Substance Painter

Substance painter is an amazing and powerful program for texturing 3d assets for games and animation. There is so much that you can do that it is a bit overwhelming, especially the first time you open the program. At its core the program is a painting program, a lot like photoshop and others of the kind, it allows you to paint directly onto you 3d objects. Substance painter can do a lot more than just paint though, it allows you to adjust height, normals, add animated effects, and create custom materials which can be saved and reused both in your current project and other projects, to name just a few of the things that set it apart from other painting programs.

In addition to creating your own materials Substance painter has an online collection of materials, filters, brushes, and so on that users have created and published called Substance Share. You can download these and use them for your own projects. While Substance Painter may appear overwhelming at first, there are many tutorials that Allegorithmic and users have created to help you get your feet under you. A few of the ones Allegorithmic employees have done are especially helpful. In addition to painting in Substance painter, you also have the ability to render scenes in the program using its built-in renderer. I haven’t really used it for this, but the option is there.

Another nice thing about Substance Painter is how well it works with other programs. In Substance painter you are not just creating colors on your object. You are creating multiple texture maps, things like height, roughness, normals, reflectivity and more. As you would expect you have the ability to export your textures to other programs like Maya, Unity, Unreal Engine, and so on. Things get a little confusing here though because each program requires different texture maps. For instance, Unity may require a map that Unreal Engine doesn’t, and vice versa, because you must have certain maps to make your texture work in these other programs it can be confusing to export. Thankfully Substance painter has preset export options set up for most of the major programs out there. By selecting the one you are exporting to, Substance painter will automatically choose the correct maps to export. Then it is just a matter (rather complicated matter if I do say so myself) of connecting those maps in the program you have chosen to export to. You can also export directly to Sketchfab which is a Really cool thing if you ask me. Anyway, as you can see Substance Painter is a very robust and powerful program and I have barely scratched the surface of what it can do.