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

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