**Maya Texturing Notes**

Setting a Material

* For Arnold, the best general material is “aiStandardMaterial.”

Substance Painter to Maya

* Use the “Arnold aiStandard setting in Substance Painter for Maya’s settings.
* For the normal map, replace the RGB + A with RGB and drag the appropriate normal map openGL setting back on.

Setting the Files

* The Base Color option is straight forward. Keep color setting on “srgb.”
* For roughness, open the “Specular” tab and add the map onto the value. Switch the color setting to “raw.” If the roughness map has trouble appearing, turn on “Use color as alpha.”
* For the normal map, open the “Geometry” tab and add the map into bump mapping. The normal map will replace the input.