

Creating Weapon skins compatible with toaster arena

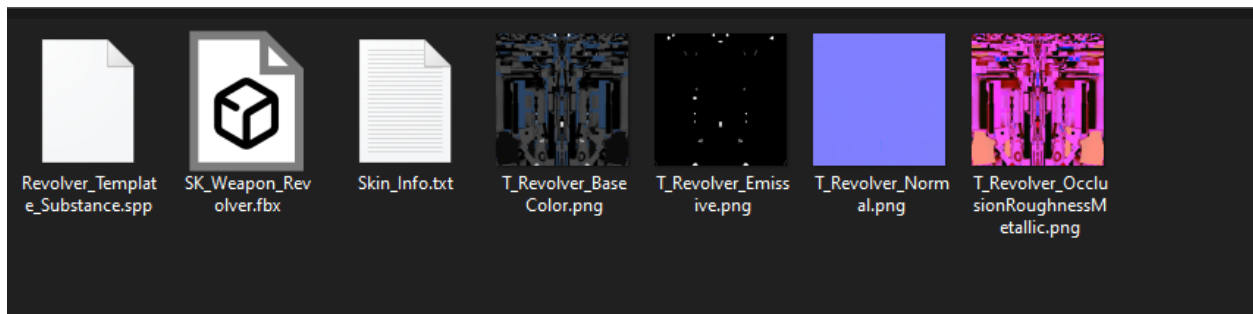
Before starting, this guide ensures that you have knowledge regarding the usage of substance painter 3D, as the template material provided is meant to be used on substance painter 3D

Template files.

Template files for weapon skins can be found on the following link

https://github.com/GamesWithlove/TA-Workfiles/tree/main/Workfiles/Skin_templates

Folder will include several files



Substance project file for painting

FBX model for testing

And some example textures

Skin_info.txt will have information about the skin that the dev needs in order to add the skin in game such as

Skin name

Skin description.

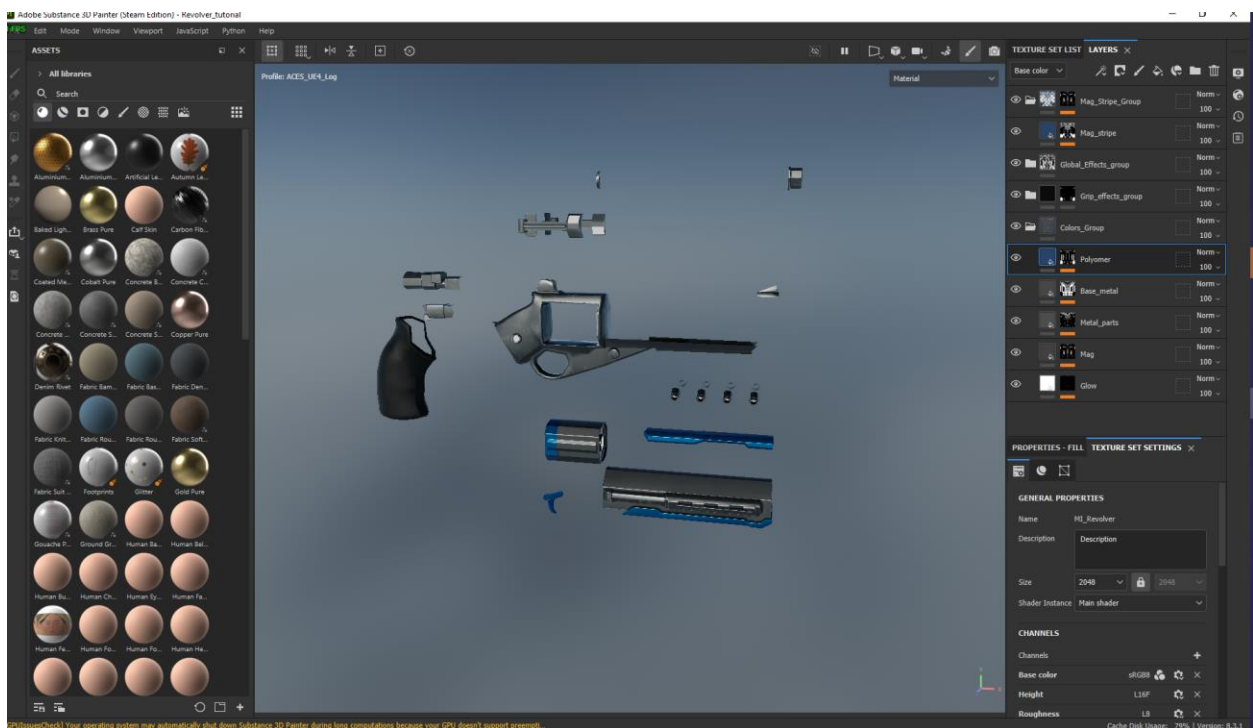
Skin author

Painting time

Any software can be used to paint but it is recommended that substance painter 3D is used for this as TA relies on merged textures for metallic and roughness values.

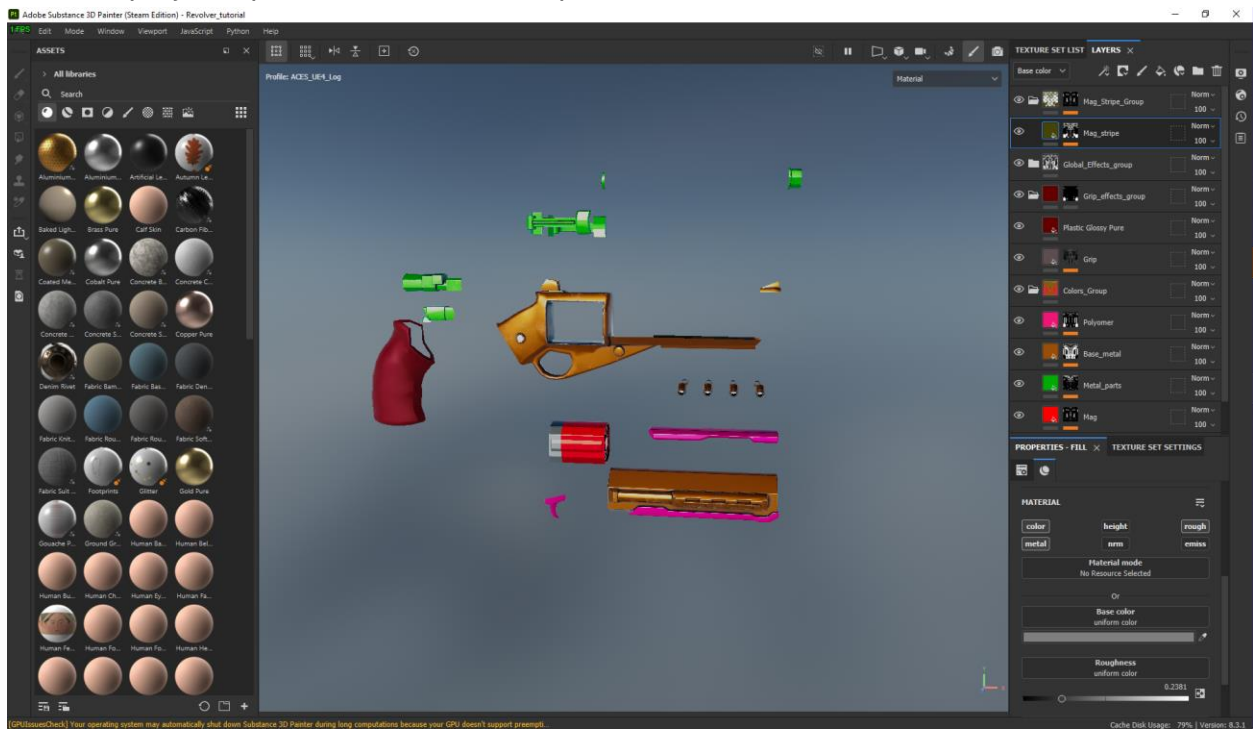
Open the Revolver_Template_Substance.spp file on substance painter

Once the file is opened you should end up with something like this



If an error message that says the the project is running on an older version, feel free to ignore it

With the project opened now it's time to paint



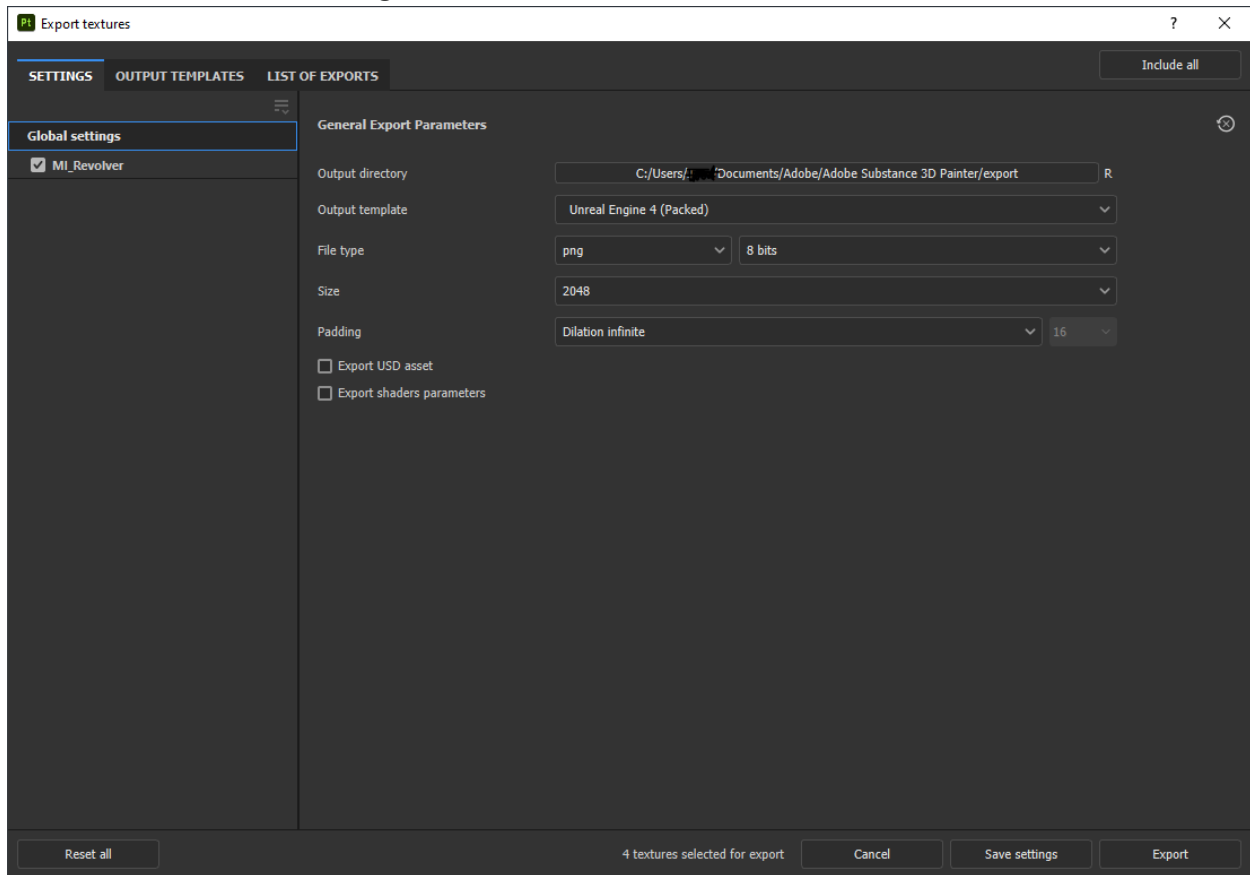
Here is an example combination.

Exporting time

Once the weapon has been fully painted, it's time to export it to a format that's compatible with TA

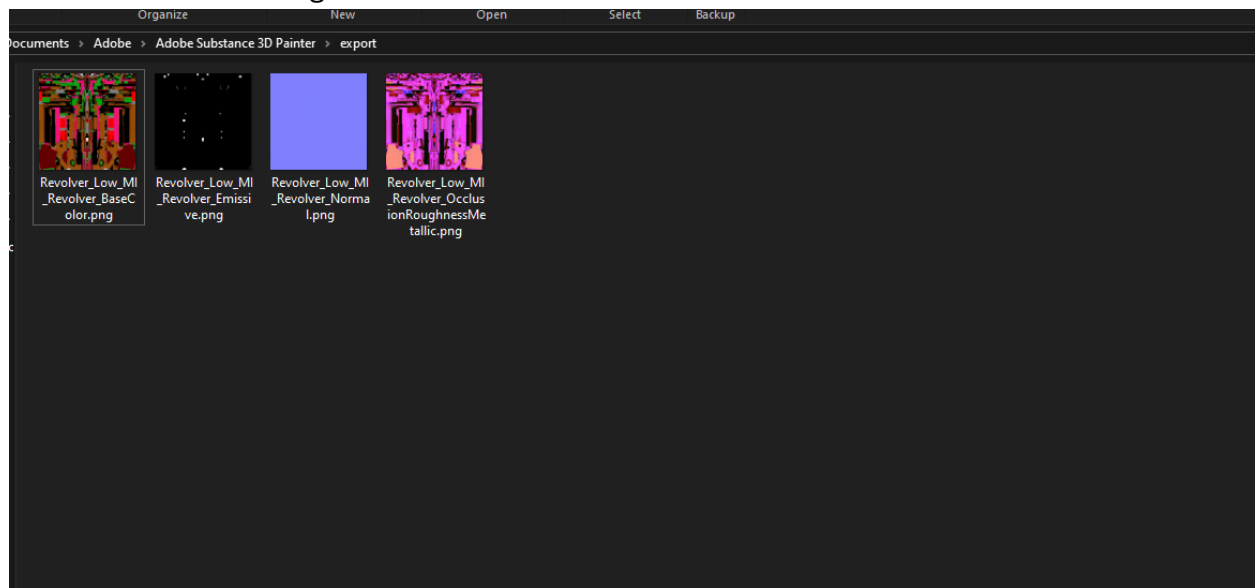
Click on File>Export Textures

Make sure that these settings match



Click export and then navigate to your exported textures folder

You will find something similar to this



Move the textures to your custom skin folder

Naming conventions

Exported textures have a few unnecessary words on the names and need to be cleaned up

We have to use a naming conversion

Exported textures must have the following format

T_(Weapon Name)_(Skin Name)_(Material type)

Ex.

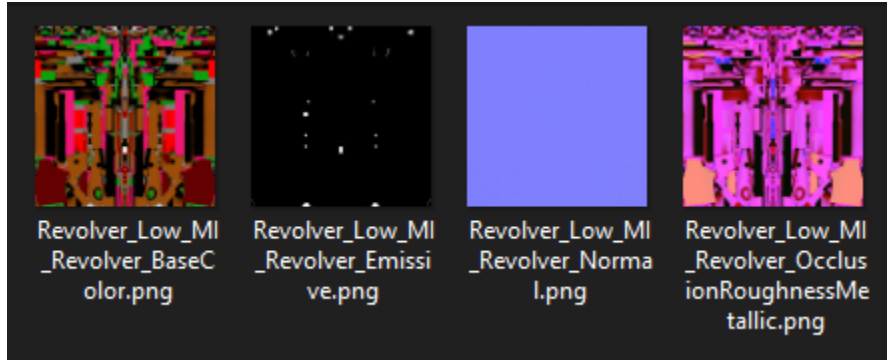
T_Revolver_RedDecay_BaseColor

T_Revolver_RedDecay_NormalMap

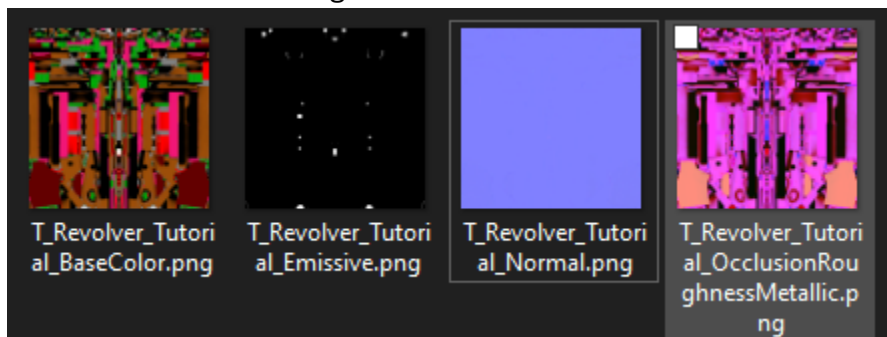
T_Revolver_RedDecay_OcclusionRoughnessMetallic

T_Revolver_RedDecay_Emissive

So instead of looking like this



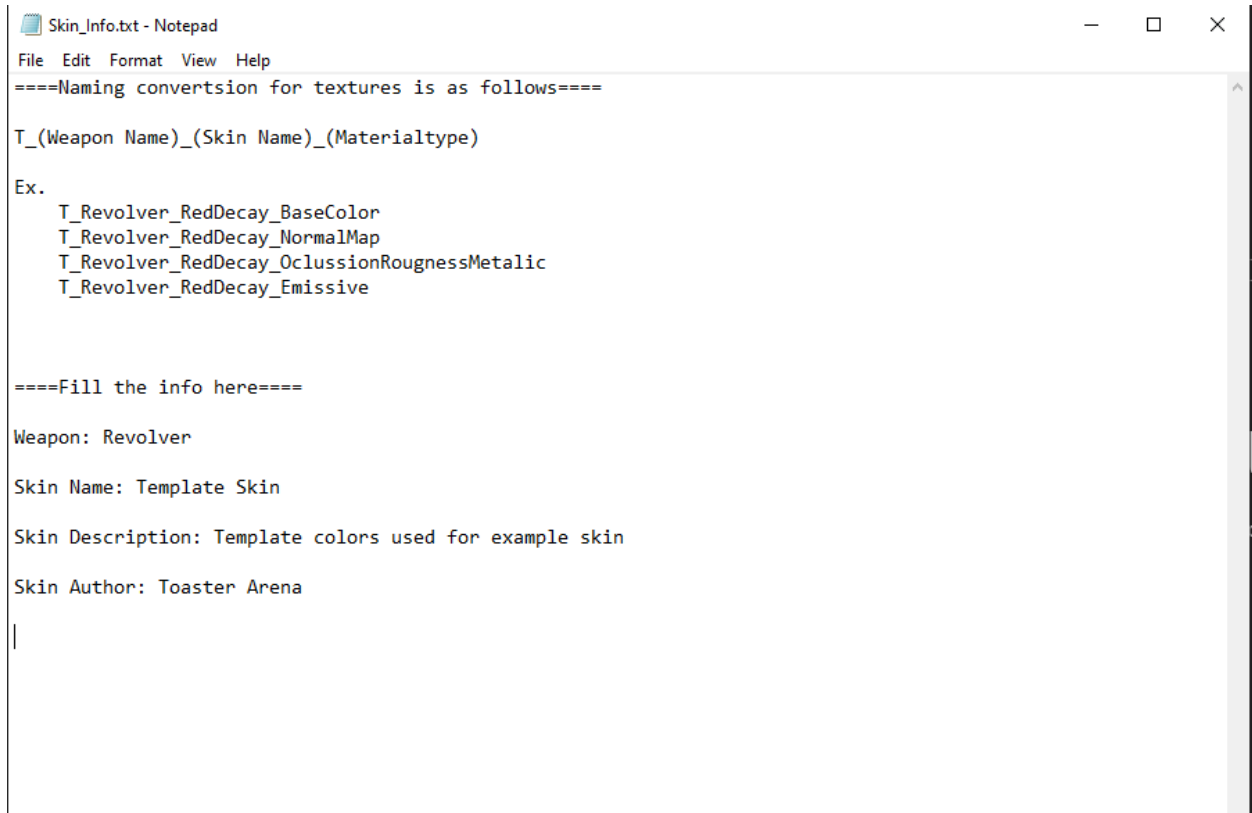
It should look something like this



This is to avoid implementation issues.

Editing the Skin_Info file

This file will include essential information that the developer needs in order to implement your skin in game



```
File Edit Format View Help
====Naming conversion for textures is as follows====

T_(Weapon Name)_(Skin Name)_(Materialtype)

Ex.
  T_Revolver_RedDecay_BaseColor
  T_Revolver_RedDecay_NormalMap
  T_Revolver_RedDecay_OcclusionRoughnessMetalic
  T_Revolver_RedDecay_Emissive

====Fill the info here====

Weapon: Revolver

Skin Name: Template Skin

Skin Description: Template colors used for example skin

Skin Author: Toaster Arena
|
```

File must be named accordingly.

Skin name will have the name of the skin.

Skin description will have a short description of how the skin looks.

Skin author will have your username.

Cheers