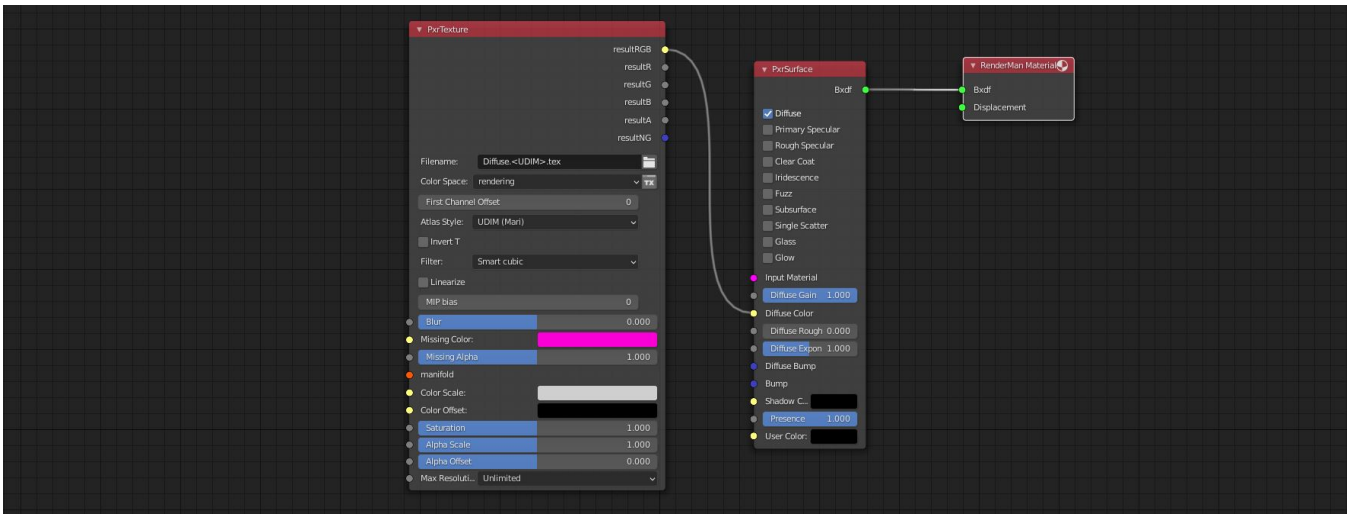
UDIMs in Blender

Working with UDIMs in Blender is very straightforward.

If your textures use the Mari UDIM style and the filename is: **Diffuse.1001.tex**, you need to set the Atlas Style to UDIM (Mari) and in the filename parameter, use **Diffuse.<UDIM>.tex** for the textures to load into their correct UDIMs.

Note : <UDIM> can be in either UPPER or lowercase <udim>



A Mari UDIM example for the first UV tile would be Diffuse.1001.tex where "1001" replaces <UDIM> in the texture filename.

Value	Filename	Atlas Style	Use in path	Alternative
0	Diffuse.1001.tex	UDIM (Mari)	Diffuse.<UDIM>.tex	Diffuse.<udim>.tex
1	Diffuse.U1_V1.tex	UV Tile Base-1 (Mudbox)	Diffuse.<U>_<V>.tex	
2	Diffuse.u0_v0.tex	UV Tile Base-0 (Zbrush)	Diffuse.<u>_<v>.tex	

Please refer to the full PxrTexture page for more information