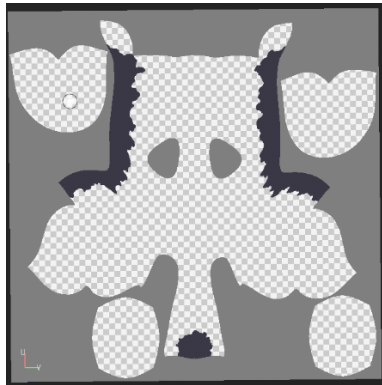
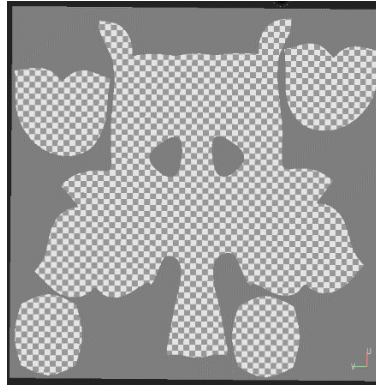


Extracting Opacity (Alpha) from an existing Substance Layer

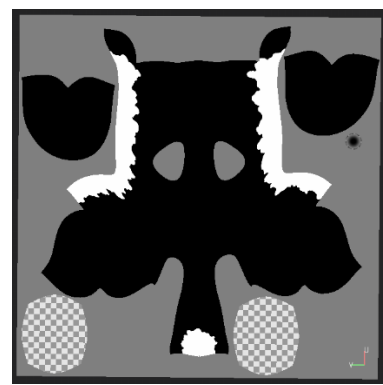
Whenever you want to have layered textures on your models, you would want to set up an Opacity Set on your textures. Unless you don't already have Opacity active in your Texture Set Settings, it may be inefficient to paint over an opacity layer into your workspace. Luckily, there's a more efficient way to extract the Opacity layer.



Base Color Preview

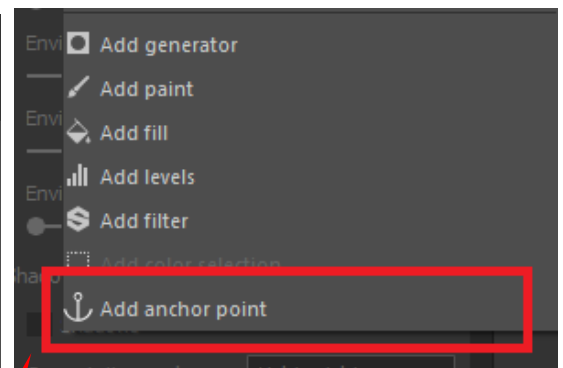
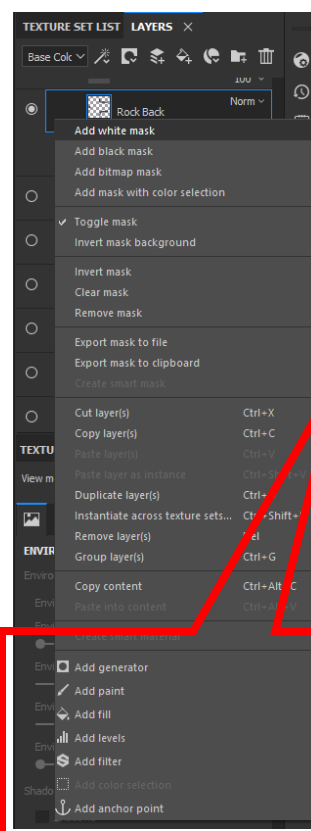
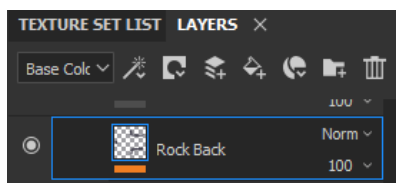


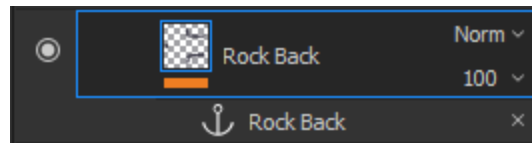
Opacity Preview (before)



Opacity Preview (desired output)

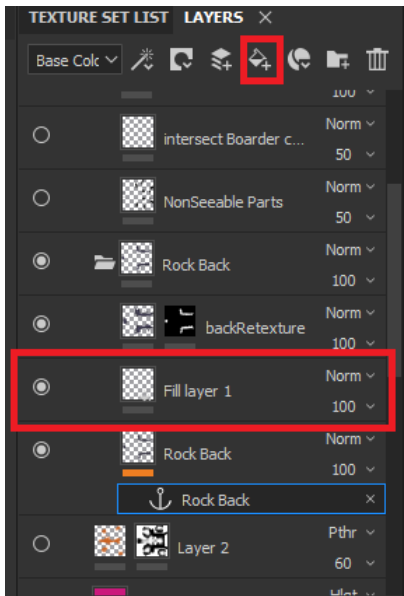
1. In the **Layers** tab, select your desired layer you want to extract the opacity. **Right-click** the layer and select **Add Anchor Point**.



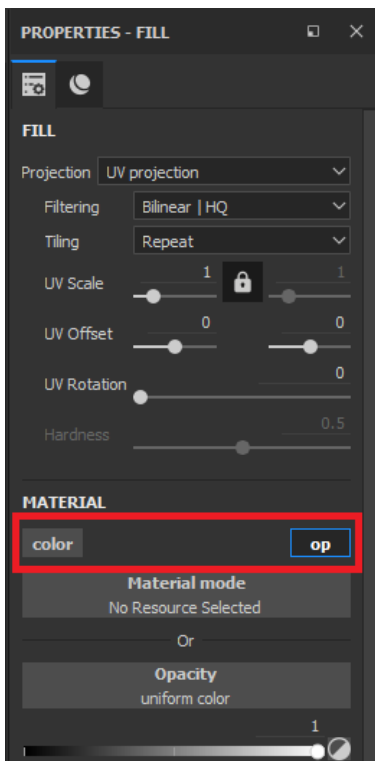


This should add an anchor point under your layer

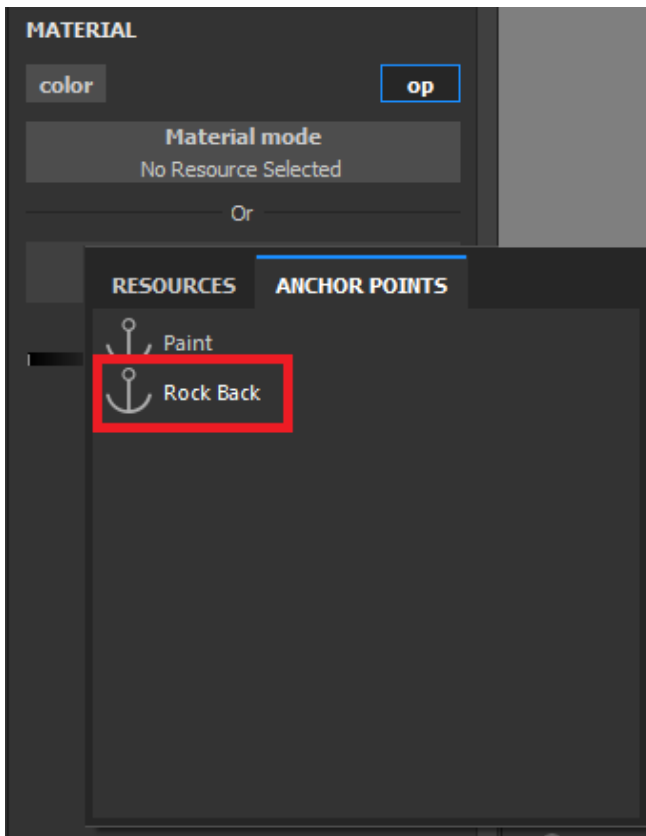
2. Create a new **Fill Layer** ON TOP of your anchored layer. **It won't work properly if you have the fill layer under your current layer.**



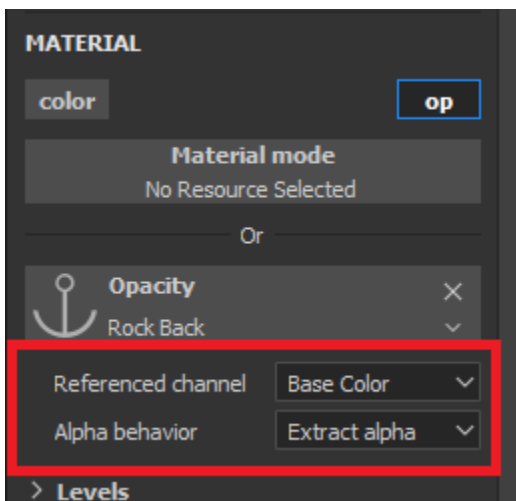
3. With your fill layer selected, go into your **Properties tab**. Under **Material**, make sure all other materials are off EXCEPT opacity.

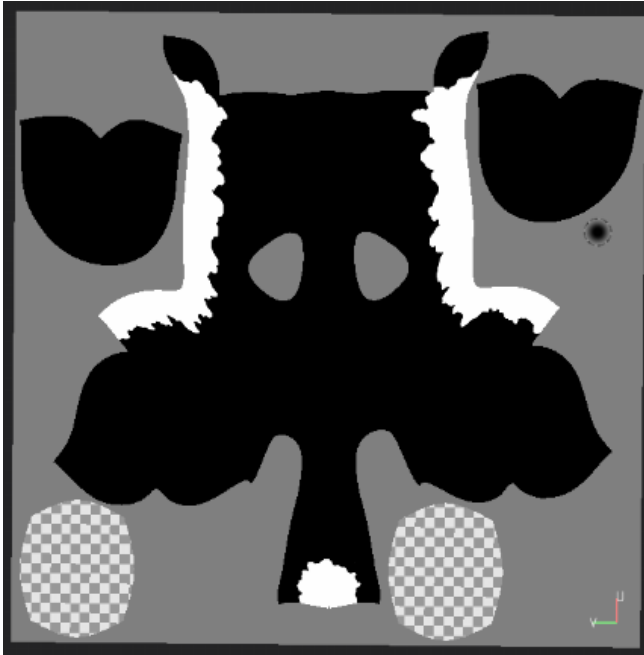


- Click on the **Opacity (uniform Color)** button, select the tab for **Anchor Points**, and select your layer's Anchor Point.



- Within the properties, you should have the anchor on your Opacity, but we're not done yet. In **Referenced channel**, open the menu and select **Base Color**, and for the **Alpha Behavior** select **Extracted Alpha**.





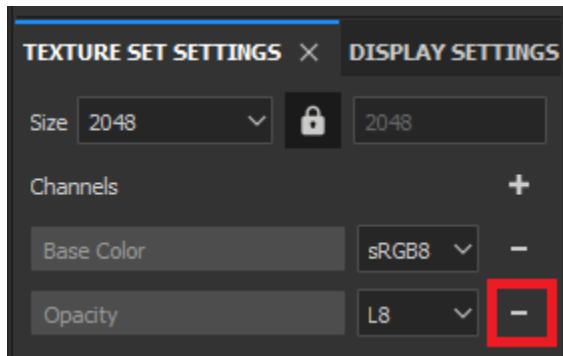
You can be able to view your Opacity Preview by going up to your render preview option (located on the top of your viewport) and select **Opacity**. Your preview should have the painted layer as white and all empty space from the layer black.

Exporting Separate Layers

When you export the texture, all black areas of the texture will become transparent. If you wanted to export into two separate files for a layered texture, you'll have to export the other layer separately.



1. Export your texture with the opacity channel.
2. After your done exporting, rename the layer to have alpha in the end of your file name ([modelName]_UDUM_**alpha**) to keep the file. Go into your **Texture Set Settings** and remove the opacity channel for the textured UDUM. *Note this doesn't entirely remove the data that you have for the Opacity. You can simply re-add the Opacity channel and you'll regain your data from before.*



3. Hide the layer you don't want on the exported texture.
4. Export the texture as normal and you should now have two separate image layers.