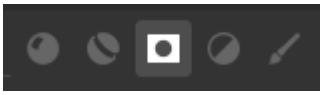
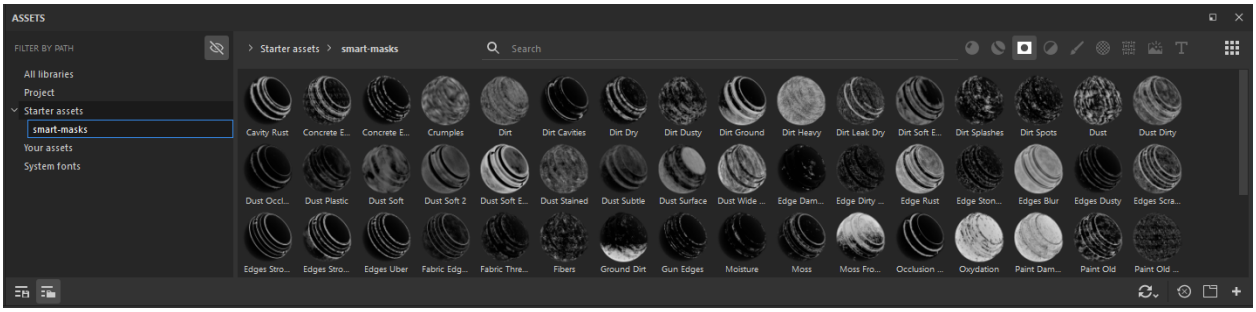
How to use Smart Masks in Substance Painter

Open your substance project

You can find the **smart masks** in the **assets folder**. It's a **“rectangle with a hole” icon** next to smart materials.





To show how to use the smart masks I will use this **table** as an **example**

This is how it looks **before** any smart mask applied



First **select** your **smart mask** drag and **drop** it in the **layers tab**

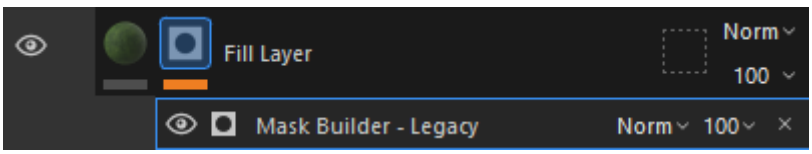
I choose **moss** for the table

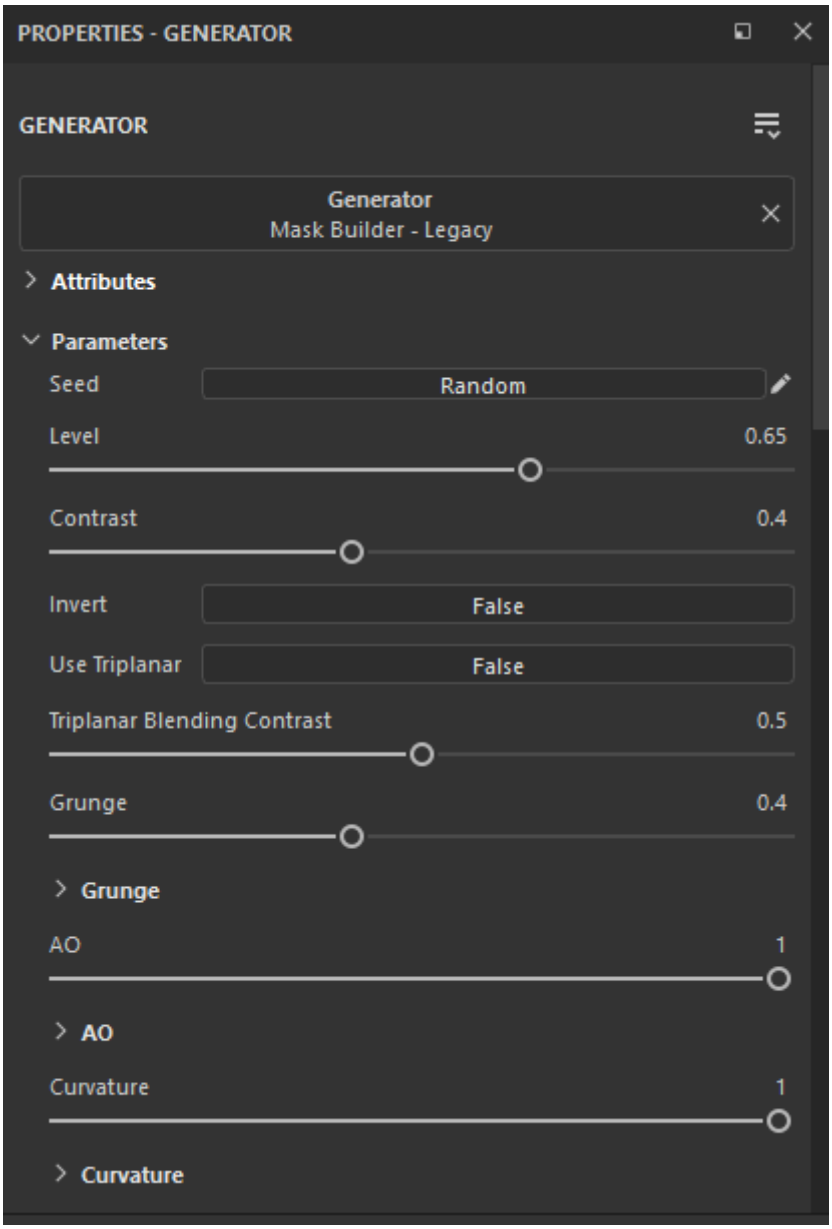


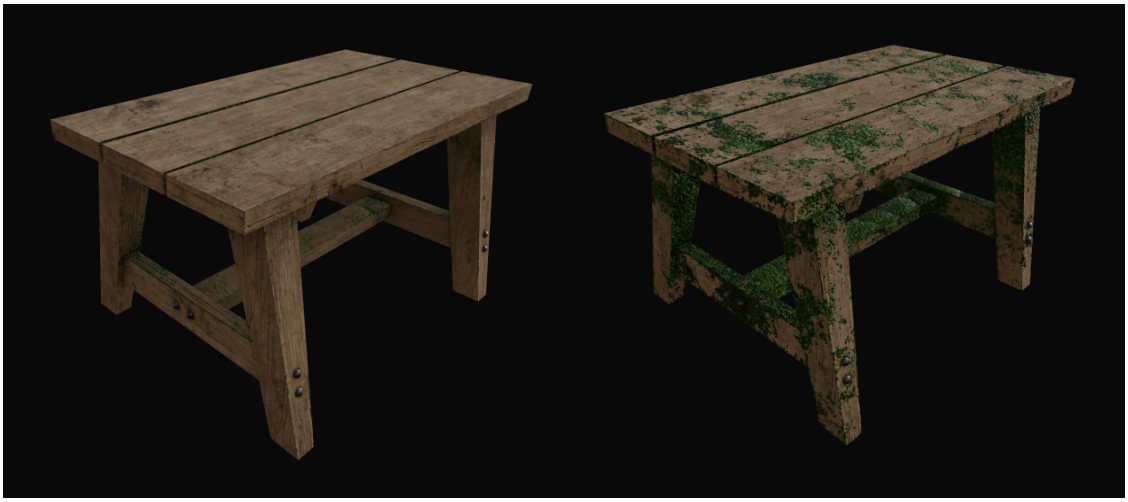
The **mask** is already **applied** once dropped in the **layers tab**



If you click on "**Mask Builder - Legacy**" in the layers tab you can adjust the **settings of the mask**

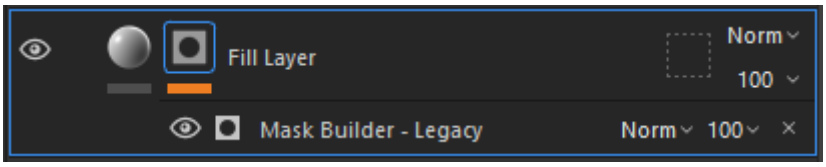



PROPERTIES - GENERATOR
GENERATOR
Generator
Mask Builder - Legacy
Attributes
Parameters
Seed
Random
Level
0.65
Contrast
0.4
Invert
False
Use Triplanar
False
Triplanar Blending Contrast
0.5
Grunge
0.4
Grunge
AO
1
AO
Curvature
1
Curvature



Before **After**

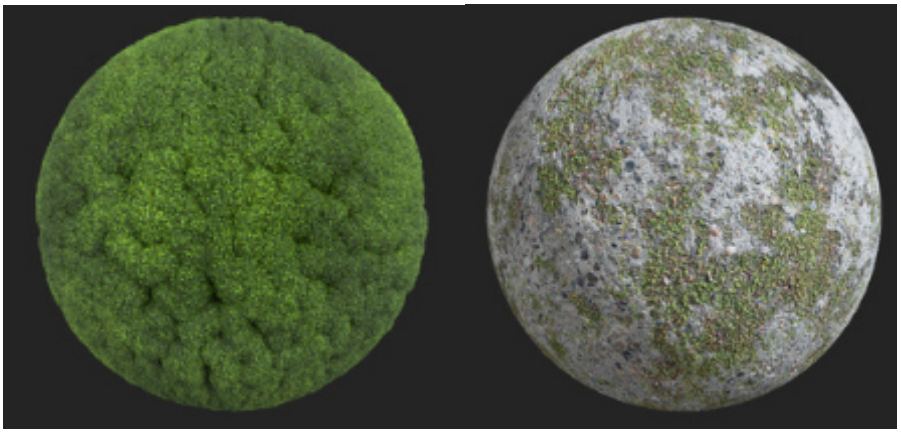
To **add textures**, click on the **white ball** next to mask.



Scroll **down** in the **properties tab**. Now you can **add** your textures in the **material section**.

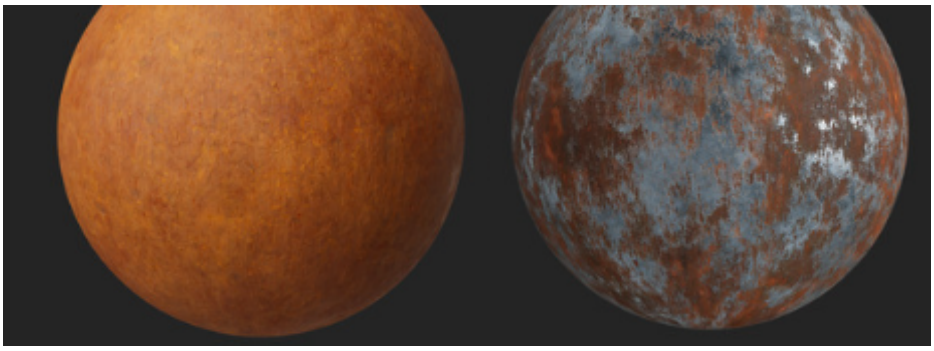
Try **not** to choose materials that have **spaces** in between.

For example,



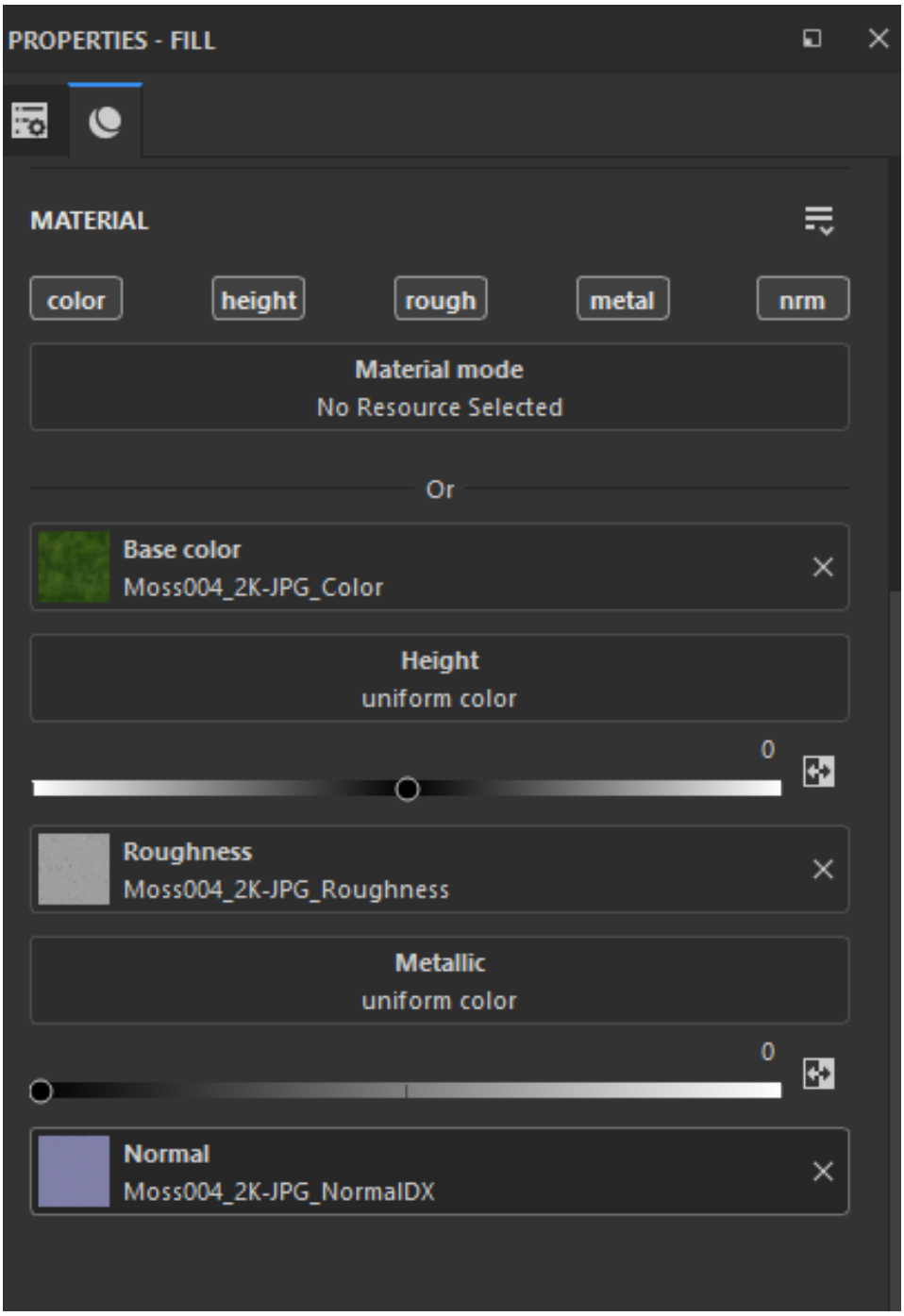
Choose the **first one** instead of the second one **for better visuals**

Or if you're going for **metal rust**.



Go for the **first one** for better visuals.

Now add your textures in the **properties** window.



After adding your textures, it should look like **this**.



The End.

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