



Forum: Questions & Réponses

Topic: Texture baké devient noir

Subject: Re: Texture baké devient noir

Posté par: skatekitchen

Contribution le : 26/11/2021 15:30:48

Voilà

```
bpy.ops.object.material_slot_add()
bpy.context.object.active_material_index = 2
bpy.context.object.active_material_index = 2
bpy.ops.material.new()
bpy.context.object.active_material_index = 2
bpy.context.object.active_material.name = "Palm_Unique"
bpy.ops.node.select(wait_to_deselect_others=False, mouse_x=740, mouse_y=455, extend=False,
deselect_all=True)
bpy.ops.node.delete()
bpy.ops.node.add_node(type="ShaderNodeBsdfDiffuse", use_transform=True)
bpy.ops.node.translate_attach_remove_on_cancel(TRANSFORM_OT_translate={"value":(-6.96278,
-311.806, 0), "orient_type": "#039;GLOBAL#039;", "orient_matrix":((1, 0, 0), (0, 1, 0), (0, 0, 1)),
"orient_matrix_type": "#039;GLOBAL#039;", "constraint_axis":(False, False, False), "mirror":True,
"use_proportional_edit":False, "proportional_edit_falloff": "#039;SMOOTH#039;",
"proportional_size":1.21, "use_proportional_connected":False, "use_proportional_projected":False,
"snap":False, "snap_target": "#039;CLOSEST#039;", "snap_point":(0, 0, 0), "snap_align":False,
"snap_normal":(0, 0, 0), "gpencil_strokes":False, "cursor_transform":False, "texture_space":False,
"remove_on_cancel":True, "release_confirm":False, "use_accurate":False,
"use_automerge_and_split":False}, NODE_OT_attach={}, NODE_OT_insert_offset={})
bpy.ops.node.select(wait_to_deselect_others=True, mouse_x=435, mouse_y=349, extend=False,
deselect_all=True)
bpy.ops.node.link(detach=False, has_link_picked=False, drag_start=(176.446, 203.682))
bpy.ops.node.select(wait_to_deselect_others=True, mouse_x=431, mouse_y=354, extend=False,
deselect_all=True)
bpy.ops.node.link(detach=False, has_link_picked=False, drag_start=(169.483, 212.392))
bpy.ops.node.add_search(use_transform=True, node_item="#039;47#039;);
bpy.ops.node.translate_attach_remove_on_cancel(TRANSFORM_OT_translate={"value":(-159.194,
55.6483, 0), "orient_type": "#039;GLOBAL#039;", "orient_matrix":((1, 0, 0), (0, 1, 0), (0, 0, 1)),
"orient_matrix_type": "#039;GLOBAL#039;", "constraint_axis":(False, False, False), "mirror":True,
"use_proportional_edit":False, "proportional_edit_falloff": "#039;SMOOTH#039;",
"proportional_size":1.21, "use_proportional_connected":False, "use_proportional_projected":False,
"snap":False, "snap_target": "#039;CLOSEST#039;", "snap_point":(0, 0, 0), "snap_align":False,
"snap_normal":(0, 0, 0), "gpencil_strokes":False, "cursor_transform":False, "texture_space":False,
"remove_on_cancel":True, "release_confirm":False, "use_accurate":False,
"use_automerge_and_split":False}, NODE_OT_attach={}, NODE_OT_insert_offset={})
bpy.context.scene.tool_settings.use_snap = False
bpy.ops.node.select(wait_to_deselect_others=True, mouse_x=449, mouse_y=349, extend=False,
deselect_all=True)
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bpy.ops.node.link(detach=False, has_link_picked=False, drag_start=(-63.741, 187.515))
bpy.data.window_managers["WinMan"].(null) = "Palm_Dif_Uniq"
bpy.data.window_managers["WinMan"].(null) = False
bpy.context.object.active_material_index = 1
bpy.ops.node.add_search(use_transform=True, node_item="#039;47#039;)
bpy.ops.node.translate_attach_remove_on_cancel(TRANSFORM_OT_translate={"value":(141.748,
106.932, 0), "orient_type":#039;GLOBAL#039;, "orient_matrix":((1, 0, 0), (0, 1, 0), (0, 0, 1)),
"orient_matrix_type":#039;GLOBAL#039;, "constraint_axis":(False, False, False), "mirror":True,
"use_proportional_edit":False, "proportional_edit_falloff":#039;SMOOTH#039;,
"proportional_size":1.21, "use_proportional_connected":False, "use_proportional_projected":False,
"snap":False, "snap_target":#039;CLOSEST#039;, "snap_point":(0, 0, 0), "snap_align":False,
"snap_normal":(0, 0, 0), "gpencil_strokes":False, "cursor_transform":False, "texture_space":False,
"remove_on_cancel":True, "release_confirm":False, "use_accurate":False,
"use_automerge_and_split":False}, NODE_OT_attach={}, NODE_OT_insert_offset={})
bpy.context.object.active_material_index = 0
bpy.ops.node.add_search(use_transform=True, node_item="#039;47#039;)
bpy.ops.node.translate_attach_remove_on_cancel(TRANSFORM_OT_translate={"value":(-25.0785,
56.7395, 0), "orient_type":#039;GLOBAL#039;, "orient_matrix":((1, 0, 0), (0, 1, 0), (0, 0, 1)),
"orient_matrix_type":#039;GLOBAL#039;, "constraint_axis":(False, False, False), "mirror":True,
"use_proportional_edit":False, "proportional_edit_falloff":#039;SMOOTH#039;,
"proportional_size":1.21, "use_proportional_connected":False, "use_proportional_projected":False,
"snap":False, "snap_target":#039;CLOSEST#039;, "snap_point":(0, 0, 0), "snap_align":False,
"snap_normal":(0, 0, 0), "gpencil_strokes":False, "cursor_transform":False, "texture_space":False,
"remove_on_cancel":True, "release_confirm":False, "use_accurate":False,
"use_automerge_and_split":False}, NODE_OT_attach={}, NODE_OT_insert_offset={})
bpy.context.space_data.context = #039;RENDER#039;
Circular dependency for image "Palm_Dif_Uniq" from object "Circle.001"
Baking map saved to internal image, save it externally or pack it
bpy.ops.image.save_as(save_as_render=False, filepath="//Palm_Dif_Uniq.jpg", relative_path=True,
show_multiview=False, use_multiview=False)
Saved "PalmTree final versionbaké.blend"
bpy.context.space_data.context = #039;OBJECT#039;
bpy.context.space_data.context = #039;DATA#039;
bpy.context.object.data.active_index = 0
bpy.ops.mesh.uv_texture_remove()
bpy.context.space_data.context = #039;MATERIAL#039;
Unable to remove material slot in edit mode
bpy.ops.object.editmode_toggle()
bpy.ops.object.material_slot_remove()
bpy.ops.object.material_slot_remove()
bpy.context.scene.hide_viewport = False
bpy.context.scene.hide_viewport = False
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bpy.context.scene.hide_viewport = False
bpy.ops.outliner.item_activate(extend=False, deselect_all=True)
bpy.ops.outliner.item_activate(extend=False, extend_range=True, deselect_all=True)
bpy.ops.object.join()
bpy.ops.outliner.item_activate(extend=True, deselect_all=True)
bpy.ops.object.join()
bpy.ops.outliner.item_activate(extend=False, deselect_all=True)
bpy.ops.outliner.item_activate(extend=False, deselect_all=True)
bpy.ops.outliner.item_activate(extend=True, deselect_all=True)
bpy.ops.object.join()
bpy.ops.file.pack_all()
Unable to pack file, source path &#039;C:UsersSkateKitchenDocumentsSan Francisco
Maptexturesbrushescraks.png&#039; not found
Packed 12 file(s)
bpy.ops.file.autopack_toggle()
Unable to pack file, source path &#039;C:UsersSkateKitchenDocumentsSan Francisco
Maptexturesbrushescraks.png&#039; not found
Packed 1 file(s)
bpy.ops.file.autopack_toggle()
bpy.ops.file.pack_all()
Unable to pack file, source path &#039;C:UsersSkateKitchenDocumentsSan Francisco
Maptexturesbrushescraks.png&#039; not found
Packed 1 file(s)
```