Substance painter in general was easy enough to use. Give it a little time and tinkering, and it’s pretty easy to work around inside the application. I liked it because it gave you a lot of preset things to work with and make your own while giving you the ability to create your own completely new materials and paints. My one complaint so far with substance painter is that it can be tricky to get UV maps to export over and understand why they aren’t communicating. I did have some trouble that I’m still in the process of working out where my UV’s would not go from maya to substance painter. This wouldn’t normally be a problem but substance painter doesn’t give a whole lot of background as to what the issue is and even less about how to fix it. I don’t mind trouble shooting a bit but when I have to research the issue for days and reach out to others and still can’t find an answer, there’s a major issue. Though I’m sure this inconvenience is my own user error, I would have like to see the program overall with errors be a little more user friendly. For the most part though like I was saying a moment ago, substance painter is generally user friendly and a very useful tool. The art that you can make on substance painter can be great resolution and with the various paints, textures, and brushes, anyone can make a beautiful display if they put for a little effort. Overall I found my experiences in using substance paint to be enjoyable and for the most part, made me want to play around in the program a little more, even if for just a little downtime fun. As well, I do like that substance painter can draw from, and export to, other various applications and galleries. The accessibility to textures from substance painter in sketchfab.com is very useful and convenient. Personally one of the only improvement points I can find with substance painter is that I would enjoy more tutorials, especially if they were to address common issues rather than just, “how to,” tutorials. I’ve really come to admire this kind of software and would recommend it to anyone who is looking into this line of work. Furthermore, substance painter gives me a profound respect for those who use it, those who created it and those pioneers who came before this technological advance who paved the way to make this software possible.