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Maya and Substance Painter: A Quick Workflow for Indie Artists

Márcio E. Gonçalves, MFA, ALM
Assistant Professor of Film, Animation, and New Media at University of Tampa.

Learning Objectives

1. Learn a quick and efficient workflow between Maya and Substance Painter.
2. Learn how to properly set up and export your model in Maya.
3. Learn how to procedurally create the textures in Substance Painter.
4. Learn how to export back to Maya, and how to set up the painted textures in Arnold to get a beautiful final shot.

Description

This class will present a fast, easy-to-use workflow for creating great-looking textures using Maya software and Substance Painter. This hands-on class has the indie artist and 3D generalist in mind, instead of the big company with an army of specialized artists. Substance Painter has become the industry standard tool for creating textures for games and films, but it's a very complex and daunting software, and its integration with Maya is not always straightforward. This class will cut to the chase and show you how to prepare your model in Maya, set your materials, export, procedurally create the texture in Substance Painter, and then - finally - bring it all back to Maya and render beautifully with Arnold.

Speaker(s)

Marcio E. Goncalves is a 3D artist and filmmaker, currently working as an Assistant Professor of Film, Animation and New Media at the University of Tampa, Florida.   Prior to this, he worked as a Maya Designated Specialist with the Premium Support team at Autodesk (Montreal) where he was the DSS for Disney, Pixar, ILM and Mattel. Marcio also worked as a Communication and New Media researcher at McMaster University (Canada) where he studied multidisciplinary practices and applications of virtual reality. Marcio is originally from Brazil and has more than a decade of experience directing and producing animated and live-action content.   Marcio holds a Master in Digital Media Design from Harvard University and a Master in Film and Television from Academy of Art University.

Hands-on Lab Structure

Preparing and Exporting 3D Models in Maya
How to prepare the 3D models before exporting to Substance Painter

Substance Painter Interface and Workflow
Overview of the most important elements of Substance Painter UI.

Procedural texturing. Smart Materials. Smart Masks.
Learning the workflow for creation of procedural textures in Substance Painter using Smart Materials and Smart Masks.

Creating the textures.
How to create the textures for each 3D object using what we learned so far.

Adding extra details. Painting Normals.
Now we add extra details painting the normal channel and connecting the extra details to the smart materials using anchor points

Exporting back to Maya
How to export the newly created texture set to Maya.

Setting u Arnold Materials in Maya.
How to configure an Arnold material with textures created in Substance Painter so tey will look correct both in the viewport and during rendering

Final Render
Final renders of the 3D character with the new textures. Both with viewport 2.0 (Playblast) and with Arnold Renderer.