Pedro Beniquez-Cortes Stick to Manual DIG4206 Fall 2019

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**.

G. Export document			7 X
EXPORT CONFIGURATION			
	C.A.nemibe560014/Desktop/02_AssetProduction_Naya/	ourceimagen/H01	O ong v Blats v
Config Rendeman_SpectRoss			
Common pedding Dileton Infinite	a a lange gradel		
Texture sets			Select All None
> 🖌 lanberts			3048x2048 (document saw) 🔗
1 fextures set selected for export		0	 Export shaders parameters
	Cancel		Export

(0, Export document			7 ×
EVENET CONFICUENTION			
Descate 2h - +	" Current preset:Sondeman SpecGlas	Deput mans	Hesh mans
rresea 🛛 🖓 – 🕇		And an and a second second	line al
Amaton Lumberyard	Output maps Create: Gray RGB R+G+B RGB+A R+G+B+A	Antoren acole	World coard mount
Arnold 4 UDIM (AlStan		Anicotropy level	ID
Arnold 4 (Adtenderd)	Smeth_StextureSet_Diffuse	Base Color	Ambient occlusion
Arnold 4 (AlSurface)		- Sending mask	Convature
Arnold 5 (Alstandard)	Snesh_StextureSet_Specular	E Diffuse	Position
Corona		Displacement	Thickness
CryEngine	snesh_stentureSet_Glossness	Emissive	
B Dota 2		Gossinese	
Lens Stumo	I have an a set of the	theight	
🗎 Mesh Maps	There Cannot Canal Street Stre	ler.	
PBR MetalRough		Metailic	
PBR SpecGlass	Break_Slavk.redet_reght	Normal	
PBR SpecGlacs from Me		Dpacity	
Redshift		Reflection	Converted maps
Renderman		Rooghness	
Shade 30		Specular	Mudia
Specifioss (non PSP)		Specular level	
G Unity 4		Frantmiciave	
Unity 5 Standard Spec.		(users	
Unreal Engine 4 (Packed)		- WHO	
R Vray		Upert.	
EL VINY COM		Uned	
		Dar5	
		Unit	
		Deed	
	Drag and drop maps on output's channels to setup your export.		
	-5 output maps will be exported.		
	Cancel	(Cores)	
		-	

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



Repeat the same process in file2, but this time bring in the specularity.png and plug it into Specular Face Color



File3 is slightly different. Import the glossiness.png and remove the filter type, but this time change the color space to raw.

Then, leave the mouse in an empty spot of the hypershade work window, and click Tab > type in "pxrInvert". Tab again > type " pxrtofloat".

	Lengther 20
4	The res Product of the
□ □ □ ○ ○ ○ ○ □ ■ ■ ■ □ ○ ▲ ○ ▲ ○ □ ○ □ ○ ○	 The bims for For the and the set For the set
	Arritecture 1990 Annual Content Content of State
	Tana Mano Ree Land CS Pale Ree Land Band Strategies
	Construction Descent construction The table
	Anna Ingel
Accordinations and a second se	

From here, plug file3 Out Color > pxrInvert > PxrtoFloat > Specular Roughness

Finally, Tab > type "pxrNormalMap"

Click on the Folder next to filename and bring in the normal.png

With your PxrSurface selected, MMB+drag pxrNormalMap into the word Bump under the Globals menu

		HL01,001	
		Perfortere H_IT_per	1 4
A 8 (≠ 9 Ω) Β(s		Serger 😸	
Car Avia Car Avia De Torrel Via Const Via Cons	Articulturi 10 Artica Tacie Visina Salar Daptomer Daor	Banghrines 0.000 Image: Special in Former Model Annual Special in Former Model Annual Face Center Image: Center Bright Center Image: Center Bright Center Image: Center Bright Center Image: Center	
 ■ We Coolt Participant Particip		Resigners doco	
Perdamentidagit Perdamentidagit			





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