

# 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: **BakeMaster**.

If you wish to bake just material IDs without a plugin, that guide is below as well.

*Textools was my previous favorite but for now it only works up through Blender 3.2 although some contributors have forked the project to make it work with newer versions.*

## Requirements

For SU students, **BakeMaster** can be downloaded [here](#).

Most of these baking tools make use of Blender's **Cycles** engine (not EEVEE).

## Tutorials

Bakemaster introduction

<https://www.youtube.com/embed/65V1fvESmck?si=njiVSDzh3ITkXOMR>

Baking just the ID map (no plugin)

[https://www.youtube.com/embed/Lz8TYfc6P48?si=dJqhfsFzfn\\_DSc2W](https://www.youtube.com/embed/Lz8TYfc6P48?si=dJqhfsFzfn_DSc2W)

---

Revision #4

Created 2025-01-17 14:45:54 UTC by Wes

Updated 2025-09-16 13:36:23 UTC by Wes