Model Preparation

It is important you have your 3D model ready before pulling into Substance Painter. Here are the requirements

Good UVs

Auto-unwrapping generally gets the job done with maybe some setting tweaks for UV packing. But you should NOT be editing the vertex positioning of the UVs. **This creates not only texturing problems, but also lighting problems later!**

Applied transforms including scale

Example: You take a cube. You stretch the cube on the Y-Axis. You export the cube without applying the scaling or generating new UVs. Now the cube's texture will be weirdly stretched.

Good Topology

We can go down various rabbit-holes on this subject. Here is a shorter one.

TIPS

- Consider a high and low poly version of your model for baking. What is Baking?
- The Importance of Texture Baking
- Have your modelling software and model open close by for quick edits
- An entire house as one model is fine, however, texturing that one model is bad. Break up the model into pieces (door, window, wall) and consider using REUSABLE pieces (one window model for all window models)

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