

# 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/embed/rEcJQ6Jdue4?si=eaUkKIUDNsSDWOzB>

Material IDs:

<https://www.youtube.com/embed/FCvQJAgyg3M?si=XQ0NYdUeo-8evMiu>

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