

Substance Painter / PBR into High Fidelity Workflow

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Use physically based rendering in Substance Painter to paint cutting edge complex sets of textures, and then bring them to HiFi, which also supports PBR!

1. In Substance Painter, export channels via *Unity 5 Standard Metallic* export config.
2. In Maya, create a *Phong* shader and use the files exported from SP in the following slots:

Color	-> AlbedoTransparency.png
Transparency	-> AlbedoTransparency.png
Bump Mapping	-> Normal.png
	-> Use As: <i>Tangent Space Normals</i>
Specular Color	-> MetallicSmoothness.png

3. In Maya, File>Export>FBX with Embedded Media checked on
4. Import FBX into High Fidelity. It should automatically draw with PBR and match the characteristics seen in Substance Painter.