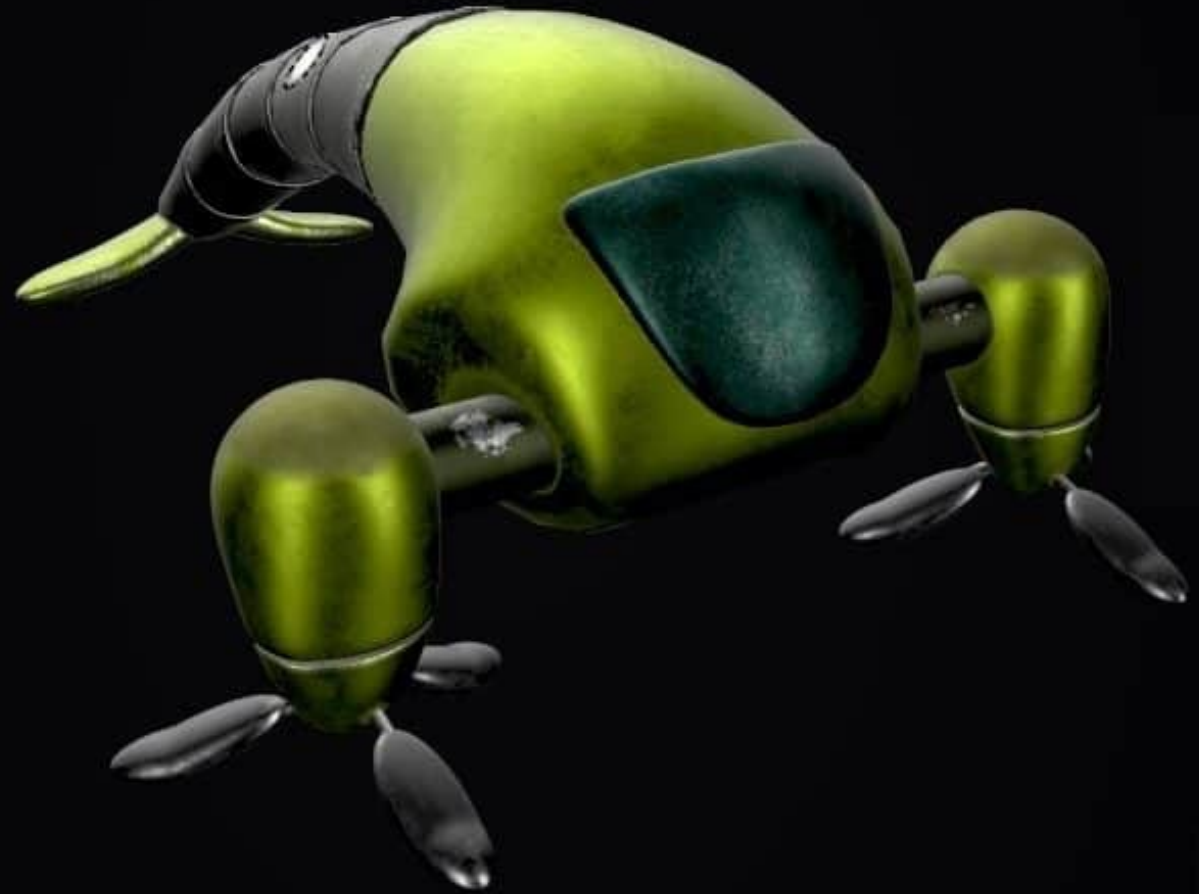
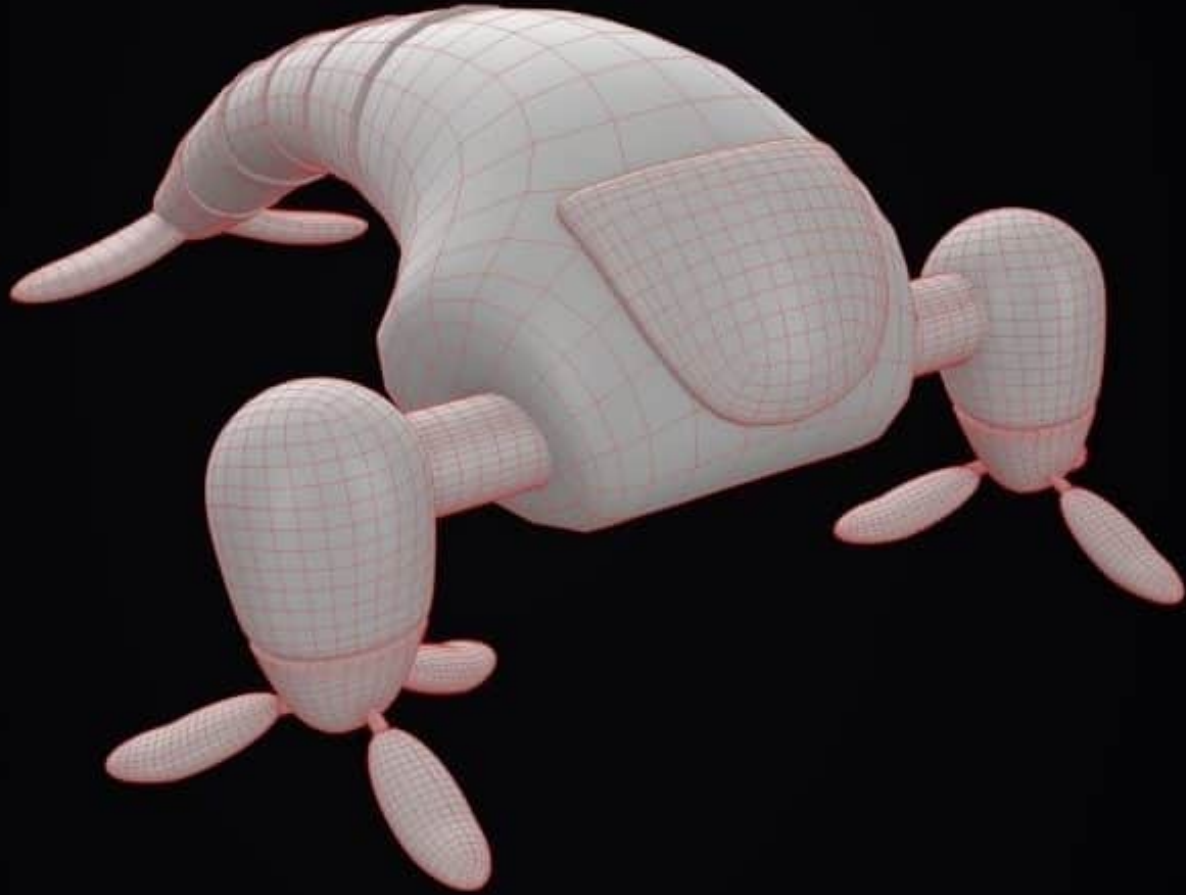


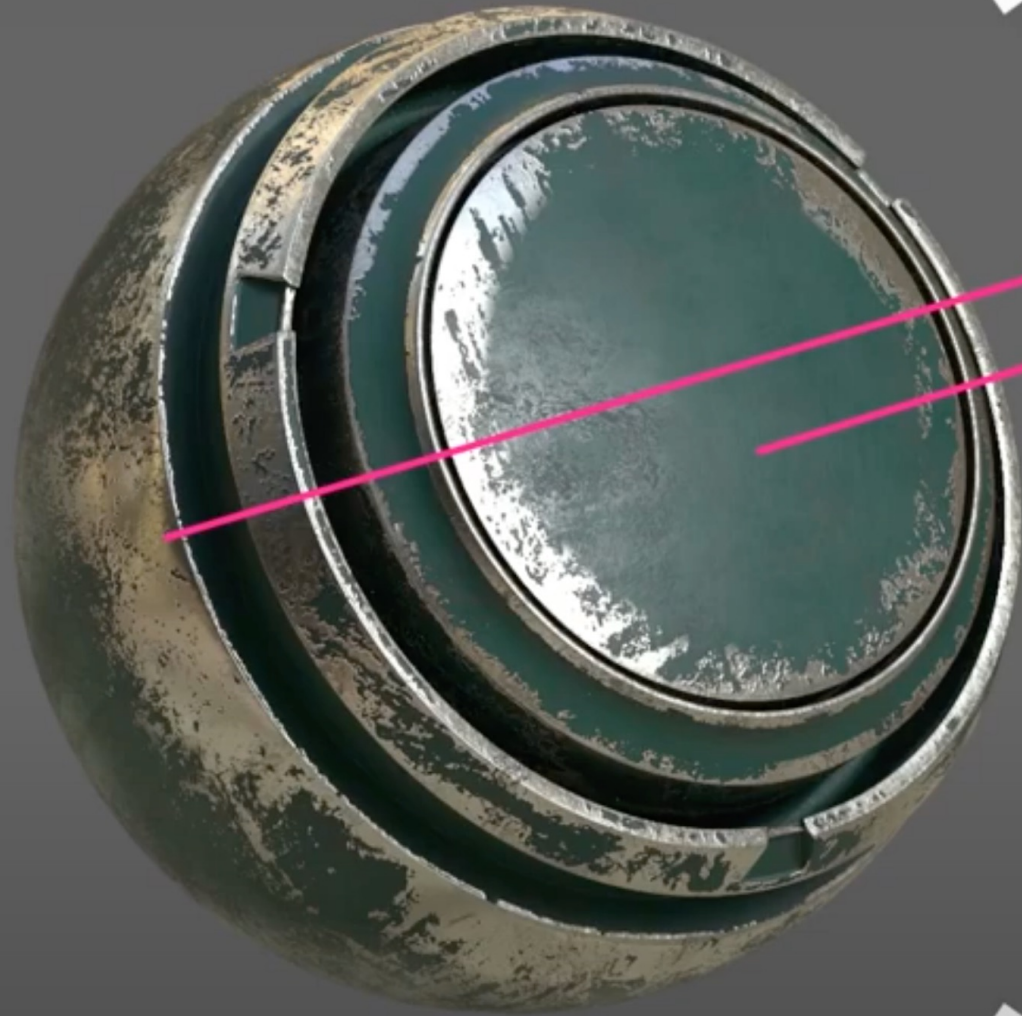
Substance Painter and its Benefits



- Substance Painter

- Specialised texturing tool which utilizes a procedural Physically Based Rendering (PBR) workflow.
- The procedural nature of Substance Painter is probably its biggest advantage over using other texturing tools.
- It allows for masks to be generated based on algorithms instead of hand painting textures. Its due to this you can quickly iterate and achieve results much quicker and easier.

Metallic / Roughness

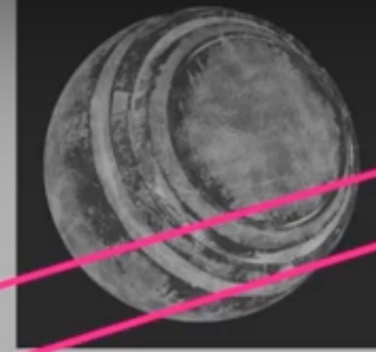


B
A
S
I
C

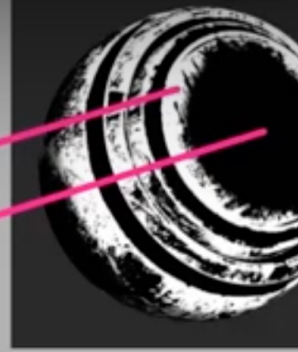
Specular / Glossiness



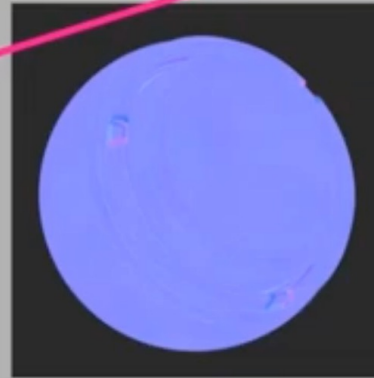
base color



roughness



metallic



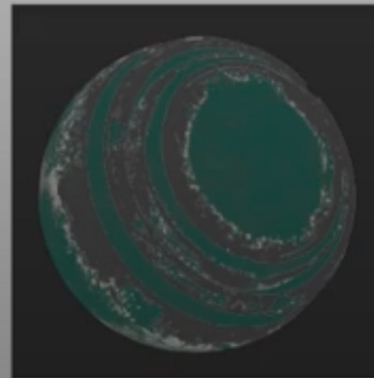
normal



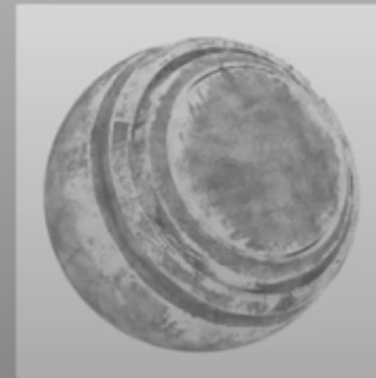
ambient occlusion



height



diffuse



glossiness



specular

**PBR EXPLAINED
IN 3 MINUTES**



- Substance Painter is a specialized tool and as such it primarily only does one thing **Texturing**. What could potentially take hours in other programs you can do in minutes with Substance Painter due to its procedural and PBR workflow.
- Substance Painter has been accepted as an industry standard both in film and games. In 2019 Adobe even went as far as purchasing the company who founded the software Allegorithmic.

- 
- Substance Painter is only one piece of software in a suite of software available. Substance Designer is of particular note. It is a program that helps create custom textures such as the Smart Materials used in Substance Painter.

- **Advantages of Substance Painter**

- There are four main advantages to Substance Painter these include its Procedural Workflow, PBR Workflow, Particle Brushes and the Iray Renderer.

- **What is the Procedural Workflow**

- The procedural workflow basically outlines a set of rules on how a texture should be painted instead of physically hand painting them yourself.

- For example, if you had some kind of metal object that you wanted to age. You could generate a mask to only paint the most elevated parts such a wear and scratches. Then you could do the inverse and create rust and dirt in the crevices

- **PBR Workflow**

Substance Painter utilizes a PBR workflow for its texturing. PBR is a texturing workflow that attempts to emulate real life materials. PBR is a commonly used workflow used by almost all the big 3d modelling programs and game engines including Blender, Maya, Unity & Unreal Engine. This means you will never have trouble finding a compatible program.



Broken Glass



Burn



Electric Lines



Fill



Fracture



Laser Impact



Leaks



Leaks Heavy



Liquid Strea...



Organic Spr...



Puddle



Rain



Rococco



Sand Storm



Splat



Veins



Veins Small



Creature Texturing for Film/TV/Animation

Model Import and Project Setup

