**Maya Texture Notes**

**Exporting from Substance**

* The “Arnold AI Standard” tab should be turned on during export. You can also set up a custom version of this preset by removing the alpha from the normal map.

**Arnold Usage**

* Arnold makes use of “ai” materials. They will show up in the Arnold render view.
* “aiStandardSurface” is the default material.
  + Base color – Color of the material
  + Specular – Specularity of the material
    - The “roughness” tab is used for the roughness map (Color space = raw)
  + Geometry – Normal/bump map information
    - Bump mapping tab is used for the normal map/height map information. (Color space = raw)
* “aiNormalMap” is used for normal maps.
  + The normal map can have an odd appearance sometimes. Try messing with color gain, setting the color space to raw, removing the alpha map, and turning up the diffuse roughness under the material’s “base” tab. I haven’t had success getting it to look perfect from substance painter yet.
  + We can’t use the color space “srgb” because it causes weird lighting across the surface.