

# Texturing

Tools involving texturing such as Substance Painter, ZBrush, Quixel Mixer and more. Also covers properly set UVs, materials, and more.

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# Model Preparation

It is important you have your 3D model ready before pulling into Substance Painter. Here are the requirements

## Good UVs

Auto-unwrapping generally gets the job done with maybe some setting tweaks for UV packing. But you should NOT be editing the vertex positioning of the UVs. **This creates not only texturing problems, but also lighting problems later!**

## Applied transforms including scale

Example: You take a cube. You stretch the cube on the Y-Axis. You export the cube without applying the scaling or generating new UVs. Now the cube's texture will be weirdly stretched.

## Good Topology

We can go down various rabbit-holes on this subject. [Here is a shorter one.](#)

## TIPS

- Consider a high and low poly version of your model for baking. [What is Baking?](#)
- [The Importance of Texture Baking](#)
- Have your modelling software and model open close by for quick edits
- An entire house as one model is fine, however, texturing that one model is bad. Break up the model into pieces (door, window, wall) and consider using REUSABLE pieces (one window model for all window models)

# Creating your own textures for materials

## About

This section involves creating your own textures for materials used in engines such as Unity or Unreal Engine. Often we use materials from Quixel Megascans, AmbientCG, Adobe Substance, or some asset pack, but it is worth knowing how to make your own textures.

The guides listed focus mostly on building what's called **seamless textures**, or textures that *can* tile over themselves without visible seams that connect the textures.



*Non seamless... Ouch!*



*Seamless (much better)*

## Getting Started

Prerequisites: Some familiarity with Photoshop will be helpful.

Begin with gathering a high quality photo of your soon to be texture. There are many, many guides on how to take the photo, but if you do not have a DSLR camera, an iPhone camera will still do great. Look out for things such as good lighting, no shadows being cast, and keeping your photo shot straight and perpendicular. Take many photos if possible for backups and references (e.g. find other tufts of grass, or turn over the wood plank, etc.)

## Photoshop

These YouTube videos that will explain the process. Feel free to search more as well, or find one specific to the texture you are creating.

### **Base color textures:**

- <https://www.youtube.com/watch?v=owm0R2uDMtY>
- <https://www.youtube.com/watch?v=vE0dR-TWVg4>

### **Normal Maps:**

- <https://www.youtube.com/watch?v=YJqWHsllczY>

### **Normal Map (generator)**

- <https://cpetry.github.io/NormalMap-Online/>

Be careful of using generators. They are approximations based off the image received as input and the algorithms can't determine that your wood photo is actually wood.

## Where to go from here?

This guide covers taking photos, editing photos into seamless textures, and creating normal maps. Consider researching other photoshop tutorials that cover maps such as roughness and metallic.

Other maps, such as shadows, ambient occlusion, cavity, can be generated in modelling tools like Blender or Maya. I recommend assigning these base color and normal maps to your modelling software's materials and producing these additional maps.

When completed, always test your maps and models in their final rendering destination. For SCiL, it is mostly Unreal Engine or Unity.

# Preparing ID Maps in Maya

This is a quick tutorial by *3D Texture Geek* showing how to prepare ID maps for materials in Maya (and also a technique for Substance Painter):

[2 ways to make ID MAPS \(Maya & Substance Painter\)](#)

# Baking maps in Blender

## About

If you wish to bake material IDs, or any other type of baking (similar to what Substance Painter does) I recommend my favorite Blender plugin: **TexTools**.

## Requirements

At the time of this writing, use Blender **4.2.x** which can be found [here](#):

**Textools** can be download [here](#). Click the green Code button and select Download zip. In Blender, go to Edit/Preferences. Select Add-ons on the left. In the top-right most corner is a small down arrow button. Select that button and choose Install from Disk... Select the ZIP you just downloaded. Add-ons are activated by clicking the checkbox if not already.

## Tutorials

Complete Introduction: <https://www.youtube.com/watch?v=rEcJQ6Jdue4>

Material IDs: <https://www.youtube.com/watch?v=FCvQJAgyg3M>

# Substance Painter Tutorials

## **Substance Painter for Beginners Tutorial**

<https://www.youtube.com/watch?v=s2MOx1Iteik>

This is about an hour long video going over the basics for Substance Painter. The video starts with an overview of the UI and general layout of the application and slowly dives into more intricate features. For most people, this is a great intro.

## **EVERYTHING you need to know about SUBSTANCE PAINTER!**

[https://www.youtube.com/watch?v=uBgdLmvK\\_U8](https://www.youtube.com/watch?v=uBgdLmvK_U8)

About 30 minutes long, this video along with its YouTube channel, is the BEST on the internet. However, it is fast-paced and I recommend a familiarity with Adobe Photoshop (or layer/mask based image editor) or have seen the hour-long video listed above.

You can also download the 3D model he uses within the video, just follow along with the instructions while watching.

# Resources for Substance Painter

Lists of additional resources and supplements to Substance Painter. Feel free to add more.

## Substance 3D Community Assets

ArtStation - This will soon change to FAB (fab.com)

ambientCG - Completely free pbr textures. Be sure to download the correct size for your needs!

# Using ID Maps in Substance Painter

This is a useful tutorial by *Alberto Cordero* showing how to use an ID Map in substance painter:

[How to use ID maps in Substance 3D Painter](#)

# PBR Tools

Normal Map Generator: <https://cpetry.github.io/NormalMap-Online/>

ORM Texture Generator: <https://www.flowkit.app/orm-generator>