Matelume 2.0

Reviewer quick start · Released 30 October 2026

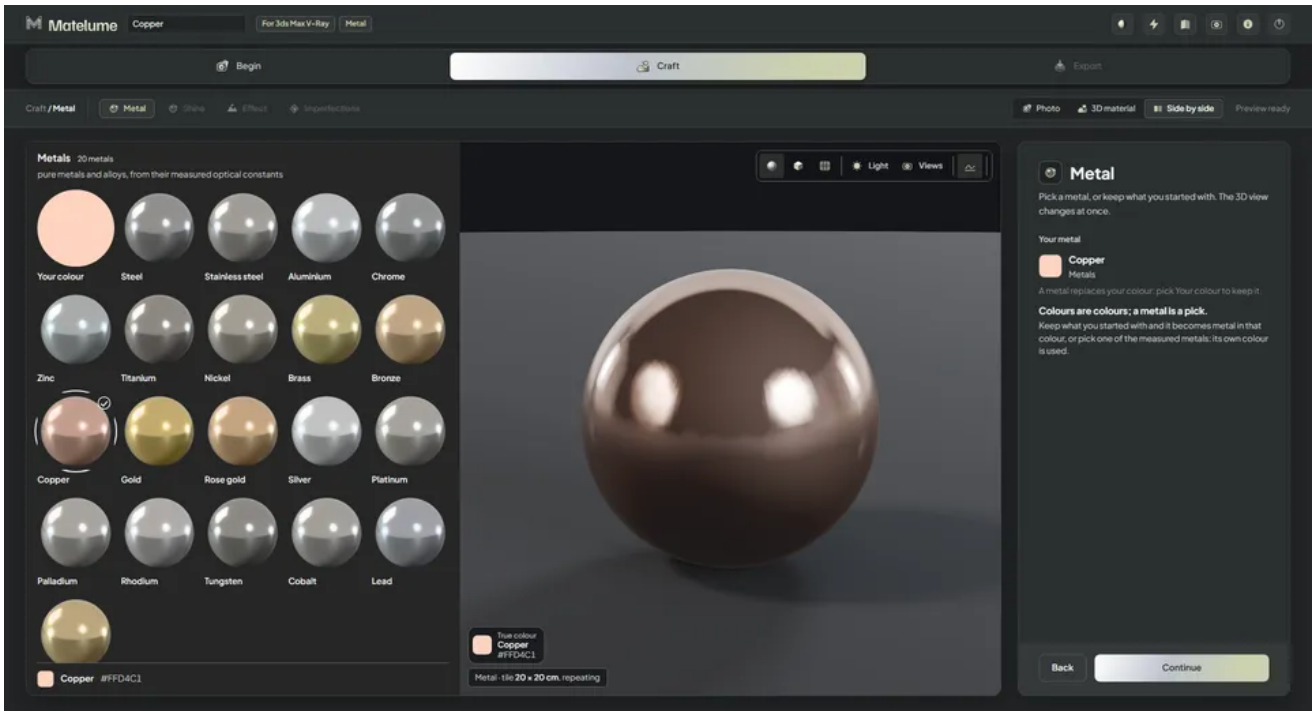
1. Install and arrange access

Download the official Windows setup from matelume.com/download. Run the 2.0 setup over your installed Matelume; it keeps your sign-in and settings. For a new installation, create an account and link your PC. An account and ongoing internet connection are required.

The 14-day trial begins when you link your first PC. It includes every Pro tool, full-size exports and no watermark; Max features are not included. If reviewer access has been agreed separately, give support your registered account email and wait for activation confirmation.

2. Choose a material

Choose Fabric, Marble, Wood, Wall art, Wall paint or Metal. Start from an image you have the right to use, or from a colour. Set the software you use and the real-world size of the material.



Copper in the Matelume 2.0 Studio.

3. Keep the idea yours

Try a reference you actually need for a room. Judge scale, surface detail and reflections under your own lighting and from your final camera. Your images and material processing stay on your PC.

Ready for your scene

4. Explore the six workflows

Fabric. Set the ground and stitching, choose a construction, and control its real texture size with Construction Scale. Try Washed velvet and Washed suede.

Marble. Set the slab size, repeat if needed, and choose its surface and polish. Dark photos keep their depth.

Wood. Work from one veneer sheet. Set its size, join, soft relief, roughness and gloss, then add wear if needed.

Wall art. Make framed relief from an image. Thickest paint / gel reaches 6 mm; Smudge on the glass reaches the exported glass.

Wall paint. Start from a photo or colour. Set real size, shape the Base, choose a decorative look and adjust the finish.

Metal. Choose among 41 metals, or keep your own colour or image. Set Shine, an effect, and imperfections. Brushed metal exports anisotropy maps.

5. Preview and export

Use Close-up at 30 cm, Furniture at 1.5 m or Room at 4 m to inspect the material. These are preview distances; they do not change the maps. Export for your program, or use Send to Blender. The in-app Cycles render has been removed; render through Blender instead.

The release includes Blender add-on 0.2.2 and 3ds Max package 0.1.2. The Blender add-on connects brushed-metal anisotropy maps. For the supported workflow and setup steps, follow the current Guide.

6. Update, learn and get help

Full visual tour: matelume.com/inside-matelume-2-0
Guide: matelume.com/guide/
Help in the app: Help > Report a problem. Review exactly what will be sent before sending.

When the trial ends, no new materials or exports are available until you buy a plan. Your work is saved, and purchase unlocks the app at once. The trial does not start a paid subscription. Pro remains $15/month or $150/year; Founders keep their plan.

Support: support@matelume.com · matelume.com