**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.
* For Redshift, substance painter has a preset as well.

**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/Opacity
    - Bump mapping tab is used for the normal map/height map information. (Color space = raw)
    - Opacity map is used for cutting out transparent parts of an object. (NOTE: Make sure to disable “opaque” under the object’s shape node!)
  + Transmission – Refractive information
    - Similar to opacity, but used for refractive objects like glass and water.
* “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.

**Redshift**

* The backlighting/translucency tab determines how much light should pass through the object.
* The refraction/transmission tab determines the transparent or “glass” look of an object.
* The sub-surface tab determines the effect of light passing through an object and scattering to other surfaces.