ray Node Materials into classic V-Ray materials.

For a list of all the shaders supported by V-Ray and V-Ray GPU, please see the [Supported Features](#) page.

UI Path: V-Ray > Tools > Convert Materials



Options

Select from the Convert tabs whether only the **Selected Materials** or **All Materials** are converted.

Delete Original Material – When enabled, the original material is deleted, leaving only the output material in the scene.

Replace Assigned Materials – Replaces all the materials that appear in texture tags of objects in the document with the provided replacements in the conversion map.

Continue on Error – Forces the conversion to continue even if an error is encountered. The error is logged.

Convert to Classic – When enabled, converts native Cinema 4D nodes and V-Ray nodes to classic V-Ray materials.

In-place Node Conversion – Reuses the existing node material when converting a node material from a different (non-V-Ray) node space. This allows you to keep the original materials, while getting the V-Ray equivalent.

