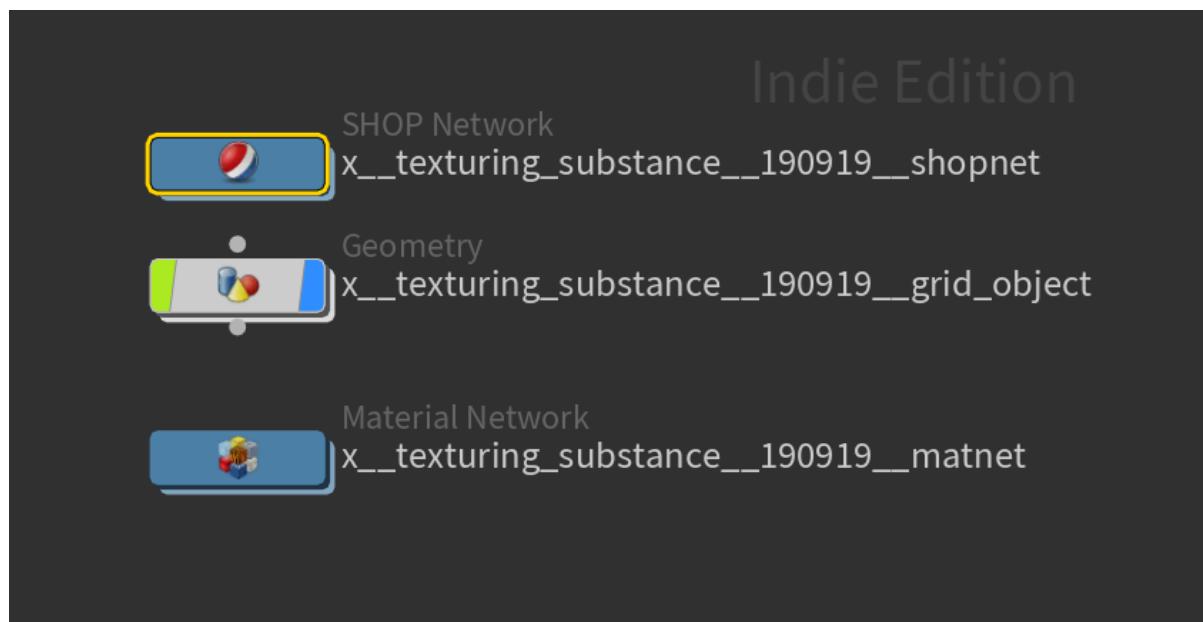


---

ID: 14 post\_title: x\_texturing\_substance\_190919 author: gicomadmin  
post\_excerpt: "" layout: post permalink: >  
[http://guillaumeisabelle.com/nad-previz/2019/09/20/x\\_texturing\\_substance\\_190919/](http://guillaumeisabelle.com/nad-previz/2019/09/20/x_texturing_substance_190919/) published: true  
post\_date: 2019-09-20 18:37:15

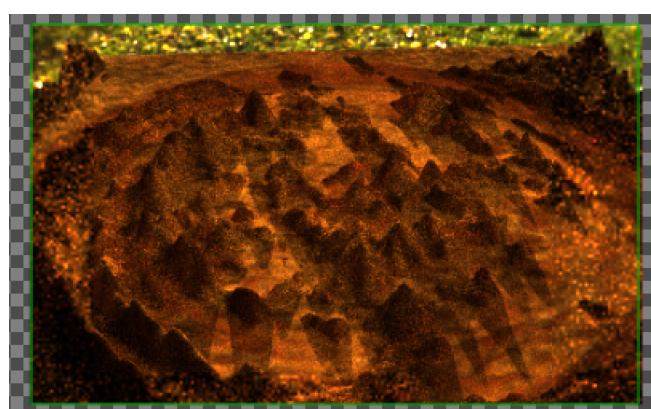
@STCGoal Can Substance alchemist generate shading material and texture maps using photogrammetry?  
@a Try Creating the Material in Alchemist using the DNG  
@cr Merged the HDR

## Results

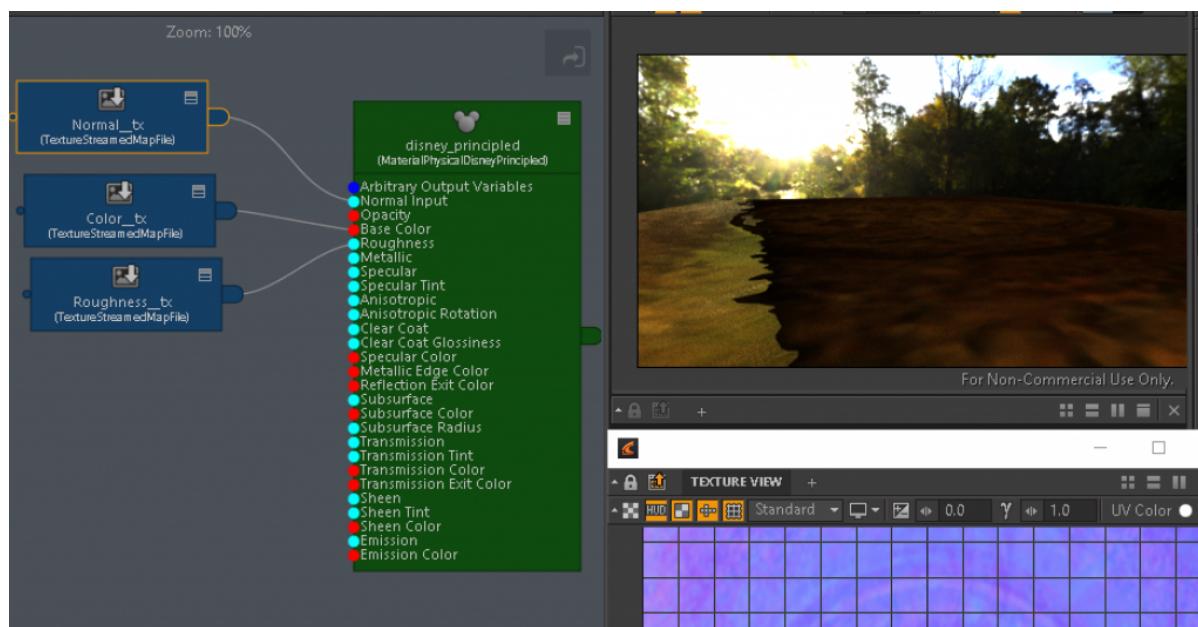
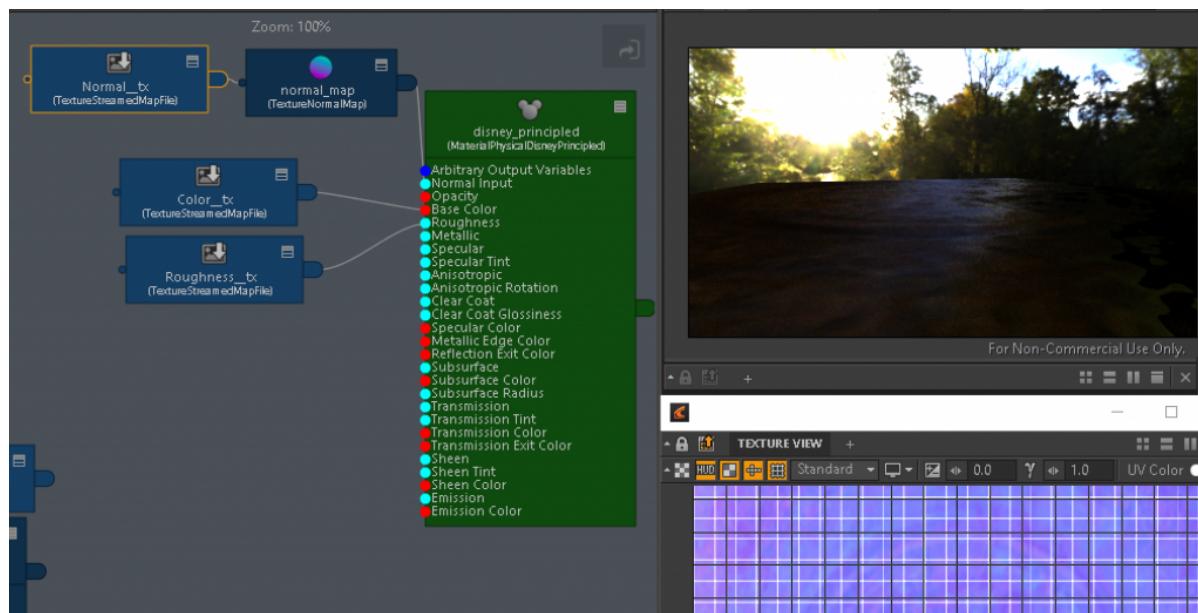


--@issue I want to texture the object in Houdini but do not know how.  
--@mastery Houdini required  
--@result Unacceptable

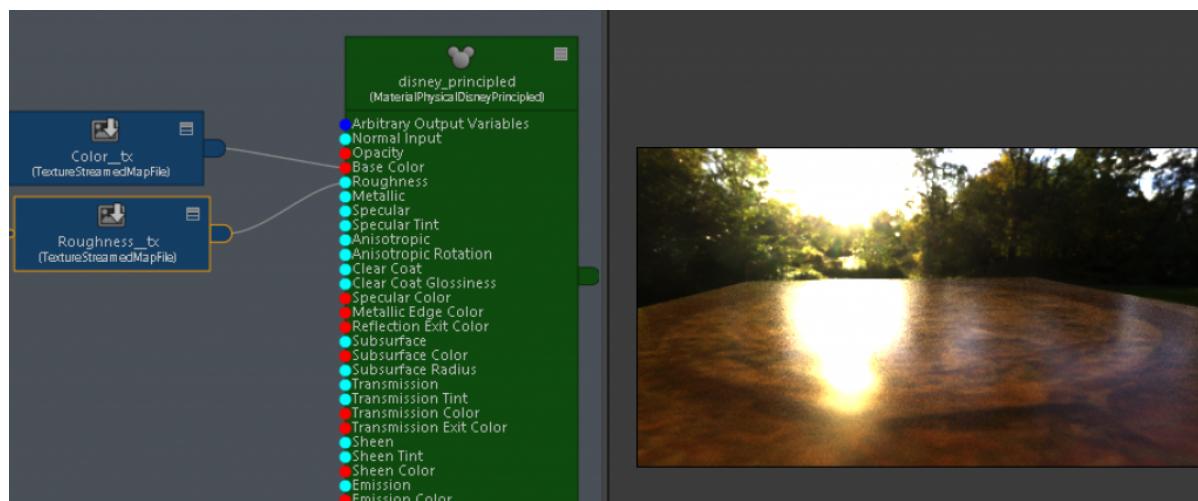
--@a Frack off Houdini, let's use Clarisse

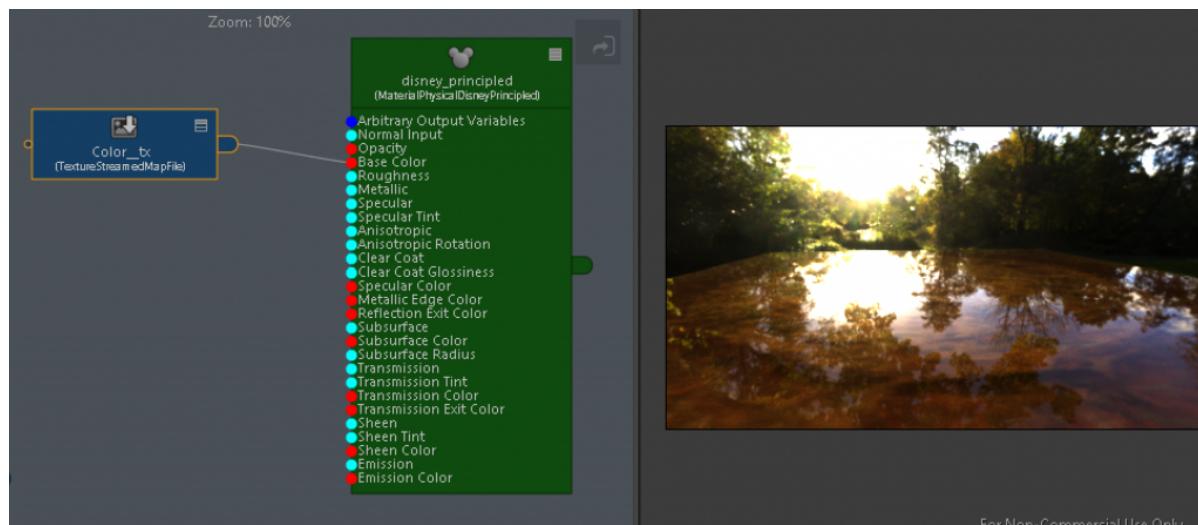


--@result Not what I want but I love it :)



03 added normal, not really interesting...





Plates:



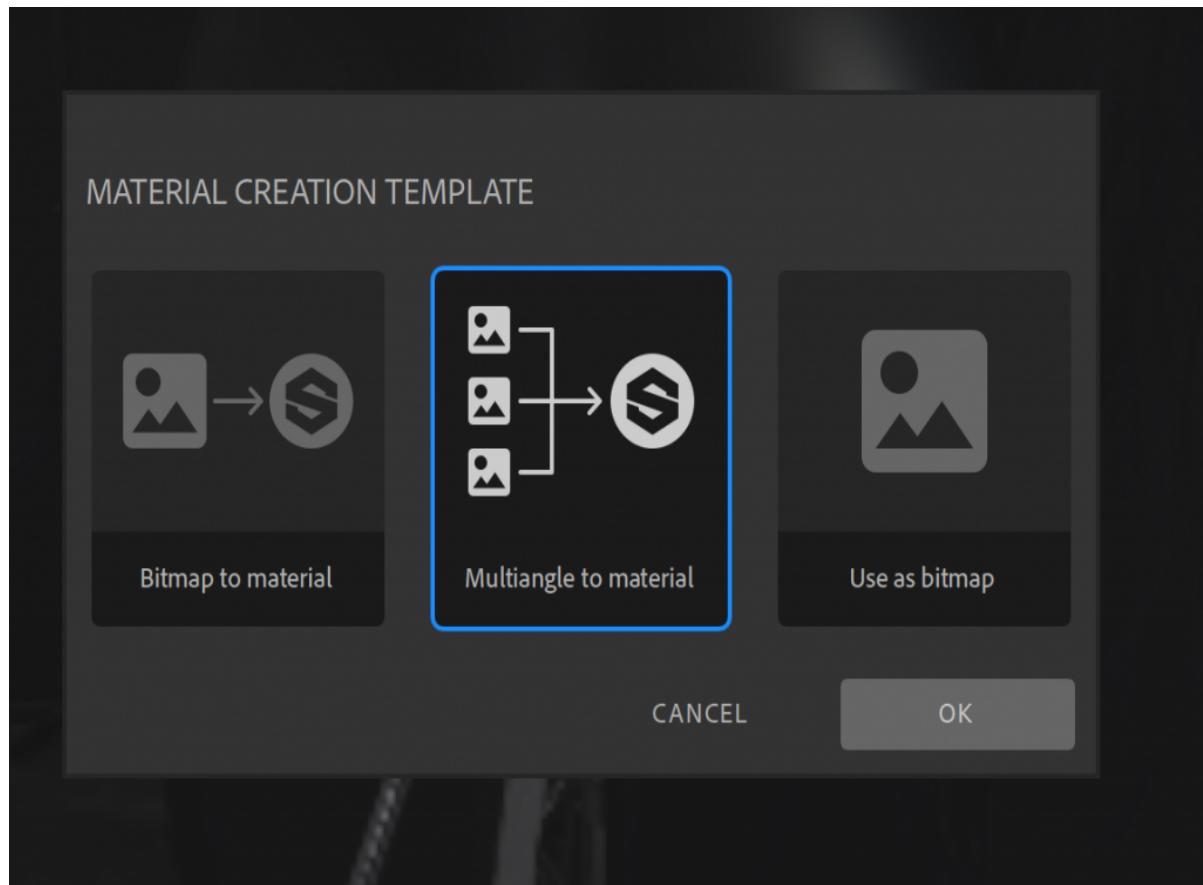
One of the plate used in Alchemist

No	T	Q	R	N
		How to merge shooting in HDR Automatically?		
			I do not know.	
		Who would know?		
		Does Substance Alchemist support .DNG format?		

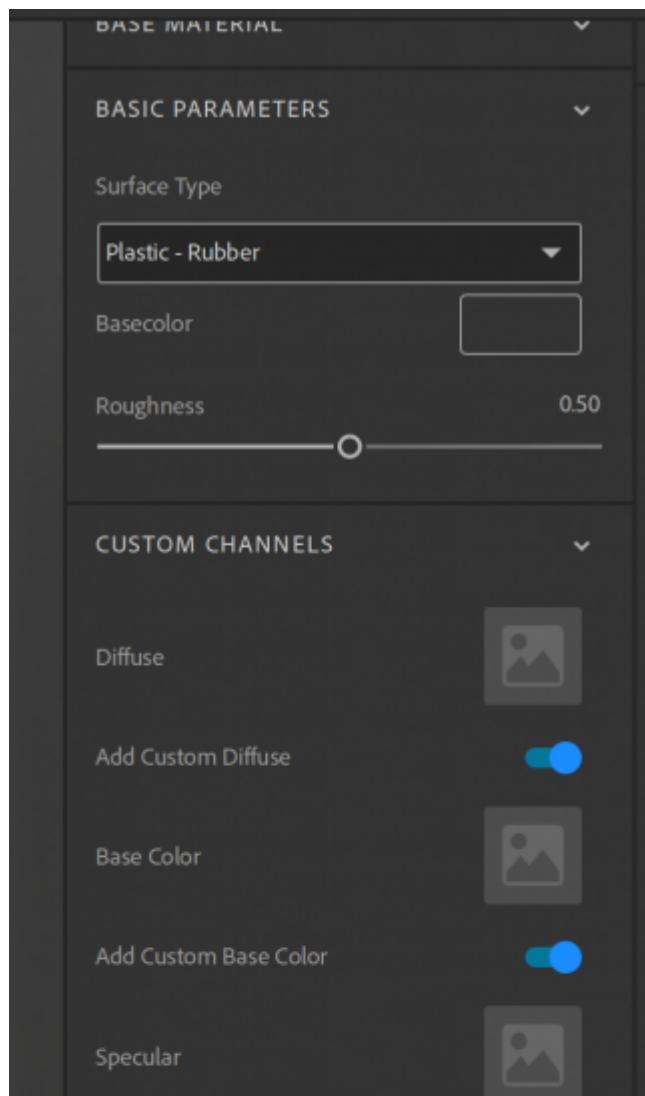
The screenshot shows a file explorer window with a dark theme. On the left is a vertical toolbar with icons for file operations like New, Open, Save, Copy, Paste, Find, and Delete. The main area displays a hierarchical project structure:

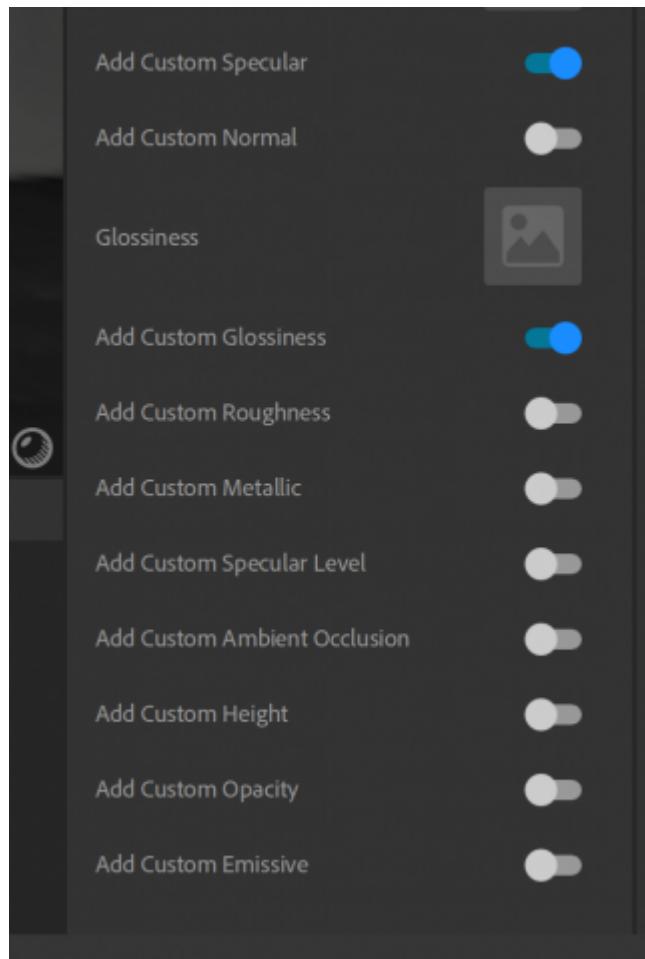
- ✓ x\_texturing\_substance\_190919
  - > abc
  - > audio
  - > comp
  - > desk
  - > docs
  - > flip
  - > geo
  - > hda
  - > render
  - > scripts
  - > sim
  - > snapshots
  - > src
  - > tex
  - > video
  - > x
- ≡ desktop.ini
- ≡ index.hiplc
- { } package.json

@o I have created the project experimentation using Houdini

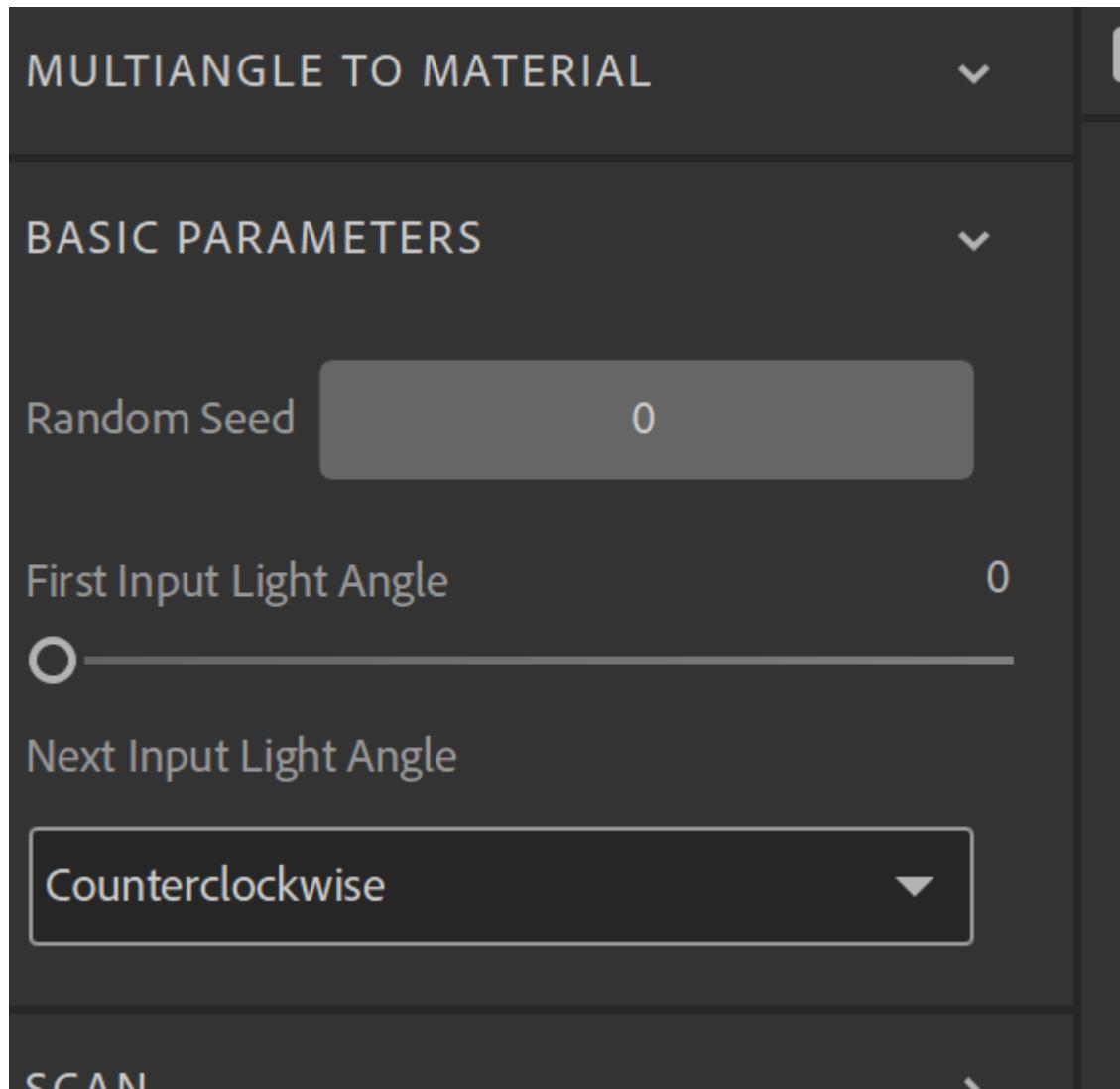


DNG multiangle dropped

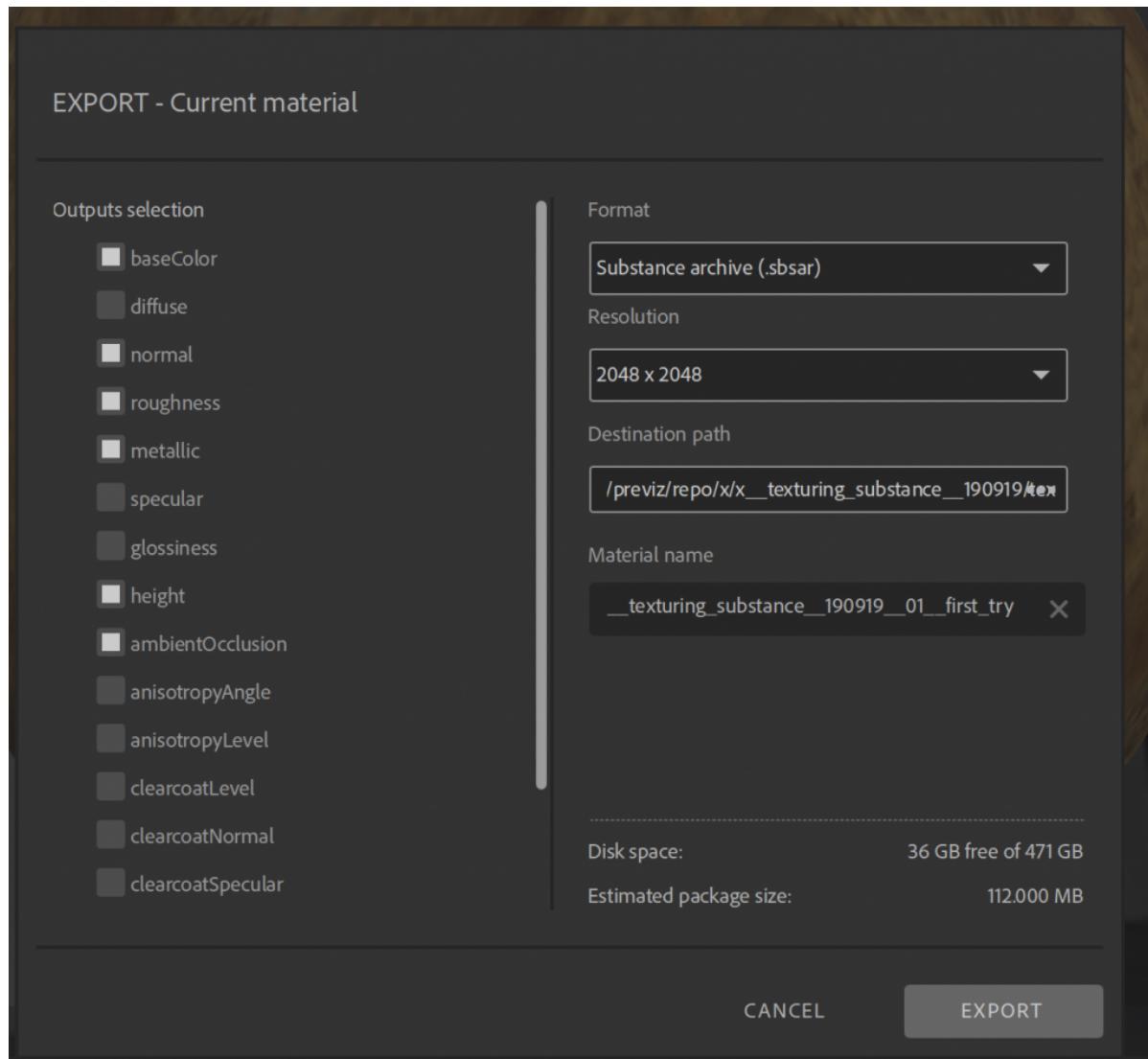




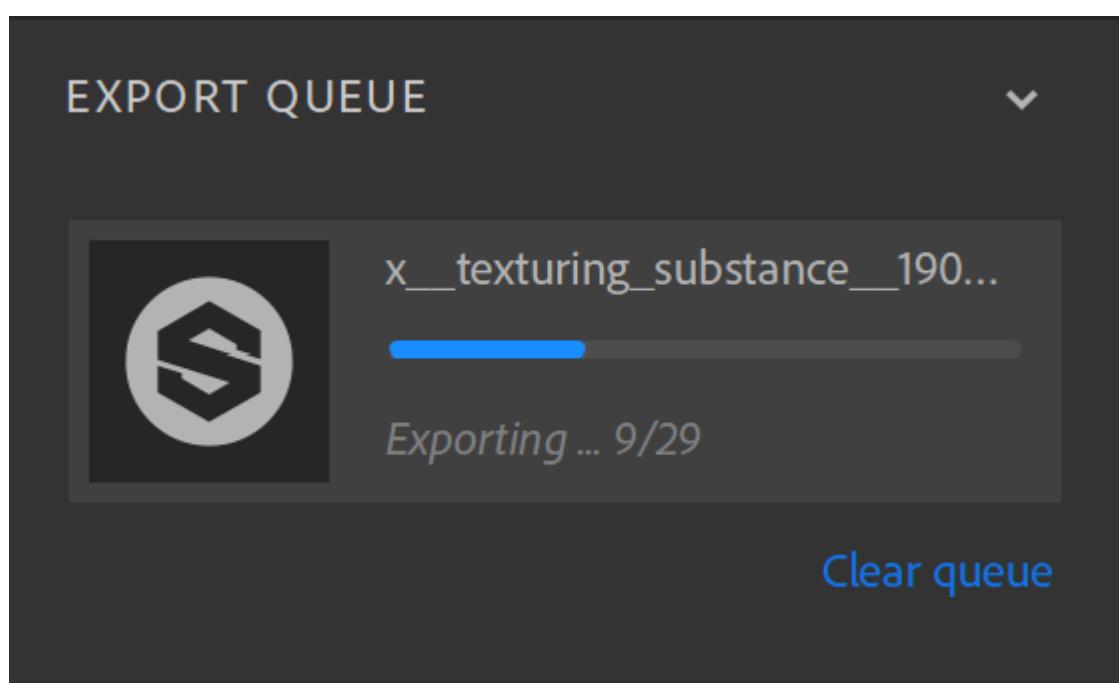
--@a Adding Channels...



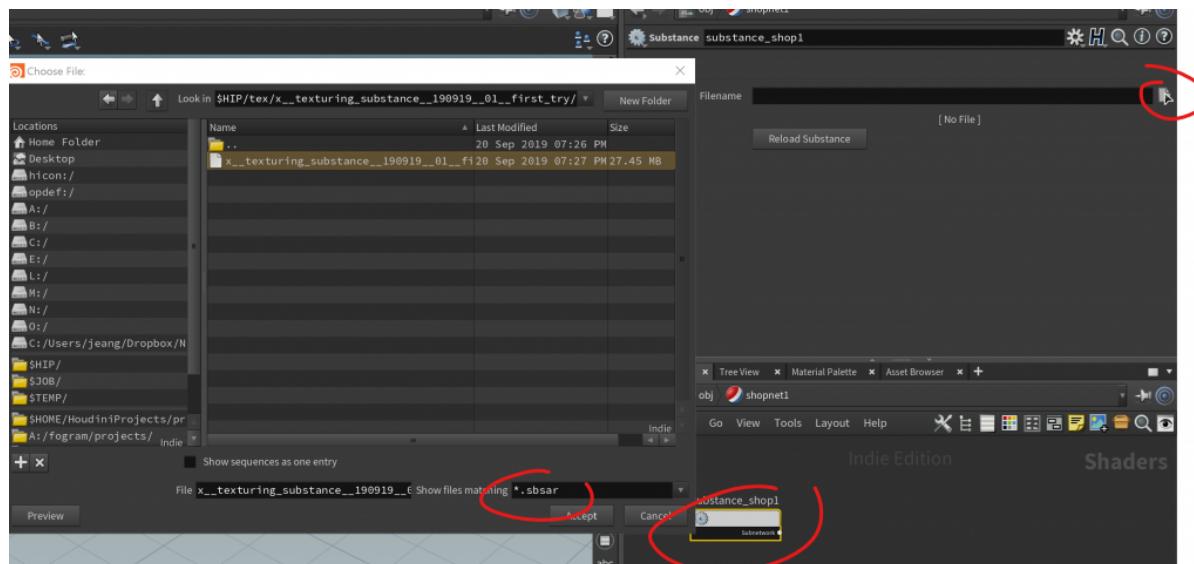
--@issue Stuff about the Angle...



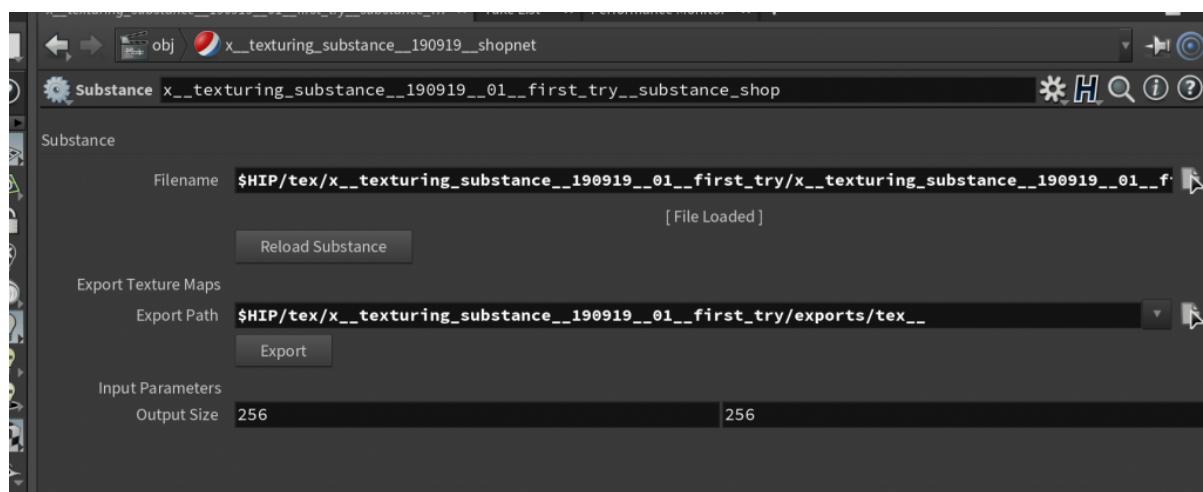
Exporting



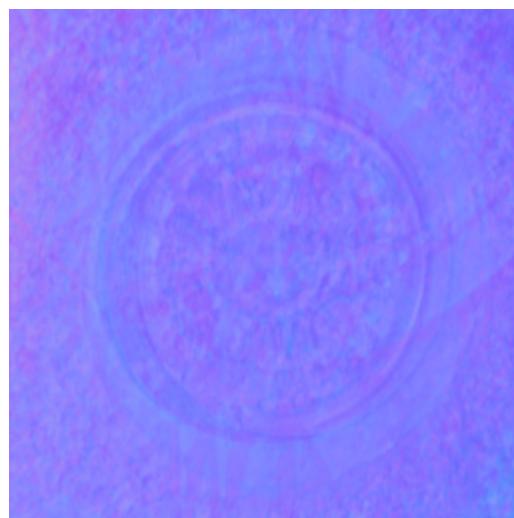
...



--@a Try the Substance created in Houdini



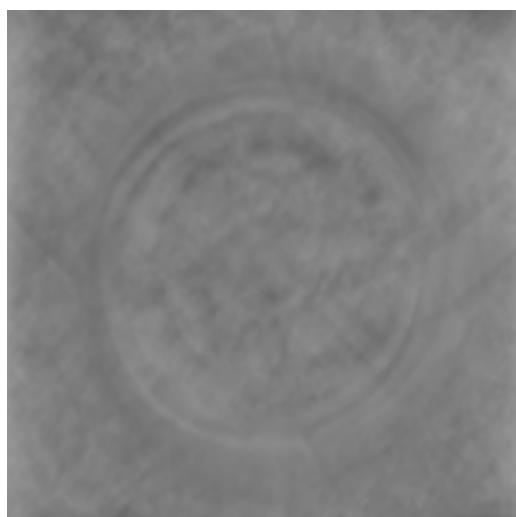
--@observing The Generated Texture Maps



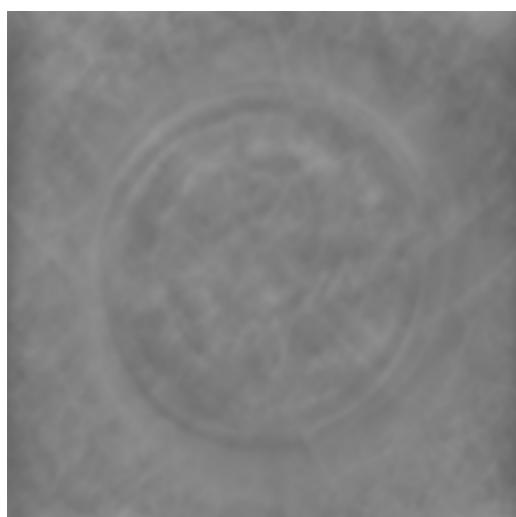
Normal



Base Color



Height



Roughness