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   
A screenshot of a computer

Description automatically generated

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

A computer screen shot of an object

Description automatically generated

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  
A computer screen shot of an object

Description automatically generated

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  
A screenshot of a computer

Description automatically generated

Click export and then navigate to your exported textures folder

You will find something similar to thisA screenshot of a computer

Description automatically generated

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\_OclussionRougnessMetalic

T\_Revolver\_RedDecay\_Emissive

So instead of looking like this  
A screenshot of a computer

Description automatically generated

It should look something like thisA screenshot of a computer

Description automatically generated

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

A screenshot of a computer program

Description automatically generated

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