

Handpaint texture

made with Substance Designer





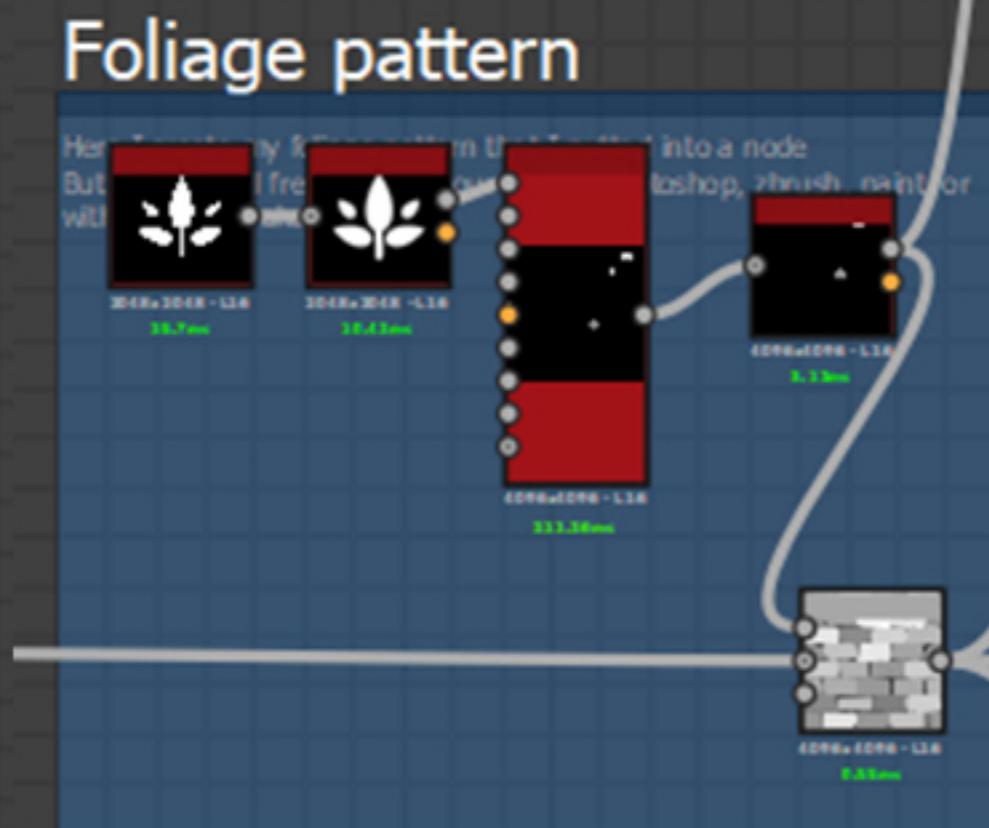
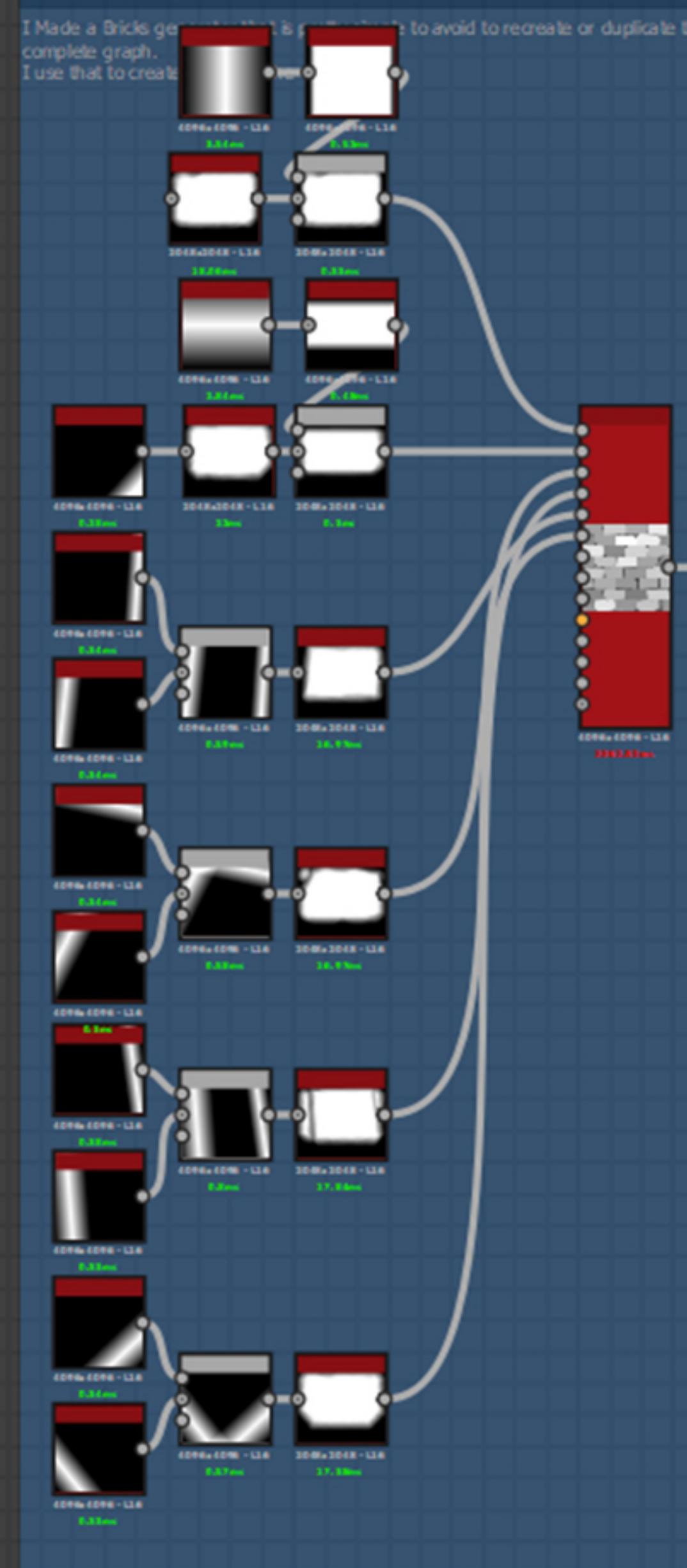


Video summary

00:00:00 - Introduction
00:00:46 - Designer
00:02:14 - Sculpt Part
00:15:37 - Color Part Intro
00:21:50 - Base Color
00:35:11 - Lighting
00:50:10 - Details
00:59:14 - Moss Part
01:15:23 - Ending
01:16:59 - Thx Part

Sculpting Part:

Bricks/Rocks sculpt



The sculpt part is really basic. I don't want to add too much details or small shape in it.
The basic structure of bricks and some patterns are clearly sufficient:

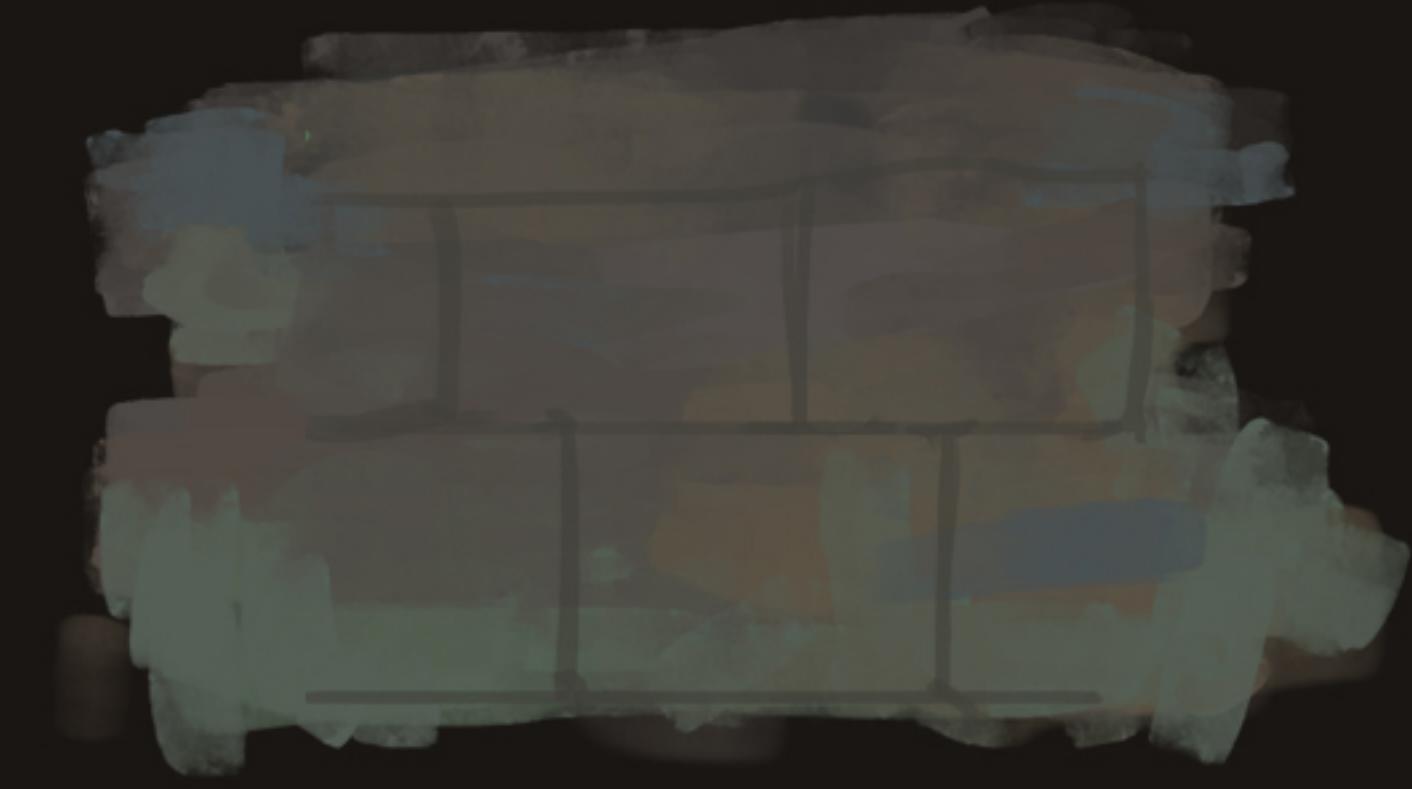
- *Keeping big and medium shape
- *Keep it simple
- *Could be use with tessellation. So shape should be clean and without too much details in them.



Base Color: I

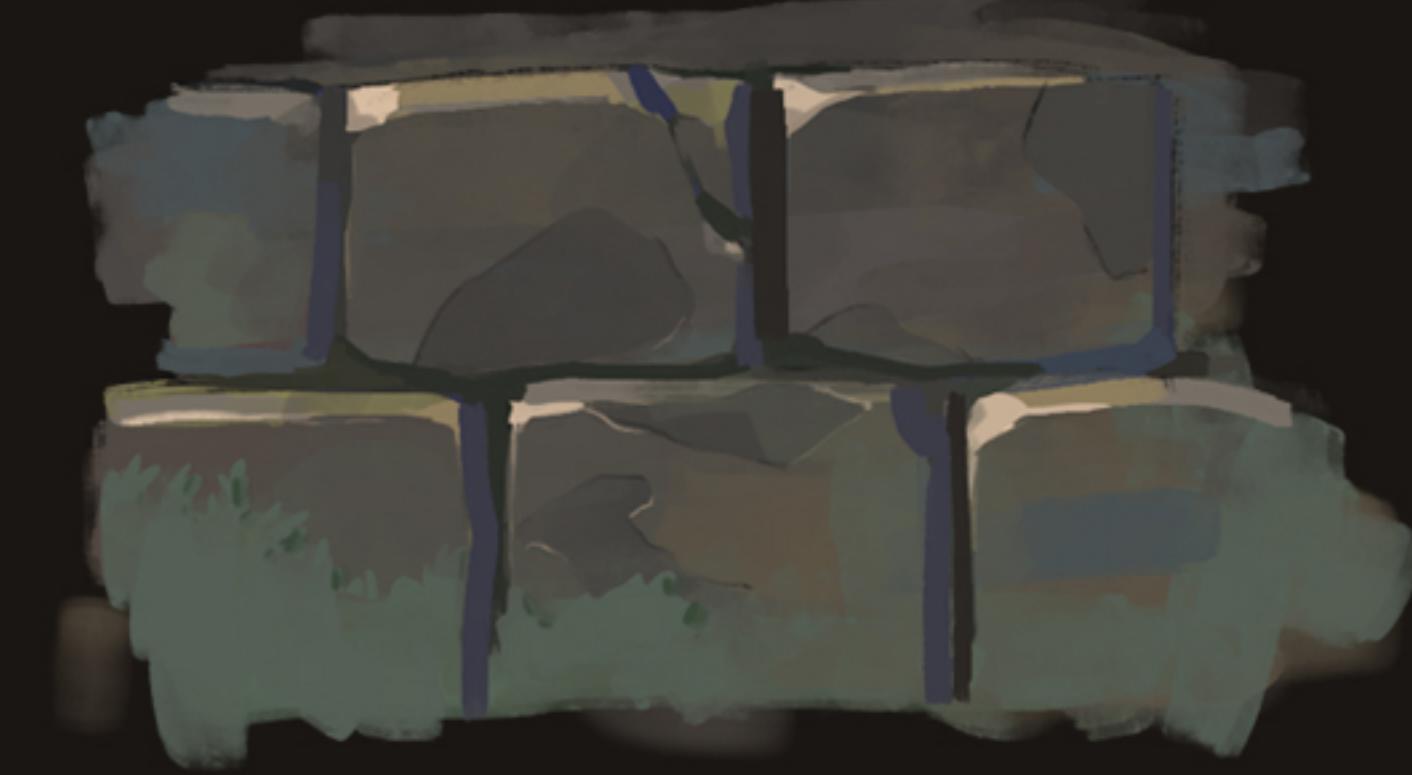


Painting feeling by blending color and by using brushes will automatically add some brush strokes on this color part.



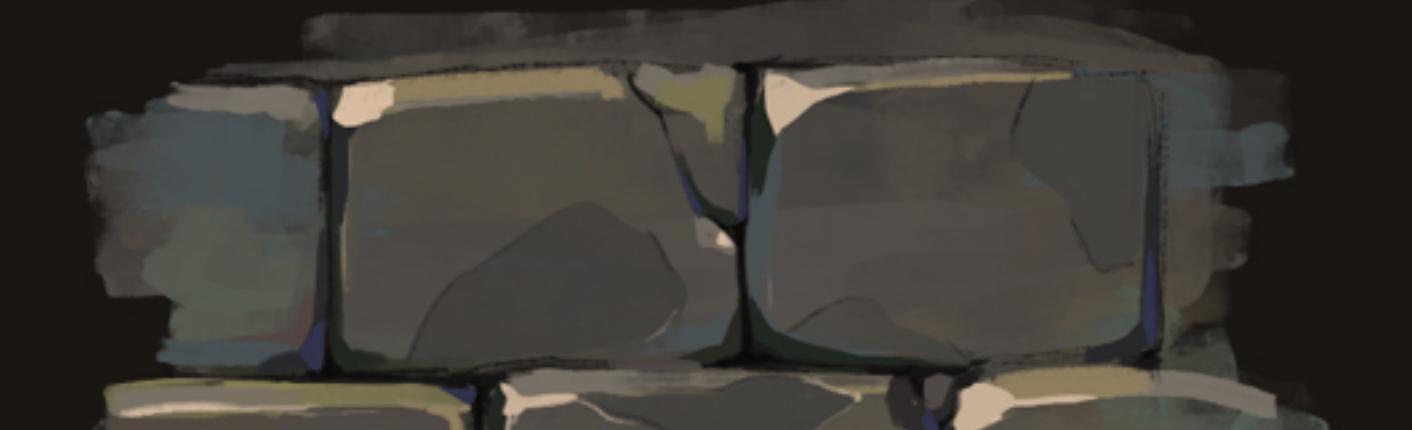
Lighting part: II

Lighting part it's where you will be able to add your light direction and intention in your texture. It's where you should add differents shadow colors on each differents sides of the light area.



Details part: III

The last part it's where I decide to retighten shapes to make them pop-up and making them more present.



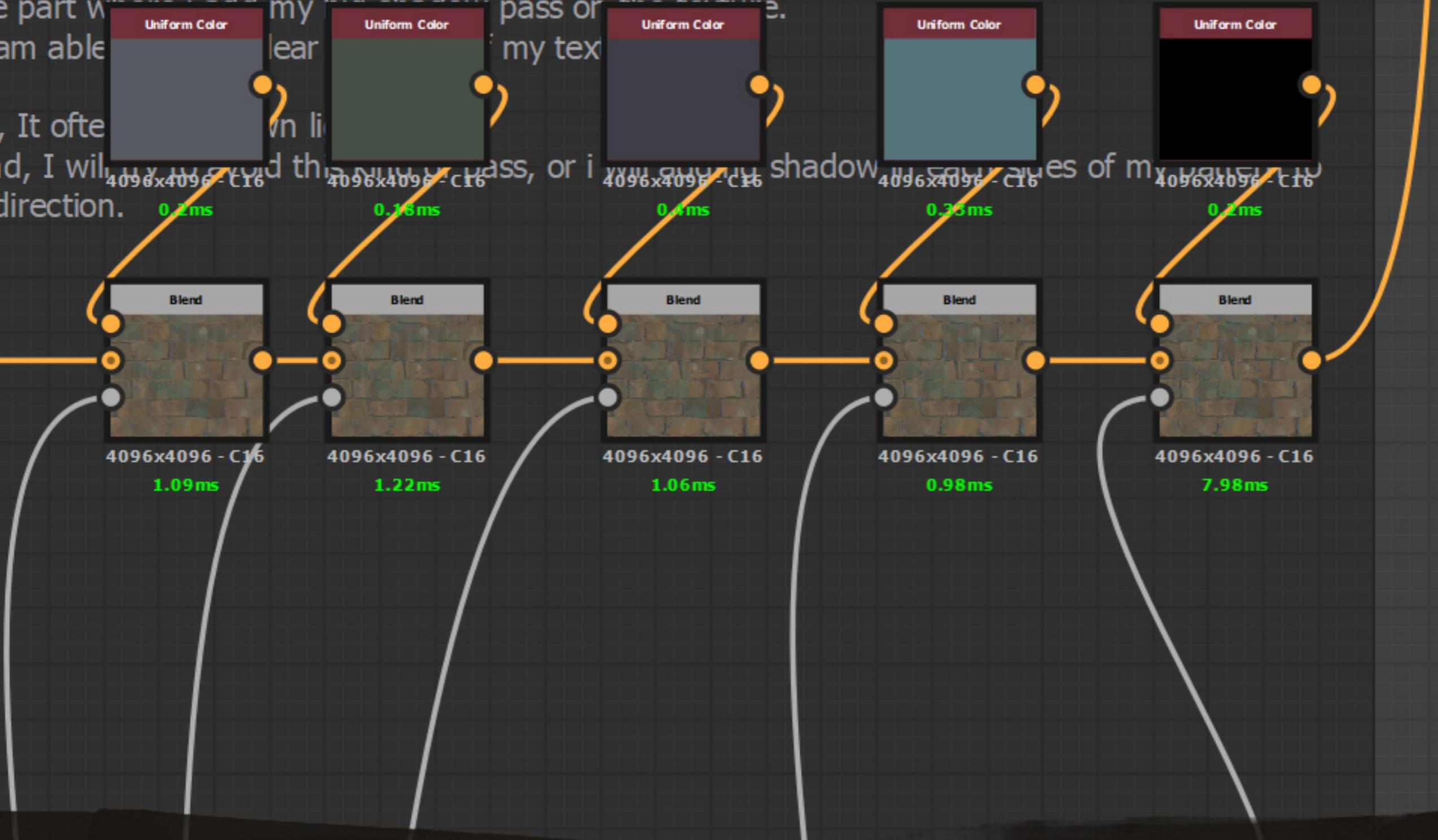
Color Part:



Lighting Part:

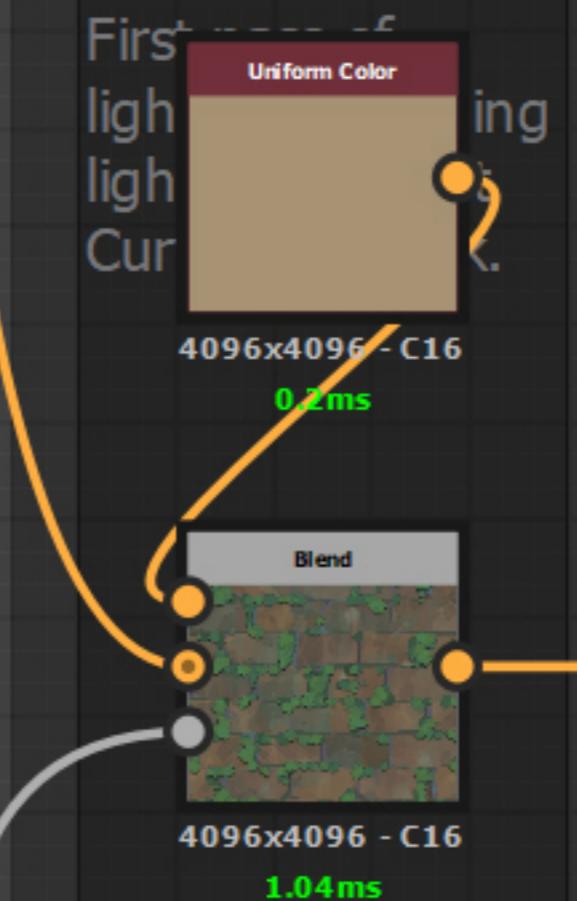
Here it's the part where I could add some lighting intention.
With that I am able to learn how to pass on my textures.

If it's a wall, It often need this kind of mask, or if it's a shadow, it gives me values of my curvature.
For a ground, I will avoid light direction.
If it's a wall, It often need this kind of mask, or if it's a shadow, it gives me values of my curvature.
For a ground, I will avoid light direction.



Color - Light

Color - Light area dirt curvature



Light area edges

With the same curvature mask, here I used a light node, create a mask heightmap to create a mask of each important edge of each brick.
By creating a top light, I created a mask of the top edge of each brick.
With this node, I am able to add my light edges.

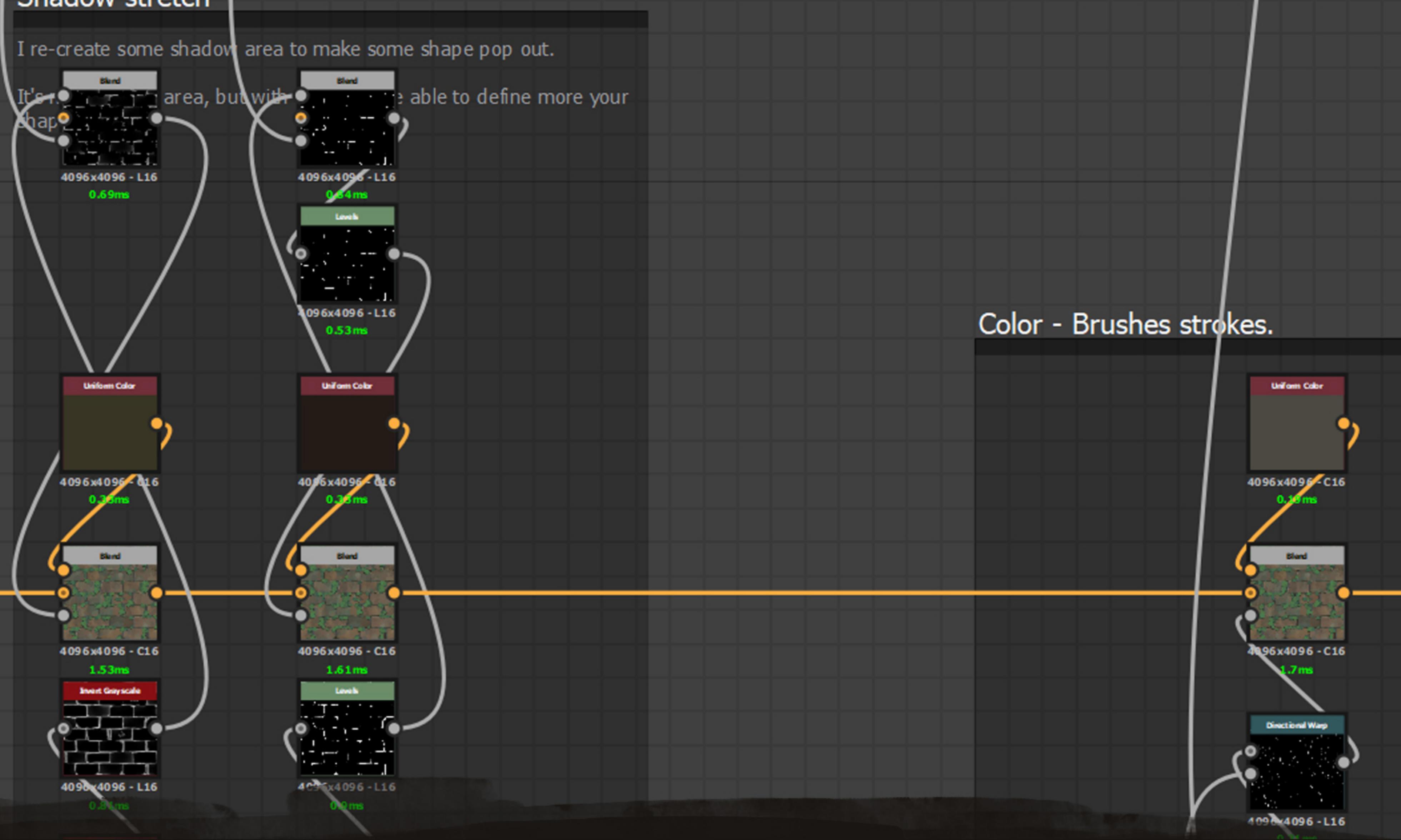
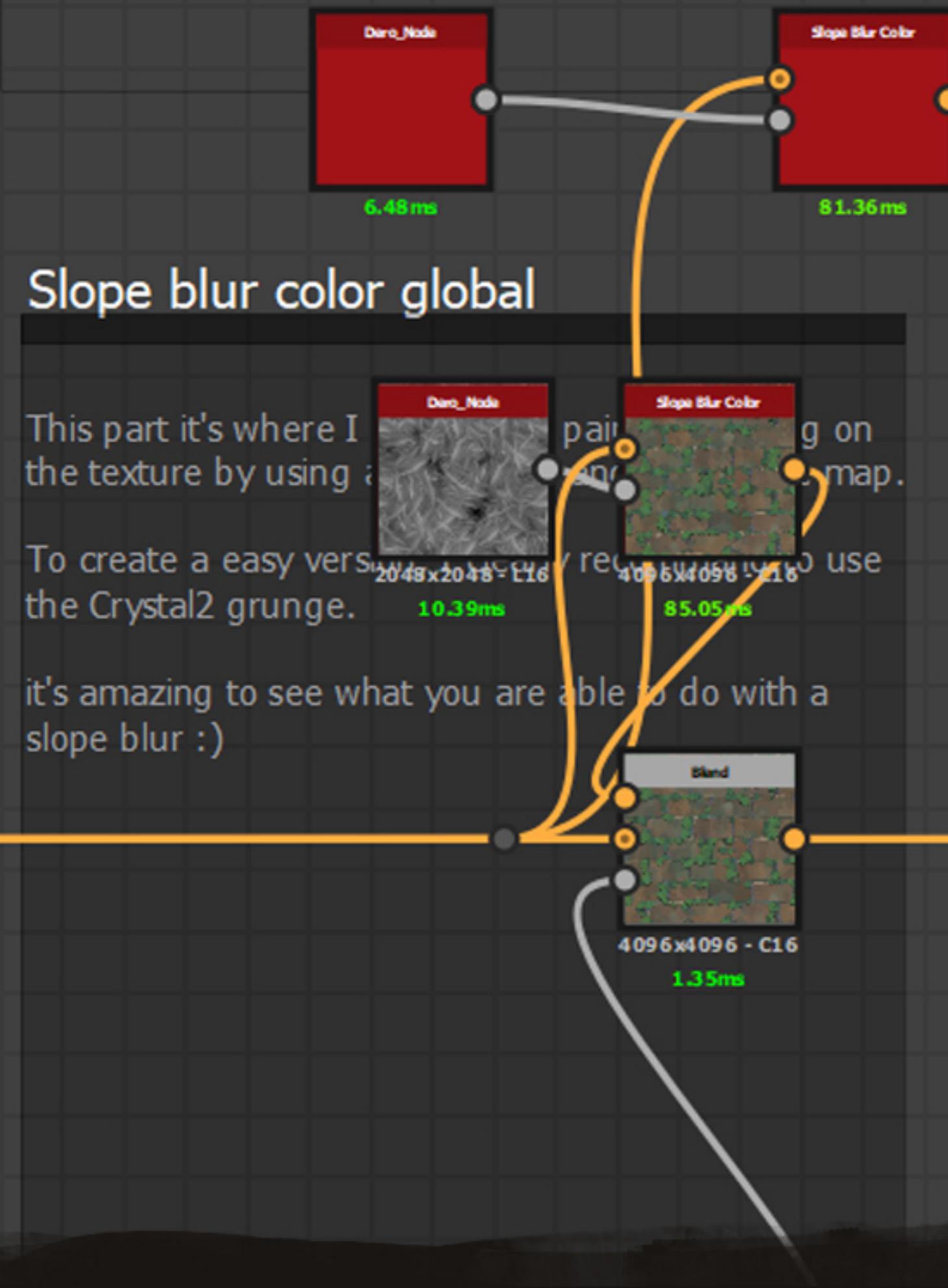
Light direction

Same than the shadow mask, here I used a light node, create a mask heightmap to create a mask of each important edge of each brick.
With this node, I am able to add my light edges.



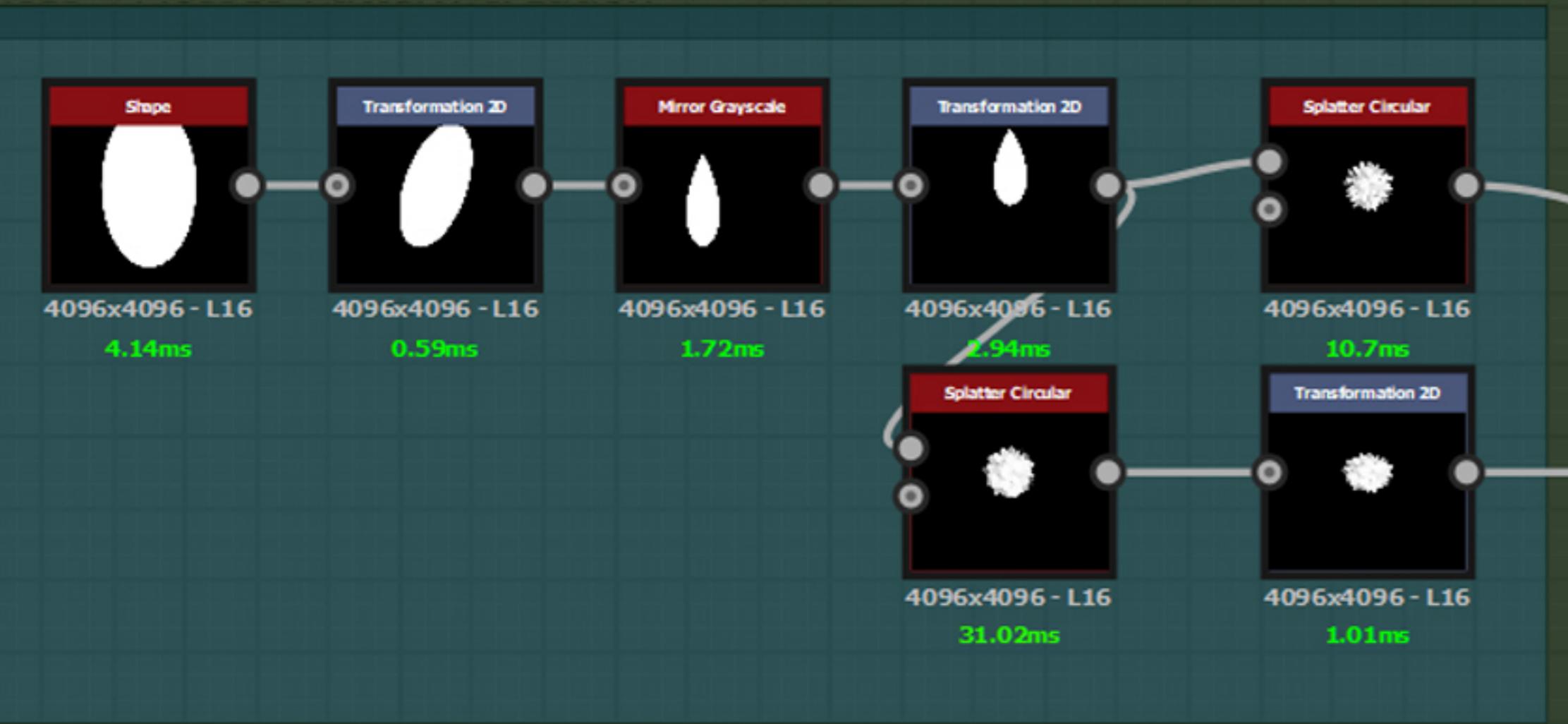
The lighting part it were I could add some lighting intention.
With this part, I am able to create differents mask
(left, right, bottom and top edges of bricks) that will
help me to make all shapes more present and help
me to add a nice and cool lighthing.

Details Part:



With the details part, I am able to add a bit more of the handpaint feeling with the blending node. I can also add a bit more of shadow in the texture. I am using some HBAO and Curvature mask to add a bit more of darker spot.
A cool struff to do, it's also to add some brushes strokes in the texture as a last details in the color!

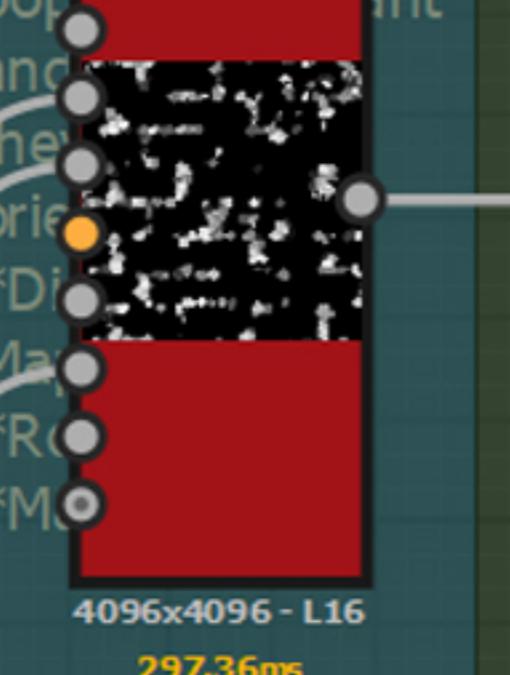
Moss Part



Moss - Sampler mosse

Here it's where i splatter the my mosses pattern with my moss mask.
By putting the mask i can pop and they orient.

*Di
Ma
*R
*Mo



Here it's were i create my moss pattern and I applied it on a Tile Sampler with a mask to be sure that all mosses will pop from the cavities of the wall bricks.



Moss spawn mask



Moss Color Part





!Thx you!