

### Exporting from Substance for Maya/Renderman:

This tutorial is starting with a fully textured and ready to export .spp file, on a project file that is already set to PBR\_SpecGloss.

#### File > Export Textures

Make sure to set the file path to the sourceimages folder of the project and, to keep things clean, within another folder for that specific object (ex. ....02\_AssetProduction\_Maya/sourceimages/HL\_01)

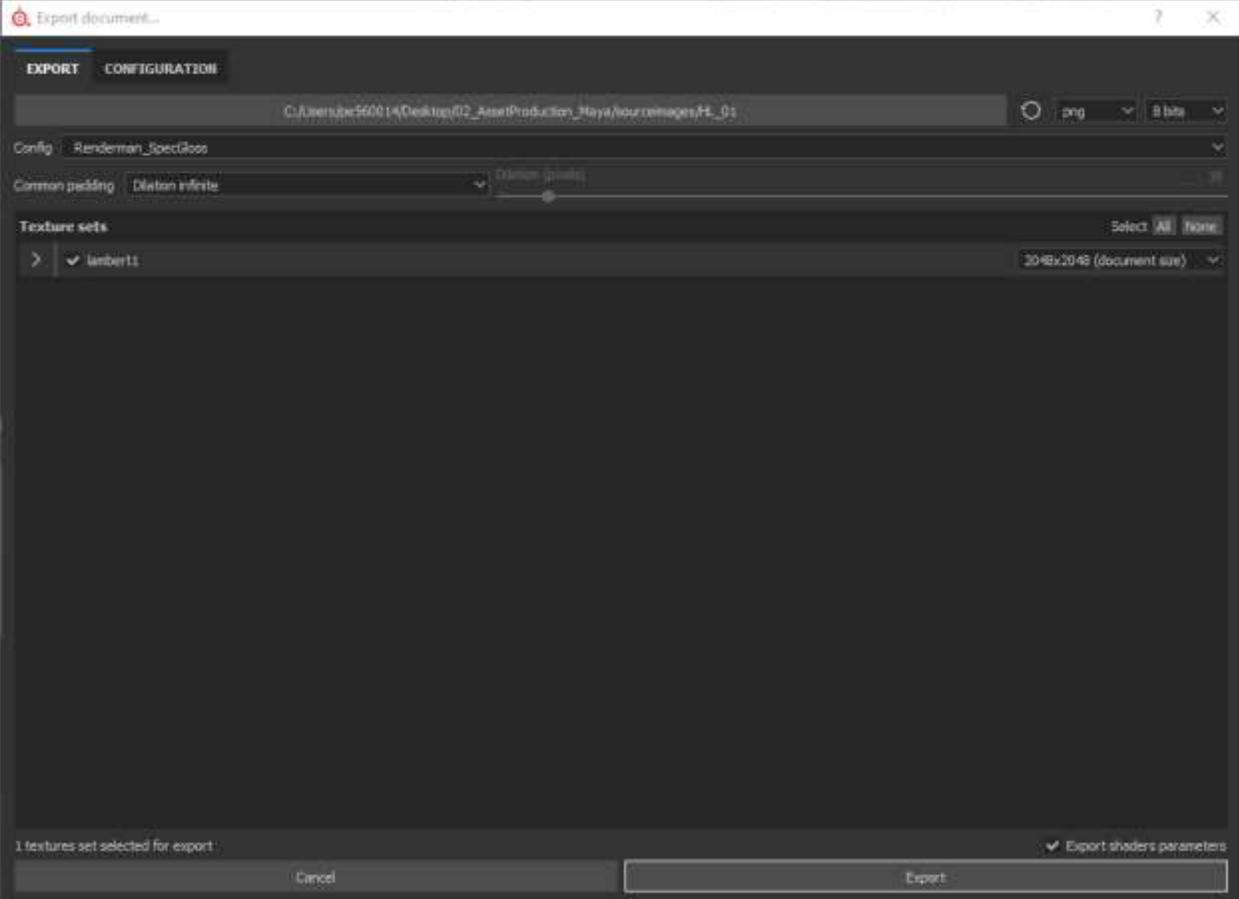
**Configuration > Select** the PBR SpecGloss preset as our base and duplicate it. Rename to Renderman

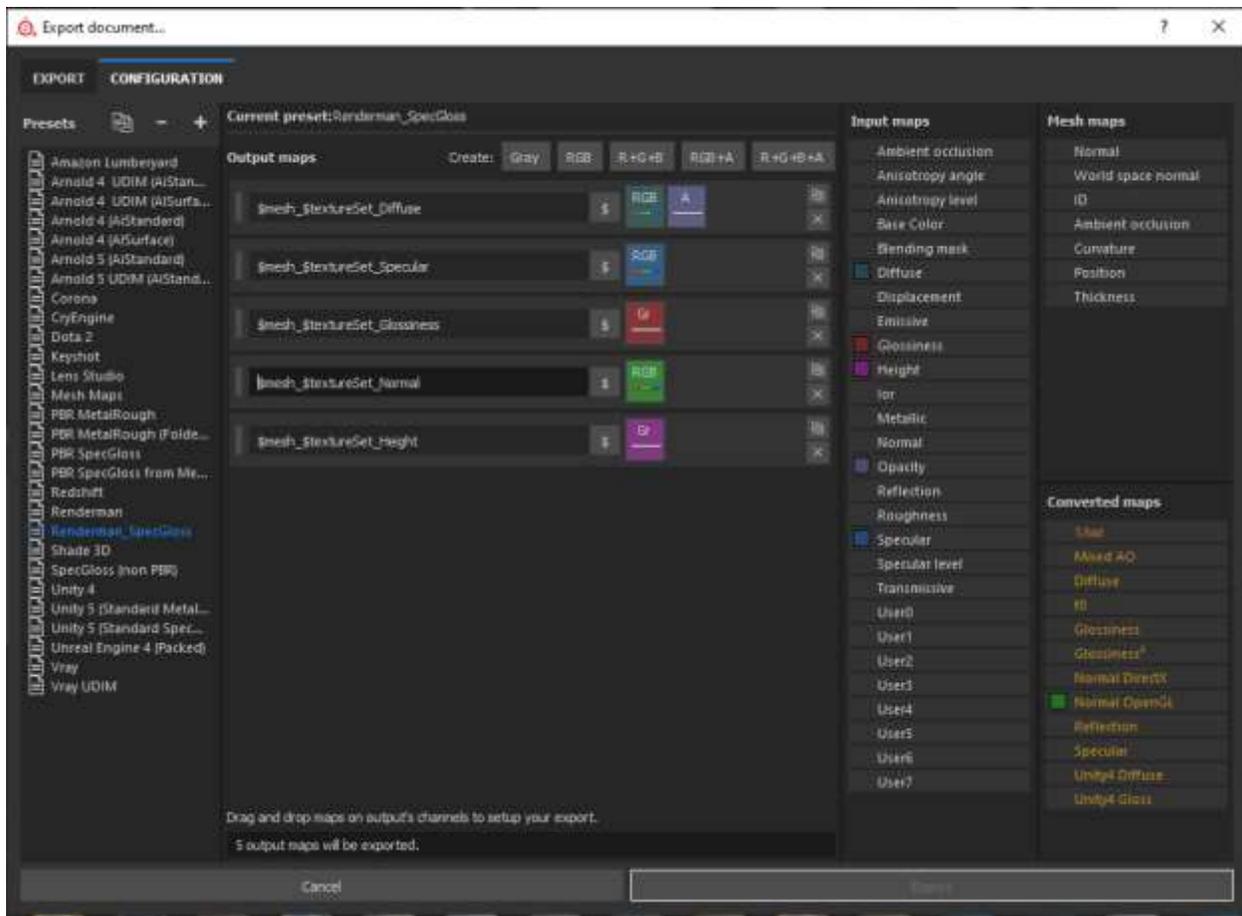
(or Renderman\_SpecGloss).

Remove \$mesh\_\$textureSet\_Emissive, and from the bottom right of the window drag Normal OpenGL to the RGB next to \$mesh\_\$textureSet\_Normal, and select RGB channels.

From this point on, any time you export textures from substance you can select your Renderman preset next to Config.

Make sure Export shaders parameters is checked at the bottom and click **Export**.

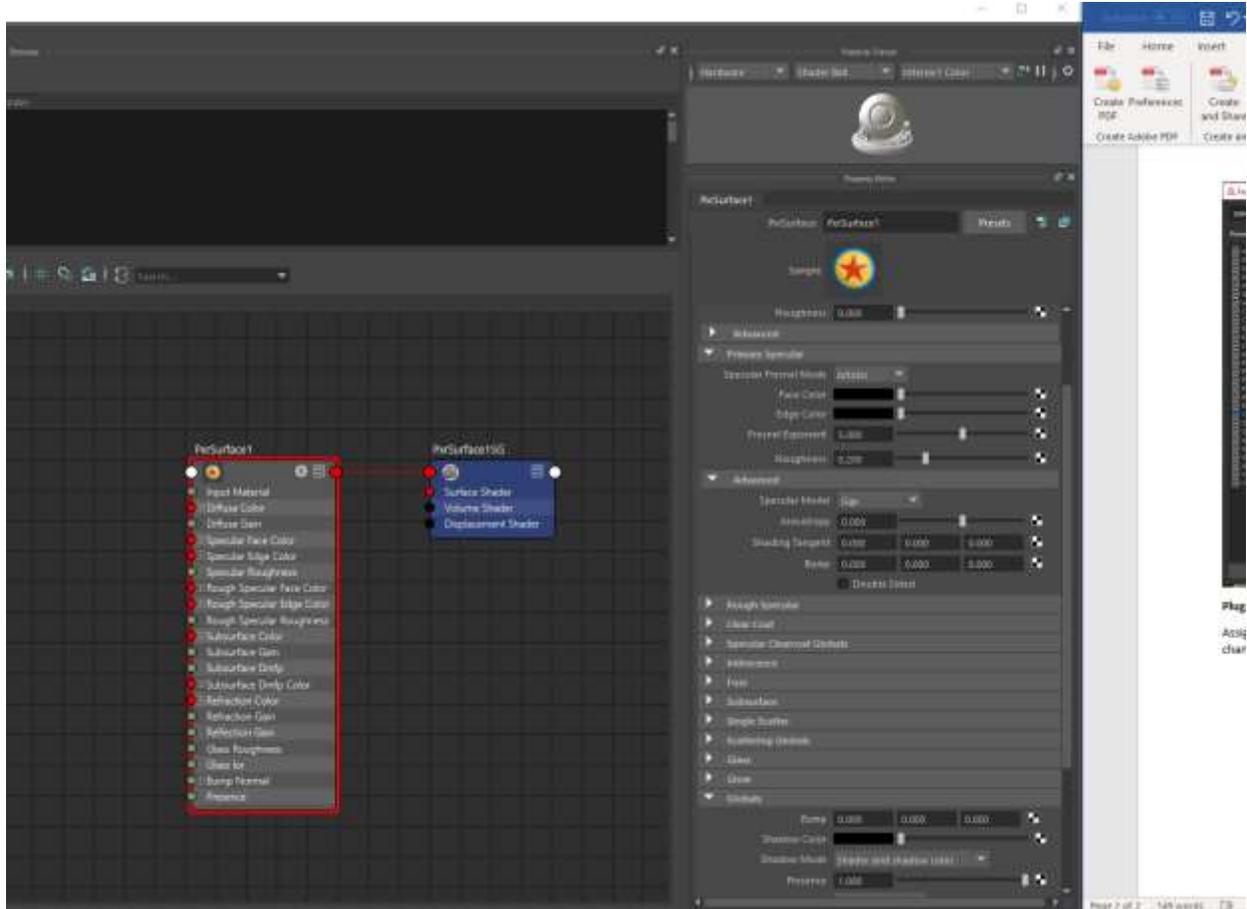




## Plugging Texture Maps in in the Hypershade

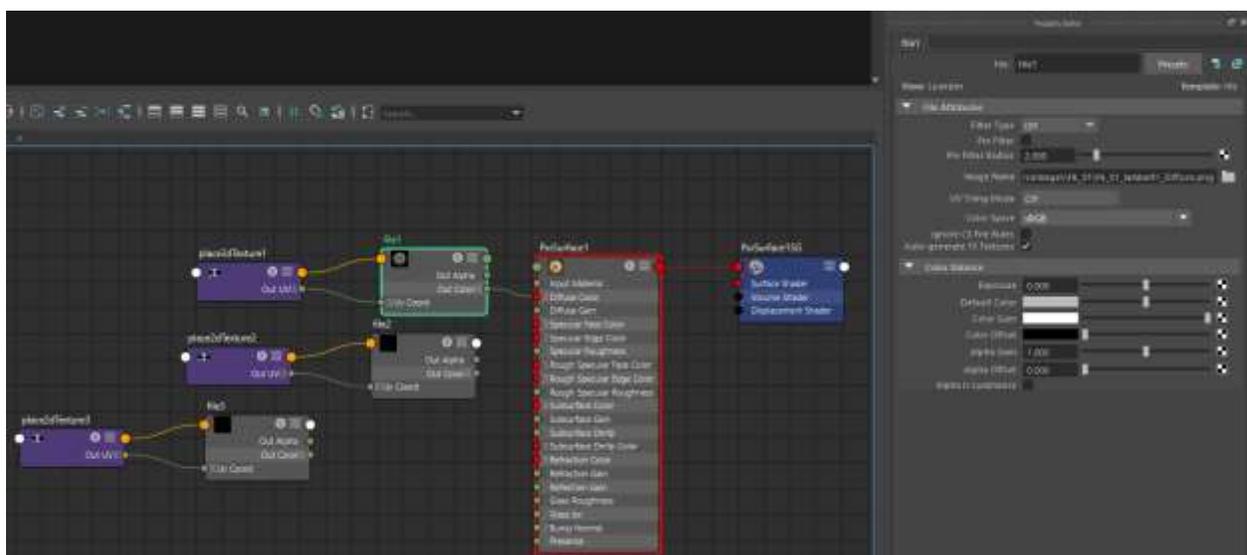
Assign a PxrSurface shader to your object. Under the advanced drop down menu of Primary Specular, change the Specular Model to Ggx. Open the Globals drop down menu (we'll get to this later)

Rename the node to *\*your objects abbreviated name\*\_mat* (ex. HL\_01\_mat)

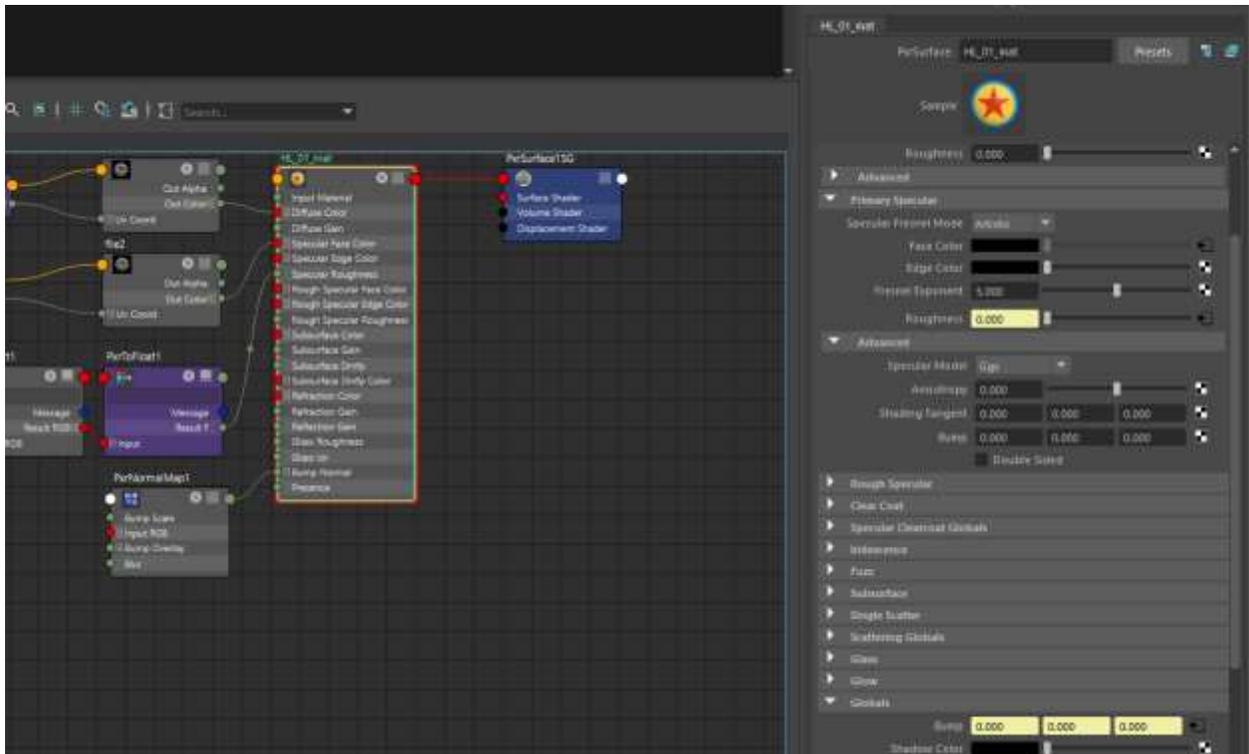


Create 3 Maya 2d textures File nodes.

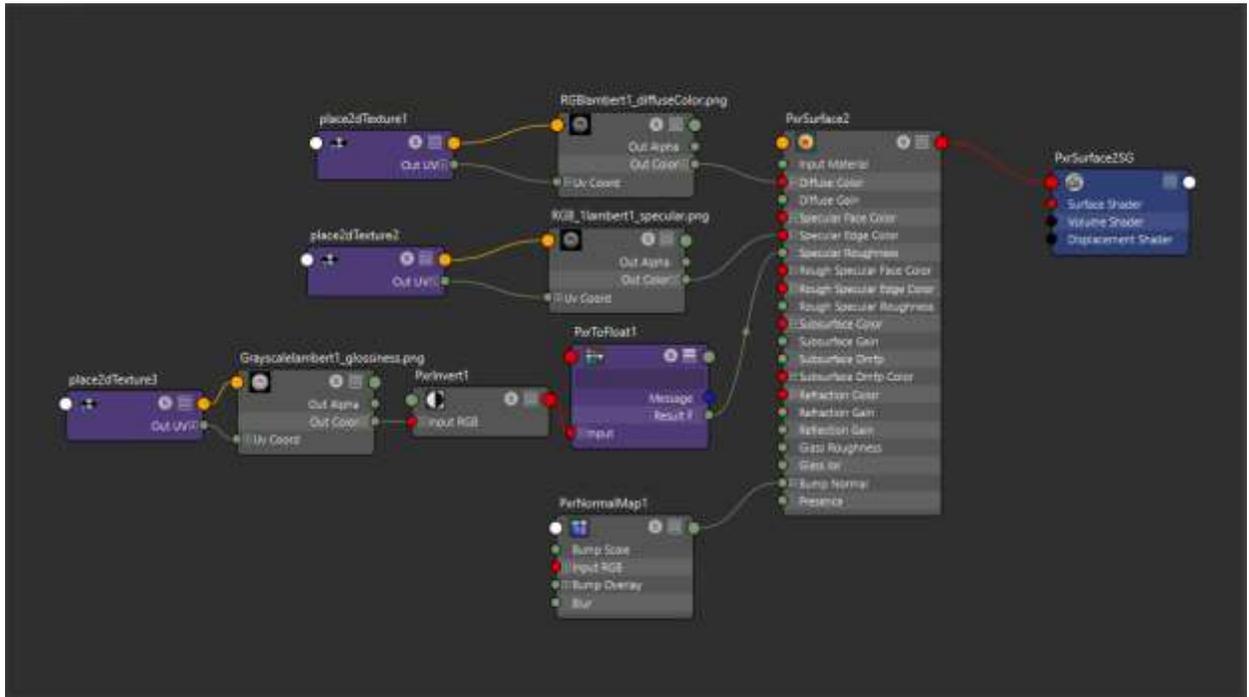
File1 will be our diffuse map. Turn the Filter Type Off, and load in the diffuse.png that was exported into your sourceimages folder. Plug Outcolor > Diffuse Color of the material node







And you're done!



Turn renderman on and you should be able to see everything as in Substance Painter.