



# **SUBSTANCE** PAINTER

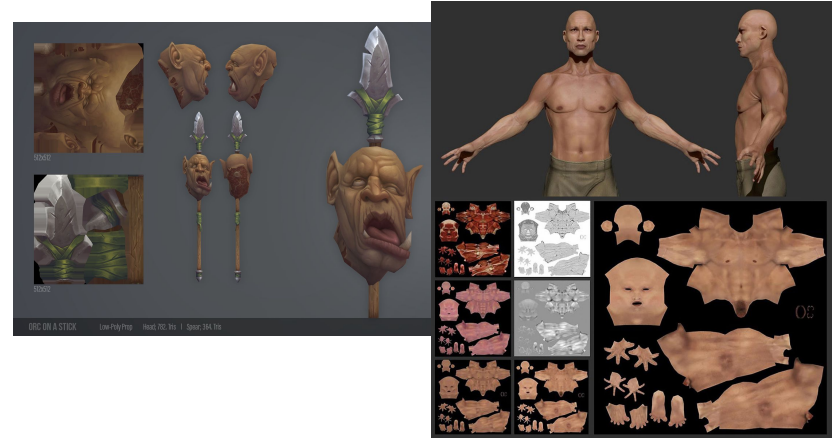
**Parte 01**

# SUBSTANCE PAINTER

- Software de texturizado
- Alternativas Mari, Zbrush, Photoshop, Blender, etc.
- Software que con el concepto “Smart texturing”
- Trabaja con Substance Painter, Designer, B2M, Substance Alchemist.

# TEXTURE ARTIST, LOOKDEV

Texture Artist: Hacer texturas



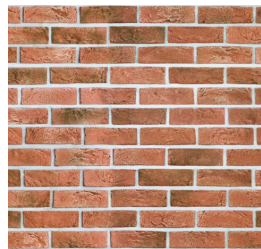
Look Dev: Lograr el “look” final de un proyecto.



ALGUNOS CONCEPTOS

# MATERIAL -VS- TEXTURA -VS- SHADER

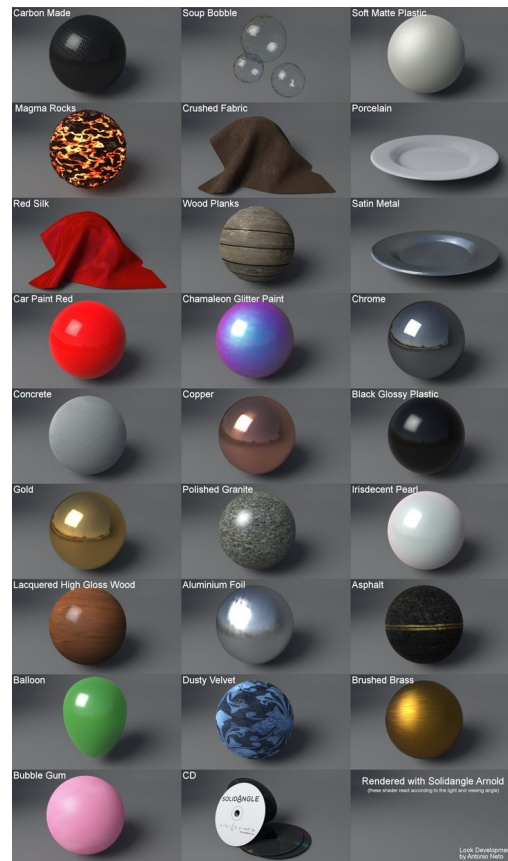
Textura



Material



Shader



# PBR MATERIAL

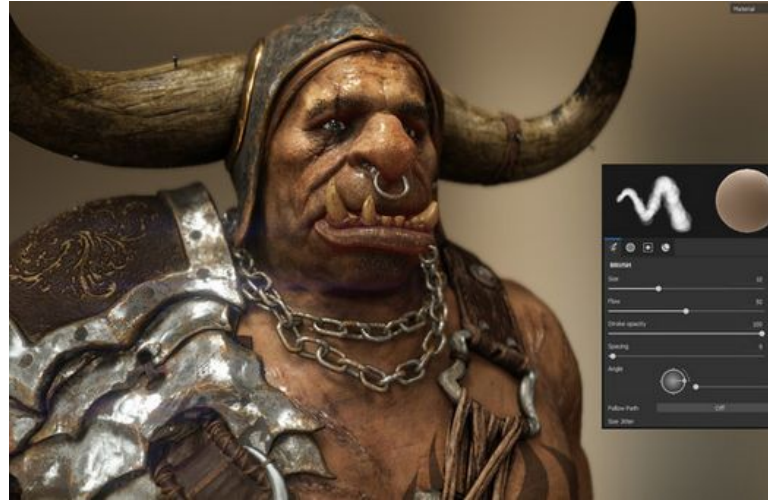
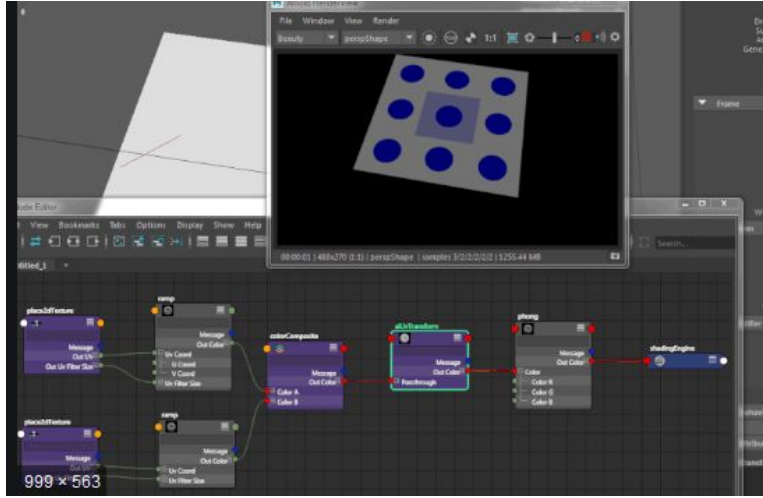
Physically Based Rendering- Es un enfoque intenta imitar de forma más precisa cómo la luz interactúa con los objetos en el mundo real.

Metal/Roughness

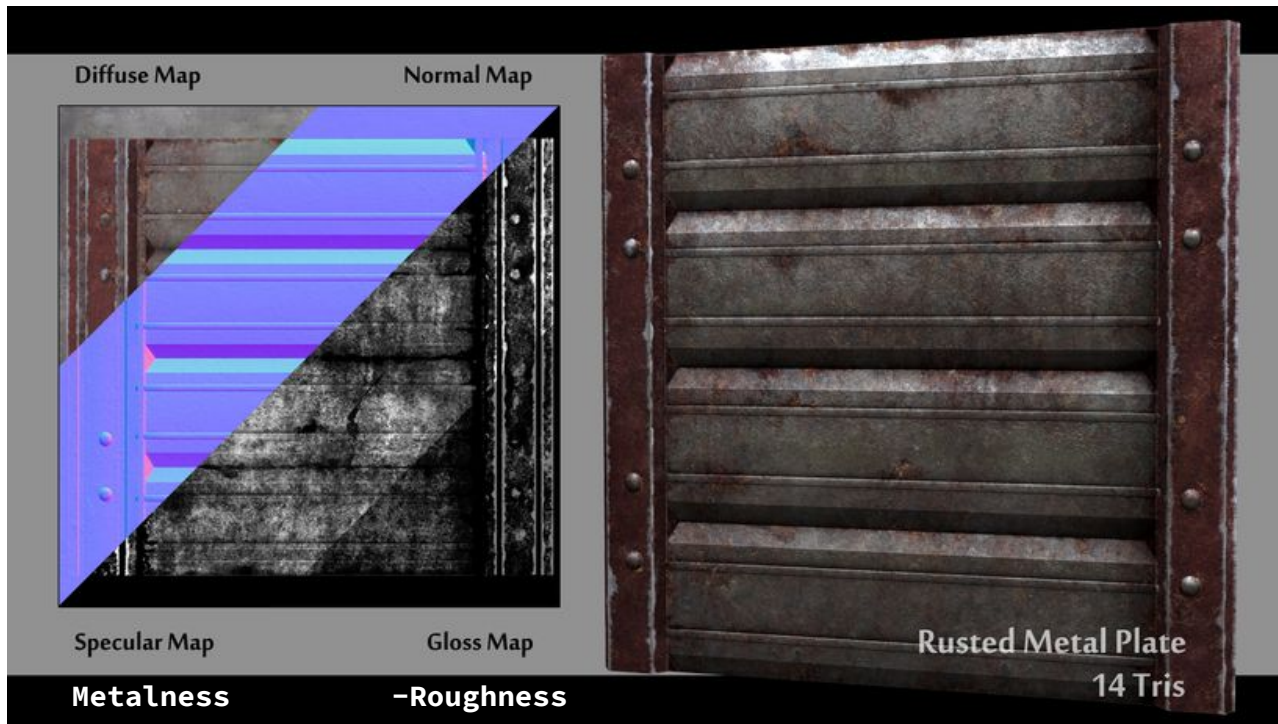
Specular/Glossiness

Specular/Roughness

# TEXTURIZADO PROCEDURAL VS TEXTURAS PINTADAS



# MAPAS / CUALIDADES IMPORTANTES





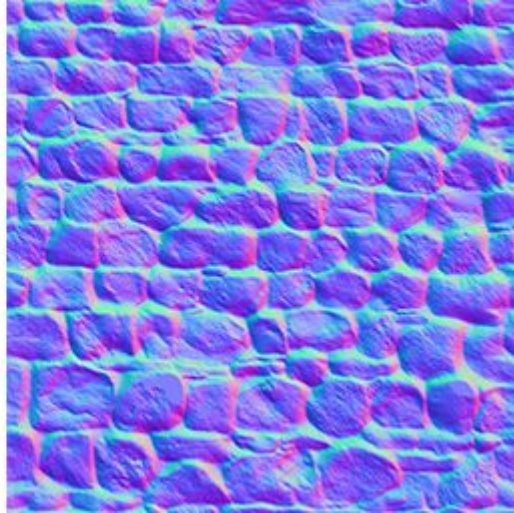
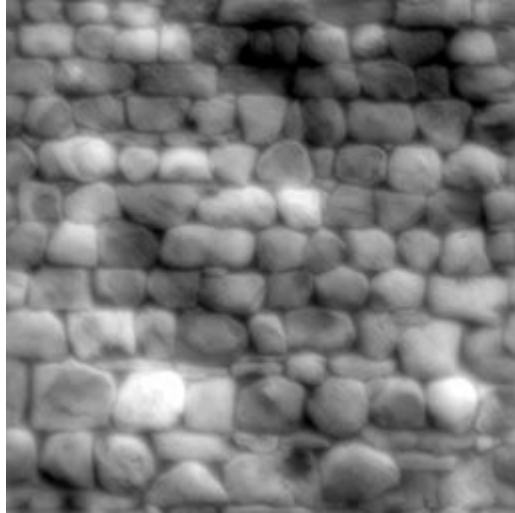
# MAPAS / CUALIDADES IMPORTANTES

Ambient Occlusion



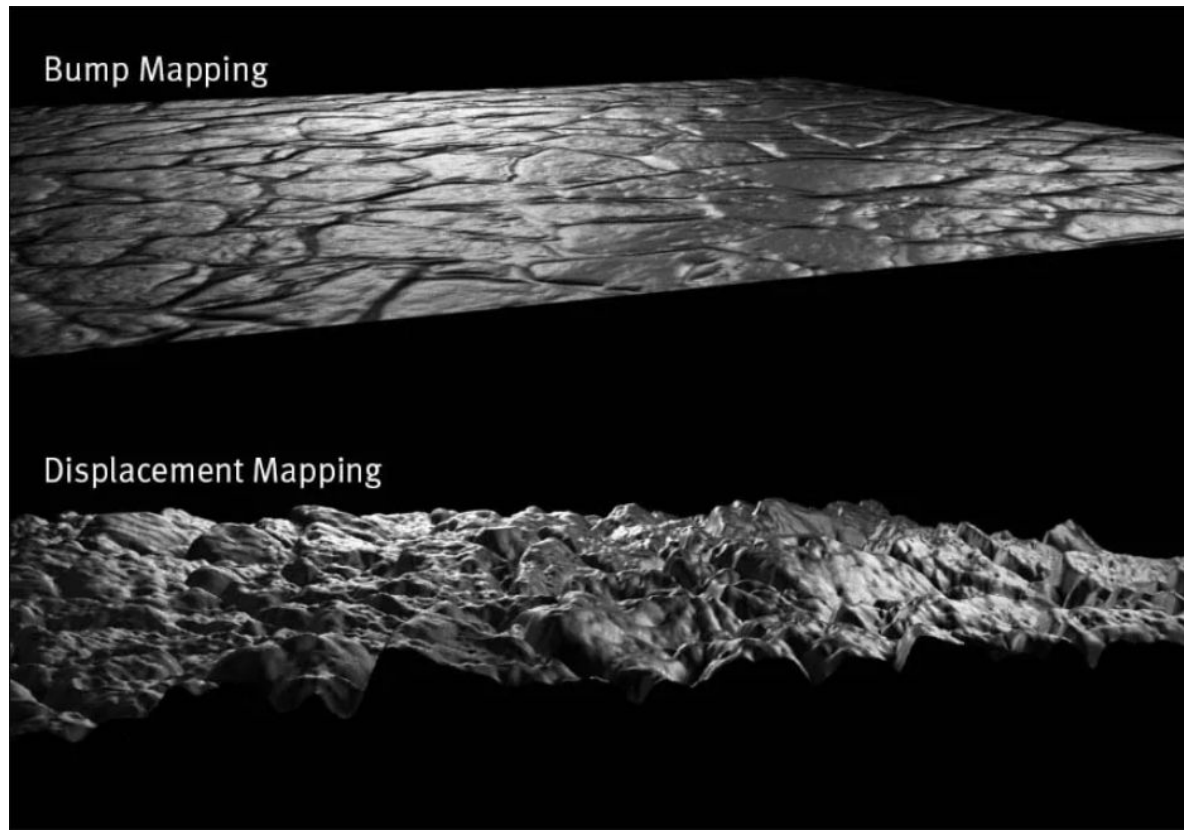
# MAPAS / CUALIDADES IMPORTANTES

Normal Map vs Bump Map



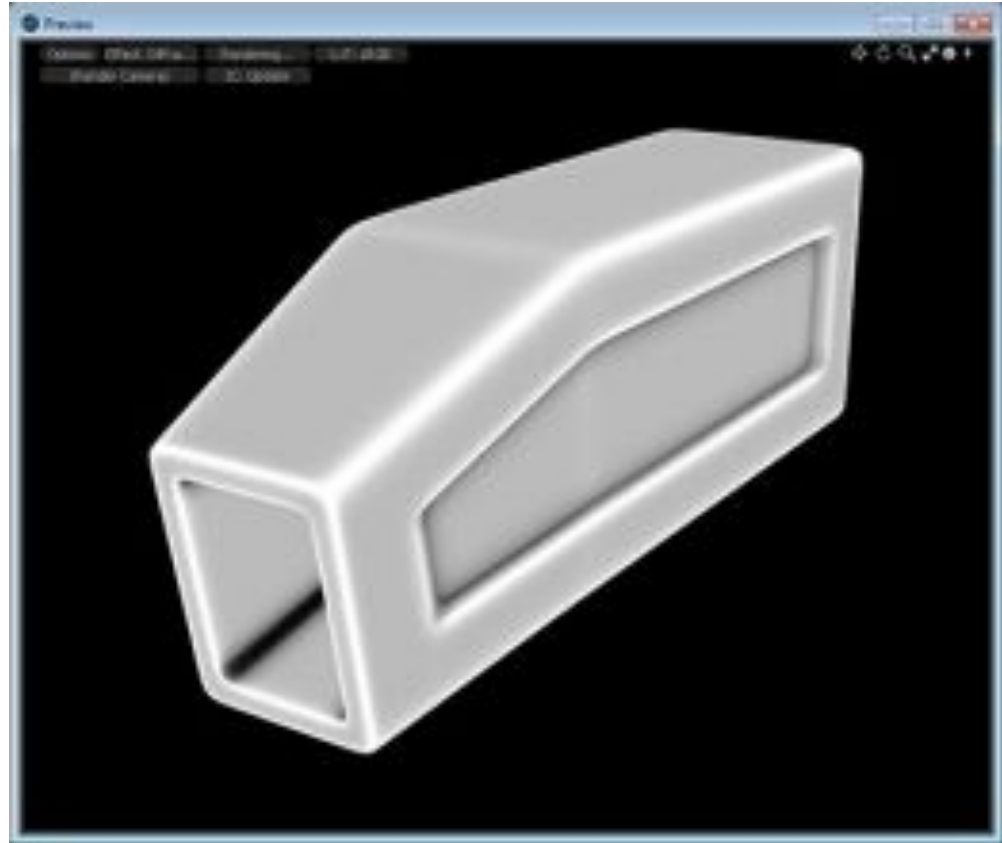
# MAPAS / CUALIDADES IMPORTANTES

Displacement map



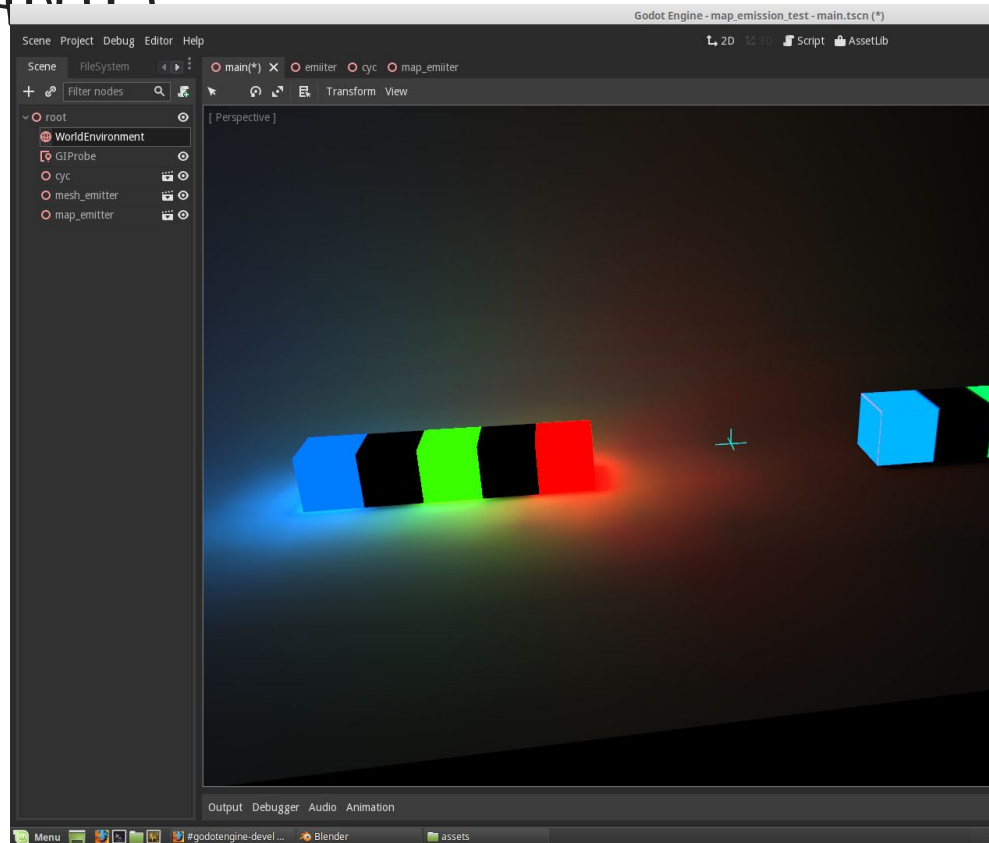
# MAPAS / CUALIDADES IMPORTANTES

Curvature map



# MAPAS / CUALIDADES IMPORTANTES

Emission



# MAPAS / CUALIDADES IMPORTANTES

Subsurface Scatter



# OTHERS

HDRI- High-dynamic-range imaging

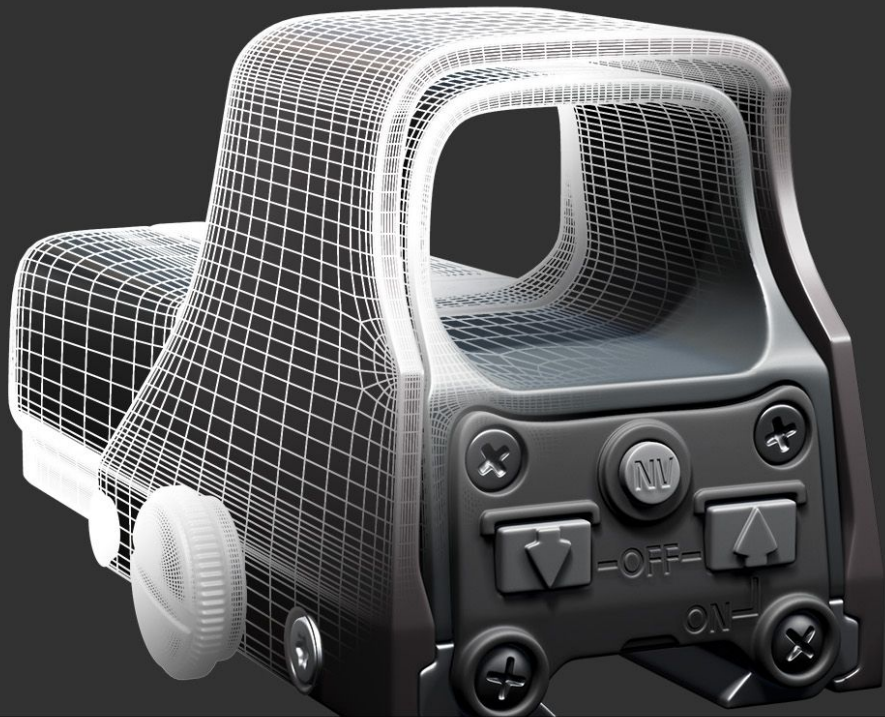
<https://hdrihaven.com/>

Render Engine:

Real time: Marmoset, Sketchfab, Unreal, Unity, etc.

Standar:Arnold, Renderman, Redshift, Mental Ray, VRay, etc.

# TOPOLOGY



High Poly Source



Low Poly Destination