# Getting Started

Download And Import The Substance Plugin:

Add the substance plug-in to your assets by visiting the "Substance 3D for Unity" Unity Asset Store page found here and click the "Add to My Assets" button.

Once added to your assets, the Substance plug-in must now be downloaded and imported within your Unity project via the Package Manager window. Locate the plug-in under the "My Assets" category and click the download button to the lower right. After the download has completed you must then click the import button. The Unity Import Package window will appear, click import again.
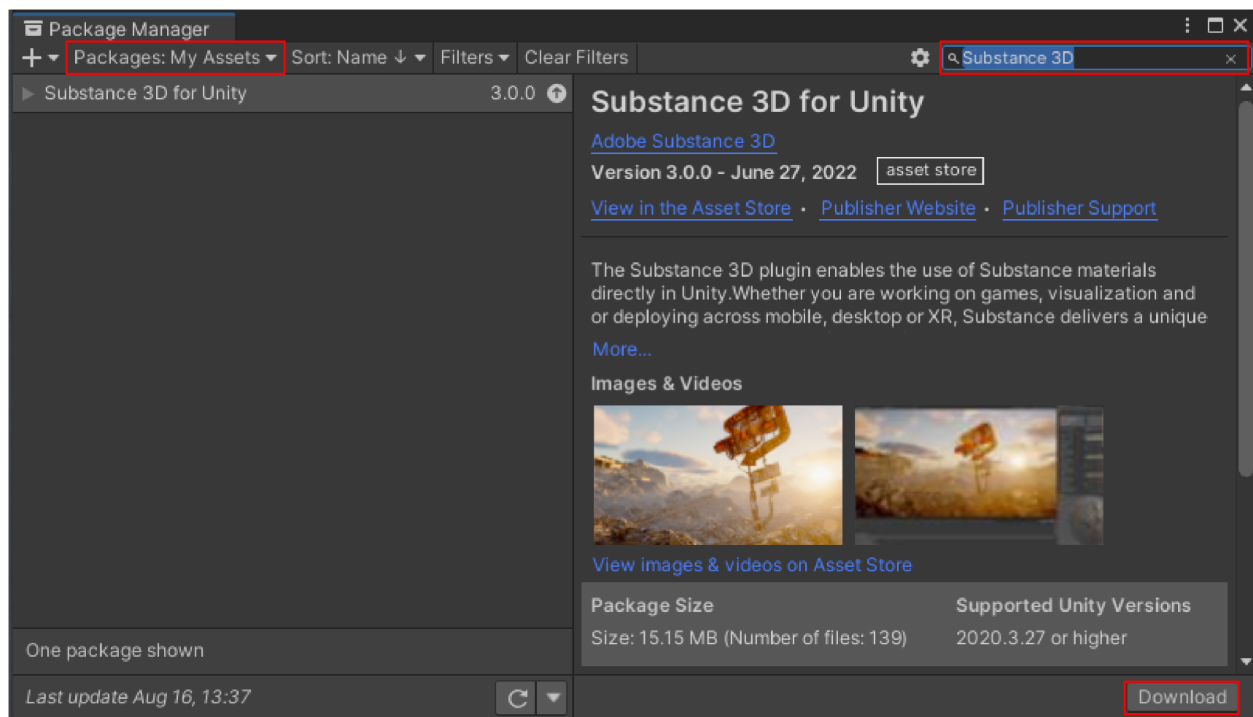
Check Out The Demo Level

View the armchair asset in the "SciFiArmchairDemoLevel" found at SciFiArmchair/Levels.

Substance Material Parameters

To view and adjust the Substance material parameters, either select the Armchair.sbsar file at SciFiArmchair/Materials to view the Substance Graph Manager and then select a graph or select a graph directly from within its generated folder.

Parameters:

Note: Near the top of the inspector window of the selected material graph you will see a dropdown for output resolution. It is recommended to use resolutions up to 2048 as internal textures within the material are maxed out at this resolution.

Color - Change the colors of various sections of the object.
Aging - Adds discolouration to the model.
Patterns - You will see a drop down for each section of the object that can have a pattern applied. After selecting a pattern you will see additional parameters.
Pattern color - Change the color of the pattern. An alpha value of zero will hide the color completely.
Pattern Roughness - Use negative values for smoother results and positive values for rough results. A value of zero will show no results.
Pattern Normal - Use to add positive or negative pattern normal strength. A value of zero will show no results.
Pattern Scale - Increase this value to scale the pattern size up or down.
Pattern Offset - Use this value to offset the pattern across both x and y axis.
Pattern Rotation - Use this value to rotate the pattern. A value of 1 is equal to a 360 degree turn.

Preset Handling:

Near the bottom of the substance graph properties inside the Inspector window are the options to export, import and reset the preset to default.

Note: Once you have the parameters set as desired, it is recommended that you select the generated emissive output texture of the material, disable the checkbox for "generate mip maps" and apply to avoid emissive texture leakage at farther viewing distances. Bear in mind that the texture settings will reset whenever the material parameters are changed. Alternatively you can uncheck the "generate mip maps" on Substance material itself which will apply to all of its generated textures.

Create Additional Material Variants

Copy/Rename/Delete Graphs:

Locate and select the Armchair.sbsar file at SciFiArmchair/Materials to view the Substance Graph Manager in the Inspector Window where you should see the original graph already

visible. Here you will be able to copy, rename and delete graphs. Create a new graph by selecting any of the existing graphs and clicking the "Copy graph" button. Rename your new graph if desired. This will create a new folder that holds the new graph instance, the material and all generated substance textures for that particular graph. You may then assign the newly created material to the object.

Baked Emission

You can change the color of the emissive areas of the object through the material itself using the hdr color picker. Higher intensities will make the baked emission brighter on nearby objects. Ensure you have the "Global Illumination" dropdown (located below the emissive color picker) set to baked for it to work with static lighting.

Note: Any parameter changes to the substance graph will reset the material to default. To avoid this you may wish to create another separate material and link the relevant output textures to it, that way it will keep its properties when the graph parameters are changed. This asset comes with such a material located within the SciFiArmchair/Materials/Armchair_graph_0 folder named "M_SciFiArmchair" and you should edit the emissive values there.

Thanks!