Substance painter is a product used to apply textures as bitmaps to an object directly. You can paint your object at any resolution setting and change it later on to a higher or lower setting and substance painter will automatically reconfigure the textures to the wanted resolution. In order to start you must create your object in Maya. Once the object is created then you must UV map it to apply the textures. When testing the UV maps, the squares must remain square and cannot have any obscurities in order to prevent texturing errors. Once you have the UV maps made for your object you then must import it into substance painter. First, you must create a new project and add the mesh you want to use from that option box. After importing you see a shelf which is combined of three sections, in the first you have maps, in the second you have brushes, and in the third you have presets available to use in the texturing process. To move in the viewport of substance painter, you hold down the alt key and the left mouse key to rotate the view. While holding the right mouse button you can zoom in and out. The scroll wheel will allow you to move the viewport up, down, left, and right. Wherever you click on the mesh that becomes the pivot point and the rotation is based on that pivot location. To reset your view, press the F key to bring the object back to the center of the viewport. After changing from the 3d view to the 3d/2d the same button commands work in the 2d viewport. In the 2d viewport if you hold alt and shift and left click it snaps to a location in the viewport. In the 3d view the alt and shift command can snap to a side of the object. The environment is lit by an HDR image plane and you can change the opacity of the image allowing you to see the background or just black. Holding down the shift key and right click, you can control the environment changing the lighting. With lighting an object, you must adjust rays. Artifacts can occur when the ray is not long enough, but if the ray is too long it will bounce off the object again to make an obscurity. To change the texture view you hit the M key and it takes you to the material view. The C key takes you to a solo mode for individual channels if you press the C key again it will run through your channels.

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