Read Me

Welcome to the free version of Jove!

Quick Setup

1. Set your project to linear color space instead of gamma color space (Edit -> Project Settings -> Player -> Color Space). You can work in gamma color space as well but this will make texturing harder, as values will not be linear.

Texture Guidelines

2. Jove takes three textures. The normal map is fairly self explanatory but the others are not. The diffuse texture takes a color map in the RGB channels. This color map should be just color, no shadows what so ever. In its alpha channel the diffuse texture takes a roughness texture. This is similar to a gloss texture. The rougher a material is the lower this value should be. Roughness is basically just how rough a surface is. Think concrete which is pretty rough, and then compare it with polished wood that is very smooth. The most common thing I see artists doing is creating a very contrasted roughness texture, like you would with a specular texture. If you stop thinking in game artist terms for a second and picture a real life material, picture your table, how much does its roughness vary over the surface? Does it really vary from 0.1 – 0.9 or is it more like 0.5-0.6? That's the major difference between a roughness texture and a specular/gloss approach.
3. The mask texture takes Metallic in the red channel, Reflectivity in the green channel and occlusion in the blue channel.
4. Metallic should almost always be a binary value, AKA either zero or one. There are rare cases (car paint for example) where you might want to go in the middle, but you almost always want this pure black or pure white.
5. Reflectivity is how reflective a non metallic object is. This has no effect on metallic objects. Polished wood might be reflective while concrete is not.
6. Occlusion is for small scale shading, a very small scale AO map. Be careful to not go overboard on this texture, as a black occlusion is the same as a completely black output.