Painter is an amazing tool for 3d modeling, allowing us to paint with PBR (physically based rendering) materials and textures. It touched on the Metallic which analyses what reflectivnes, roughness, and color diffuse we want to use. metal/ rough and Specular/ Glossiness are very different in regards to work-flow even though deep programming they use the same basic info, we just change different things with each work-flow

Any texture made in substance designer can be imported into painter. Also the 3d models need to be imported as well. I like that there is a way to permanently set materials and textures into painter by putting them in the respective finder folder. I am very excited to be able to apply textures and materials to my 3d objects. It was a bit over my head all the lingo and different options that Painter has available but I intend to learn each of these and use them as I learn them. I am going to now go work on experimenting with my f-14 tomcat.