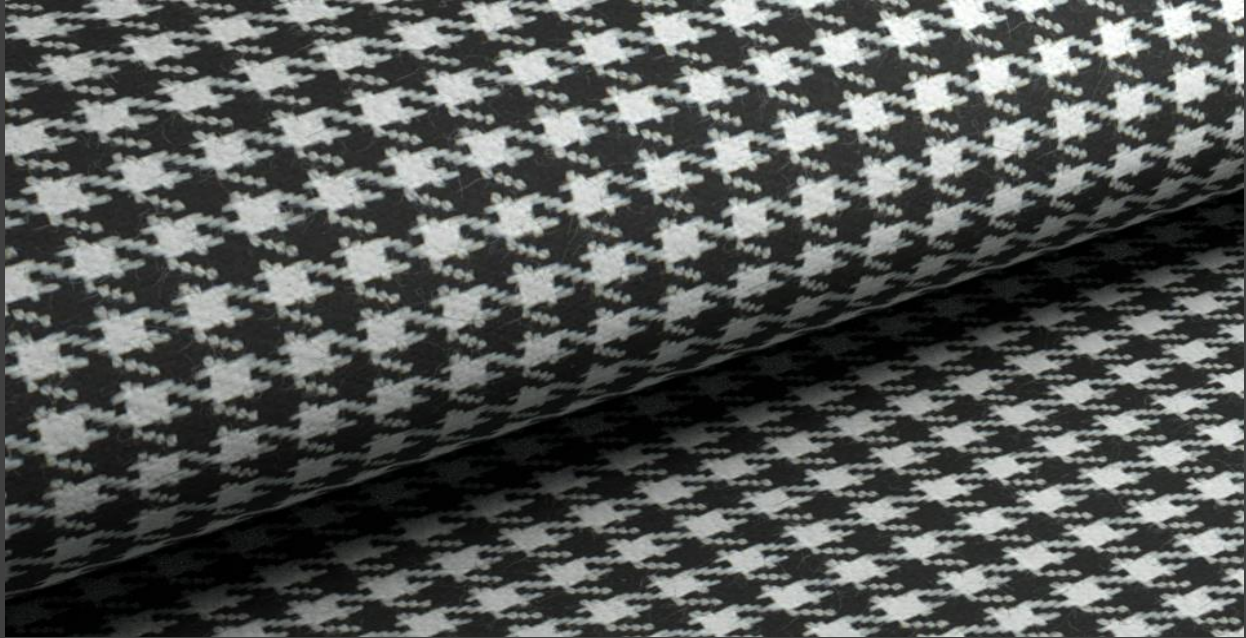


xTex version 2.0 is out now

[18. December 2018 /Announcements](#)



Speed up material creation with xTex 2.0

xTex got a massive overhaul, resulting in more stability and tremendous speed improvements – making texture capturing up to 2 times faster*.

**compared to xTex version 180.*

Please make sure your hardware has at least 8GB RAM for the best performance.

Full U3M support

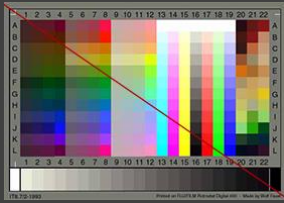
When using the PBR (physically based rendering) mode for capturing textures, your material is now saved as the brand new U3M, the *Unified 3D Material* format (see more details on the U3M [website](#) and in this [press release](#)).

Moreover, your U3M output is now correctly visualized in the 3D preview.

Scanner calibration

Scanner calibration was never easier. A new guide facilitates scanner calibration and makes the process more robust.

Watch our new [Calibration tutorial](#)



IT87 chart

Important note:

The calibration chart IT87 is not supported any more. Visit our [shop](#) to get you updated.

Swatchbook integration

Swatchbook users can now upload their materials directly [from within xTex](#) (see [Press release](#))

Substance export

In a collaborative effort together with Allegorithmic, xTex can now export both a Substance Designer material (.sbs) and a Substance Designer archive (.sbsar).

Experience xTex 2.0 now!

The upgrade to xTex version 2.0 is free for all clients with an active maintenance & support plan. Please visit our customer portal to [download](#) the latest xTex version.

If you do not have an active maintenance & support plan, please contact info@vizoo3d.com if you are interested in obtaining xTex 2.0.

See full Software Release log [here](#)