

# Preparing ID Maps in Maya

This is a quick tutorial by *3D Texture Geek* showing how to prepare ID maps for materials in Maya (and also a technique for Substance Painter):

[https://www.youtube.com/embed/GDGTOIJS8XE?si=k\\_AFE9vbSBDYU6CU](https://www.youtube.com/embed/GDGTOIJS8XE?si=k_AFE9vbSBDYU6CU)

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