Baking maps in Blender

About

This page has been updated to use the plugin PAWS: Bakery

Installation

1. Open **Blender**
2. Go to **Edit/Preferences/Get Extensions**. Enable Online Access if instructed
3. Search for **PAWS: Bakery** and click **install**

How To Use

In this example, I'll show how to create a Material ID map. I'm assuming your model has 1 material.

1. Save your project (the plugin won't work properly otherwise).
2. Create (temporary) new materials with different colors, like red, blue, green, etc. Assign these materials to different faces of your mesh. These colors represent the different surface areas on the material ID, like wood, stone, metal, etc.
3. Press **N** on your keyboard and choose **PAWSBKR** on the right.
4. In **Simple Mode** (default), set **Size** (2048 for example), set the **Type** (Material ID, although Color(Emit) is okay too), and any other settings you need.
5. Press **BAKE SELECTED**.
6. Navigate to your project folder and find the material ID along with any other maps you baked.
7. Delete the temporary materials you created when baking.

Other Tools

TexTools (community fork from the original)

BakeMaster (requires an older version of Blender) - For SU students

Baking just the ID map (no plugin)

https://www.youtube.com/embed/Lz8TYfc6P48?si=dJqhfsFznf_DSc2W

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