Using the Allegorithmic's Substance Procedural Texture Tool in Autodesk® Applications

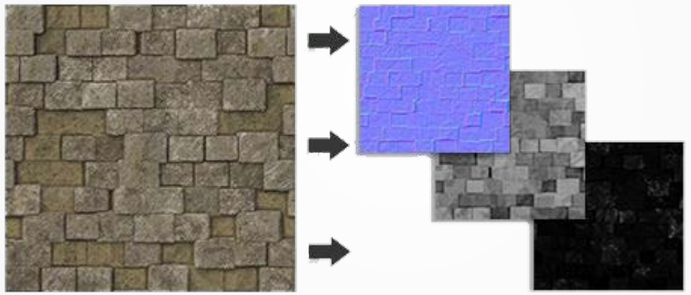
Mark Kauffman

Technical Lead of Project Visualization, Parsons Brinckerhoff

What is Substance?

allegorithmic

*.sbsar





allegorithmic

CREATE



SUBSTANCE DESIGNER 3

EXTRACT



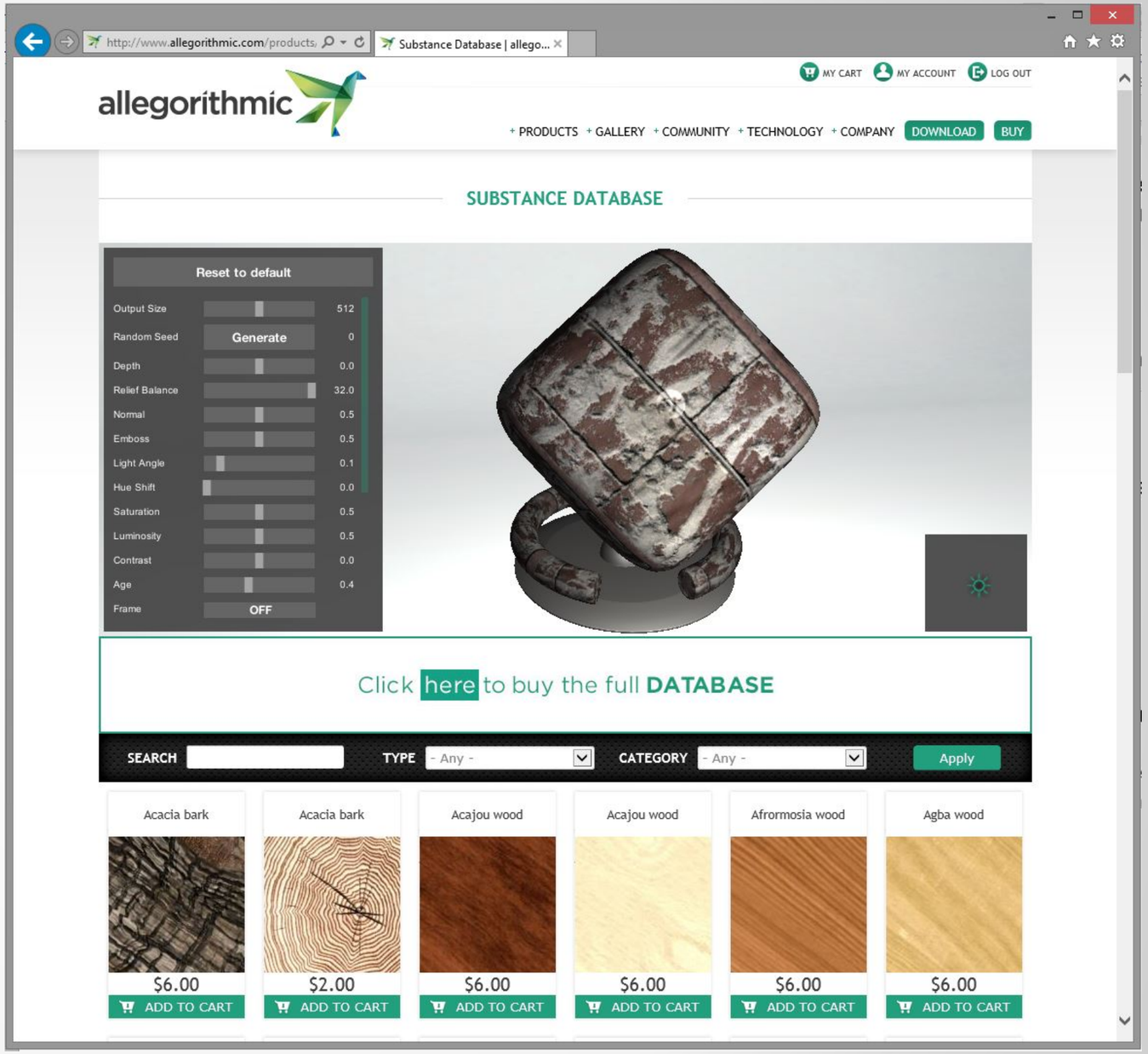
BITMAP2MATERIAL 2

PLAY

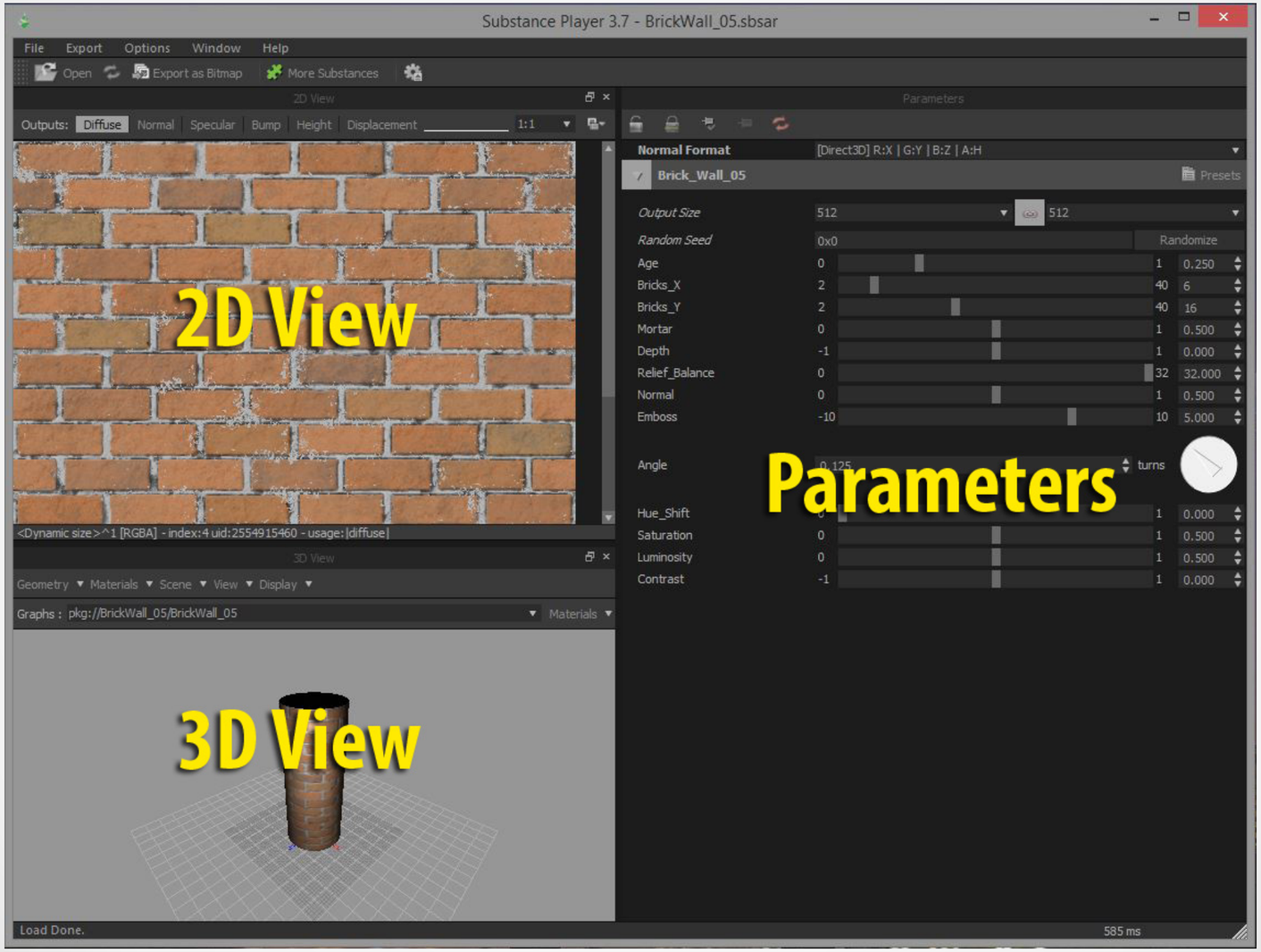


SUBSTANCE PLAYER

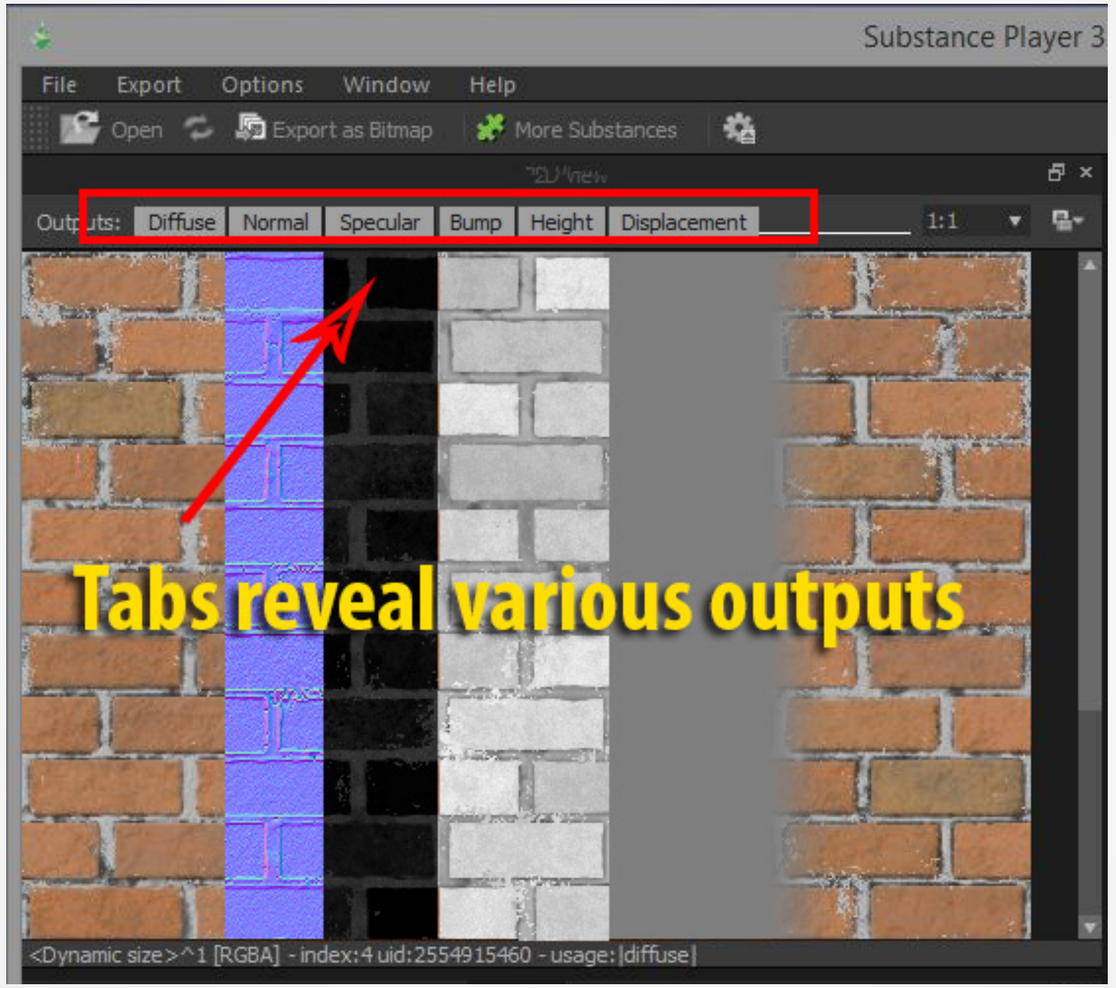
Substance Catalog



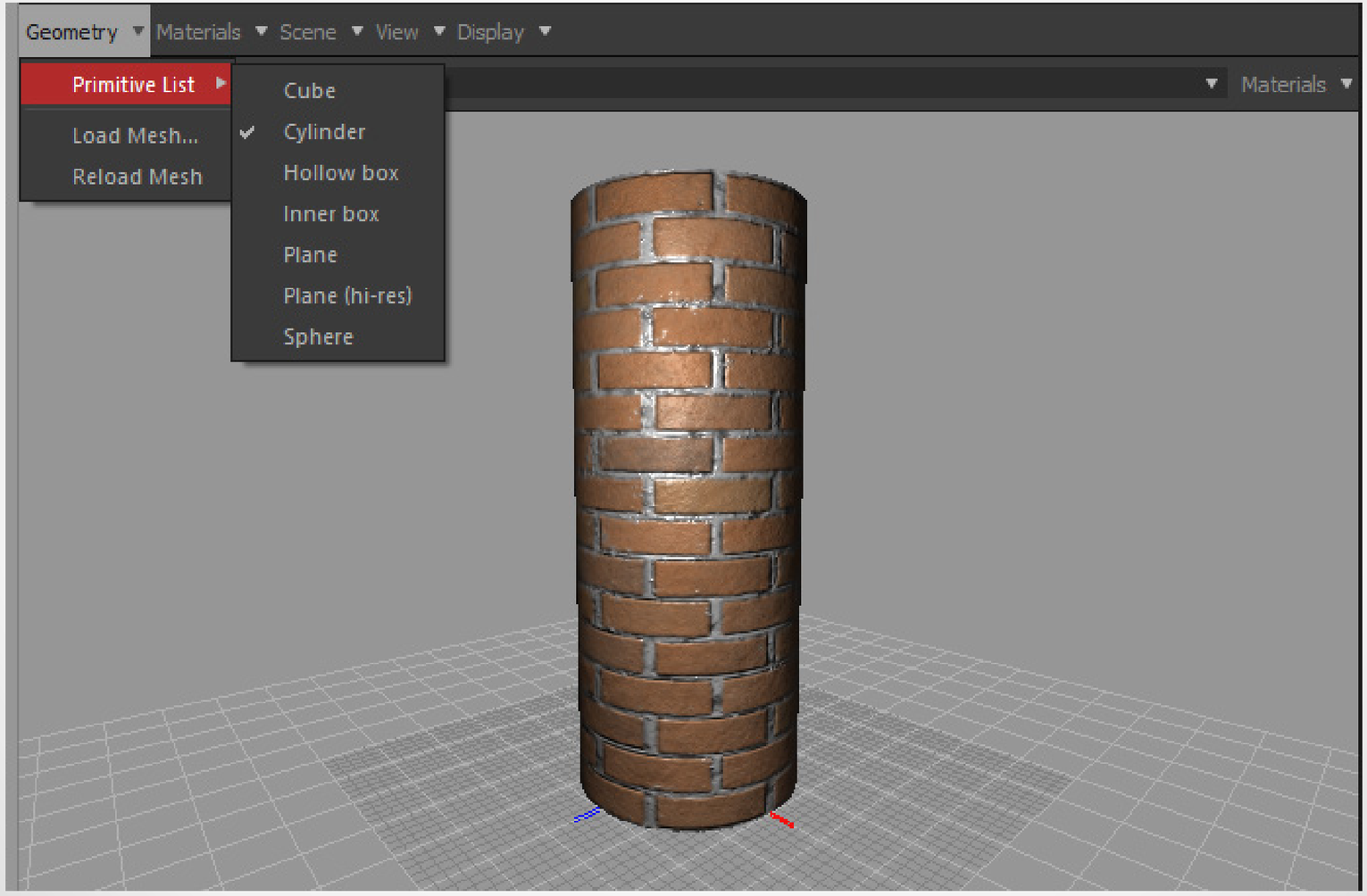
Substance Player



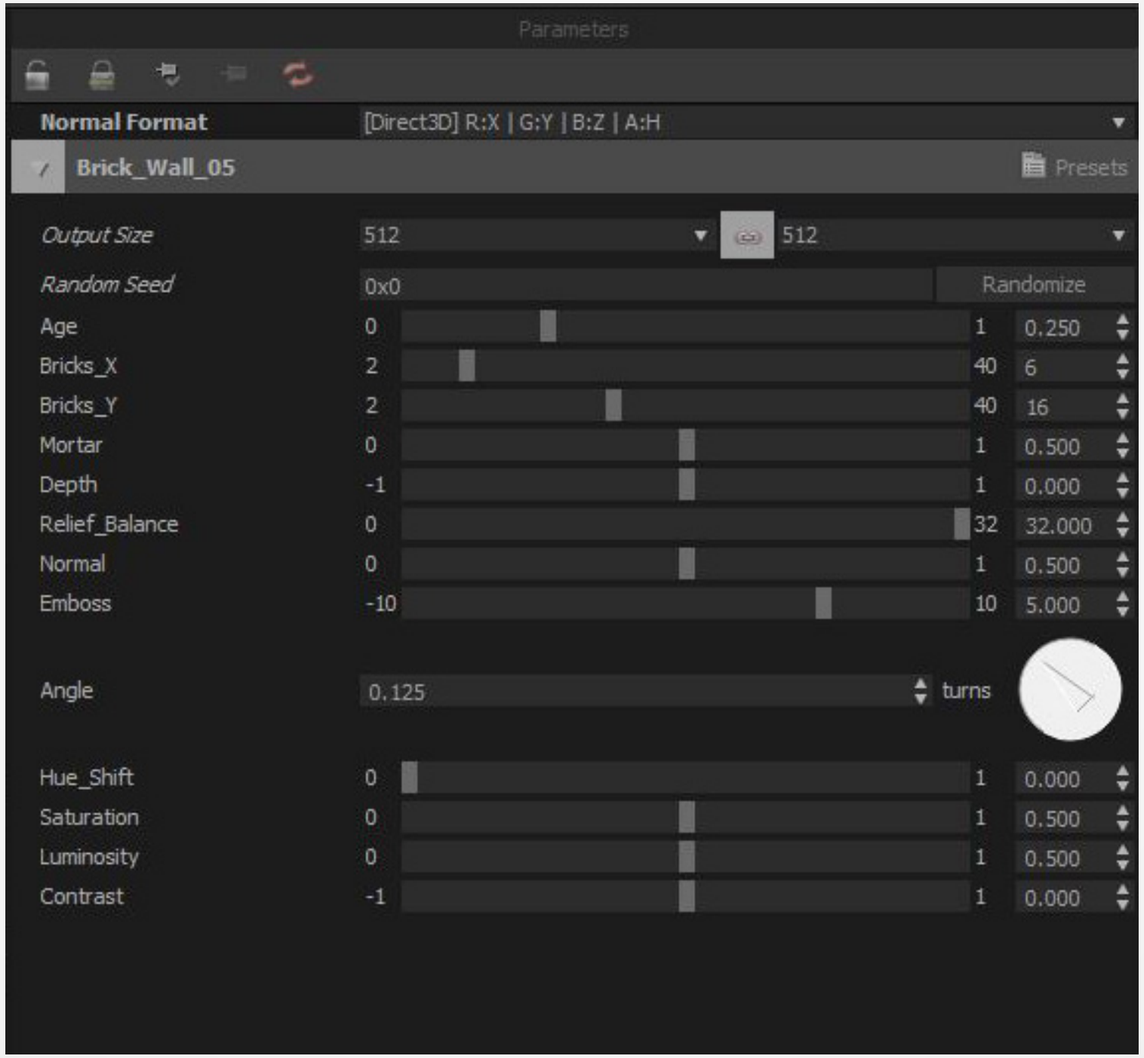
Substance Player
2D View



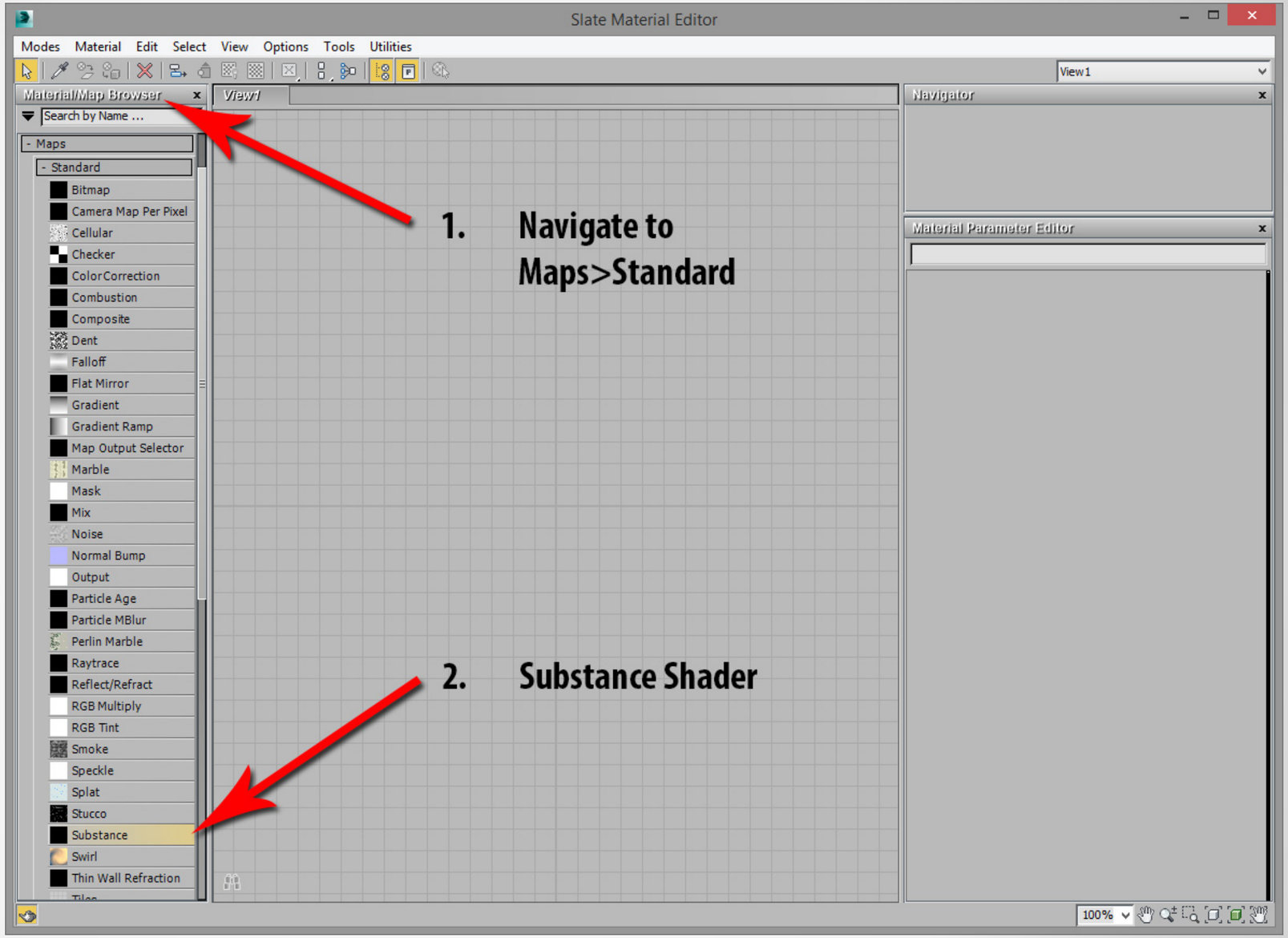
Substance Player
3D View



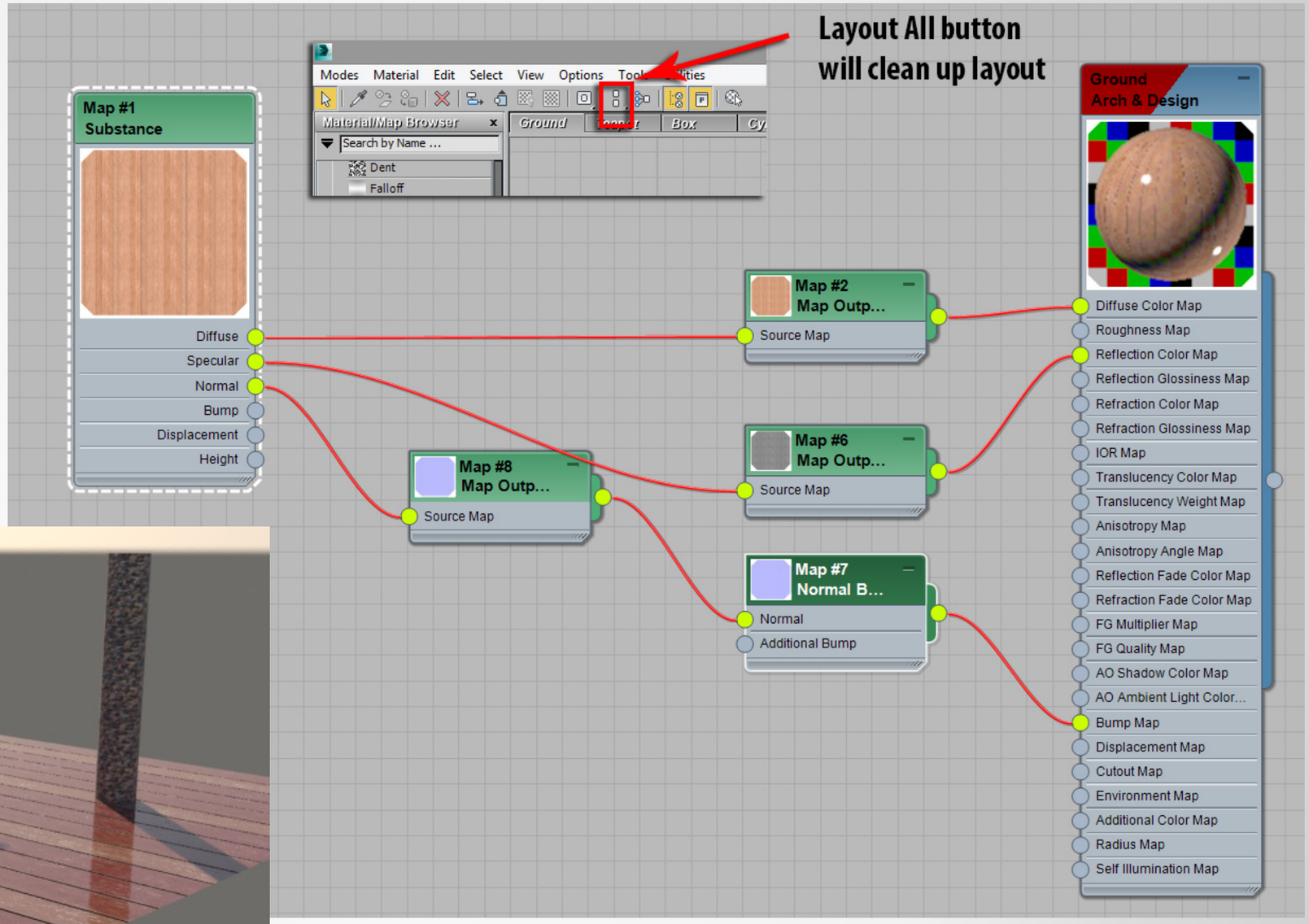
Substance Player
Parameters

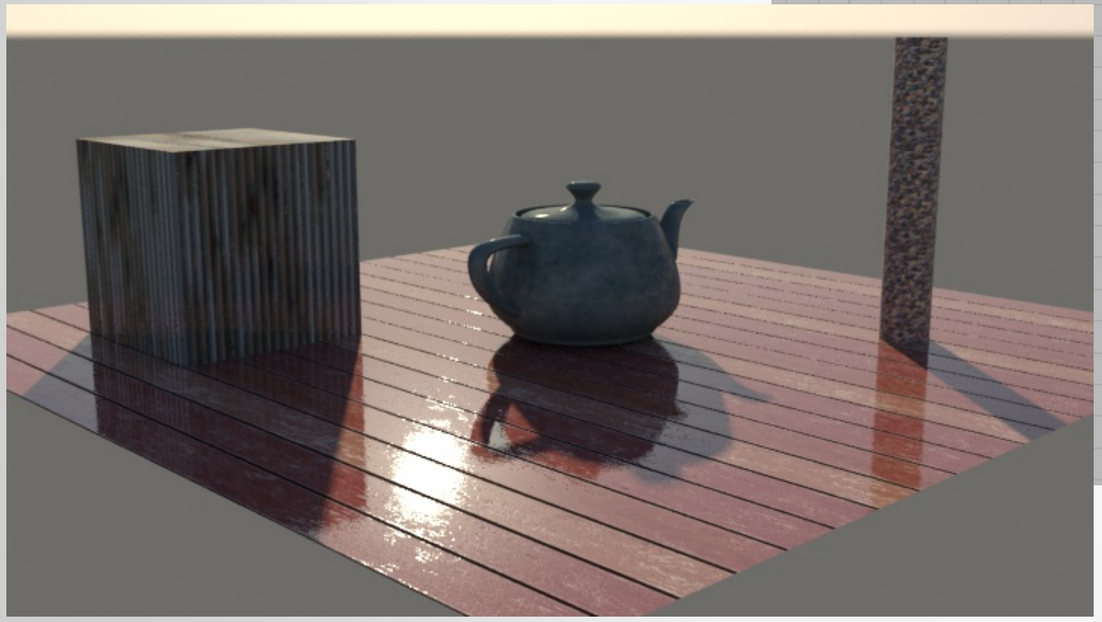


3ds Max

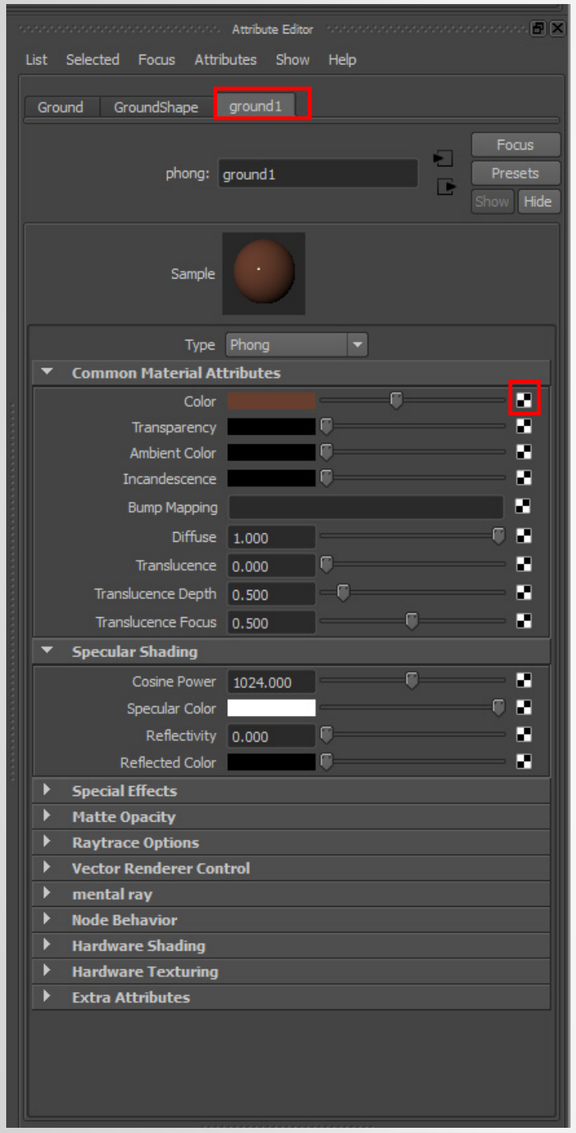

Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
View1
Material/Map Browser
Search by Name ...
- Maps
- Standard
Bitmap
Camera Map Per Pixel
Cellular
Checker
ColorCorrection
Combustion
Composite
Dent
Falloff
Flat Mirror
Gradient
Gradient Ramp
Map Output Selector
Marble
Mask
Mix
Noise
Normal Bump
Output
Particle Age
Particle MBlur
Perlin Marble
Raytrace
Reflect/Refract
RGB Multiply
RGB Tint
Smoke
Speckle
Splat
Stucco
Substance
Swirl
Thin Wall Refraction
View1
Navigator
Material Parameter Editor
1. Navigate to Maps>Standard
2. Substance Shader
100%

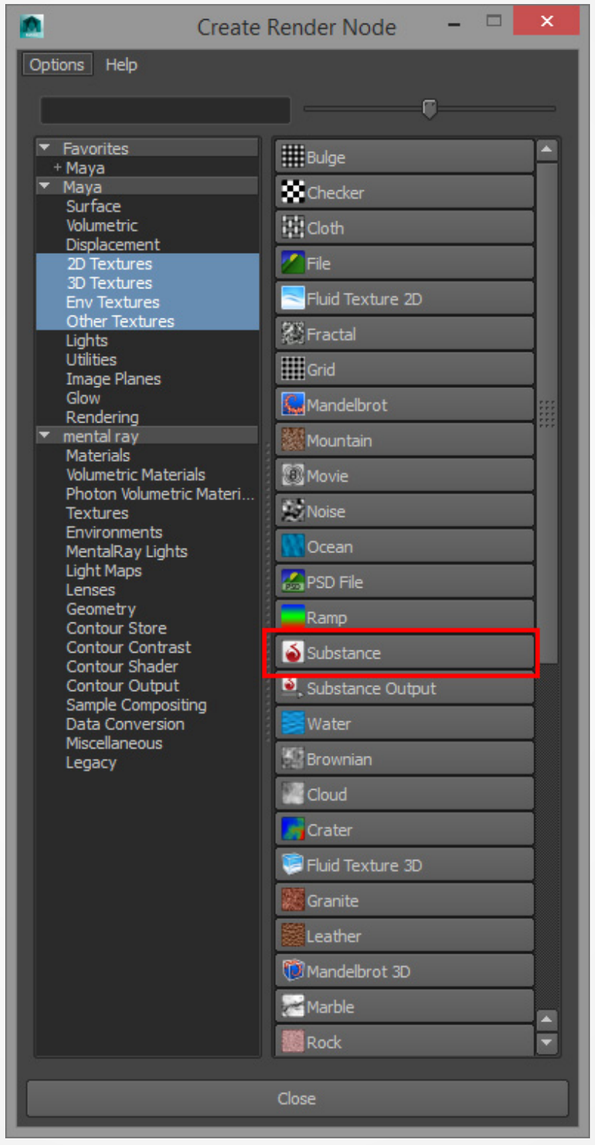
3ds Max

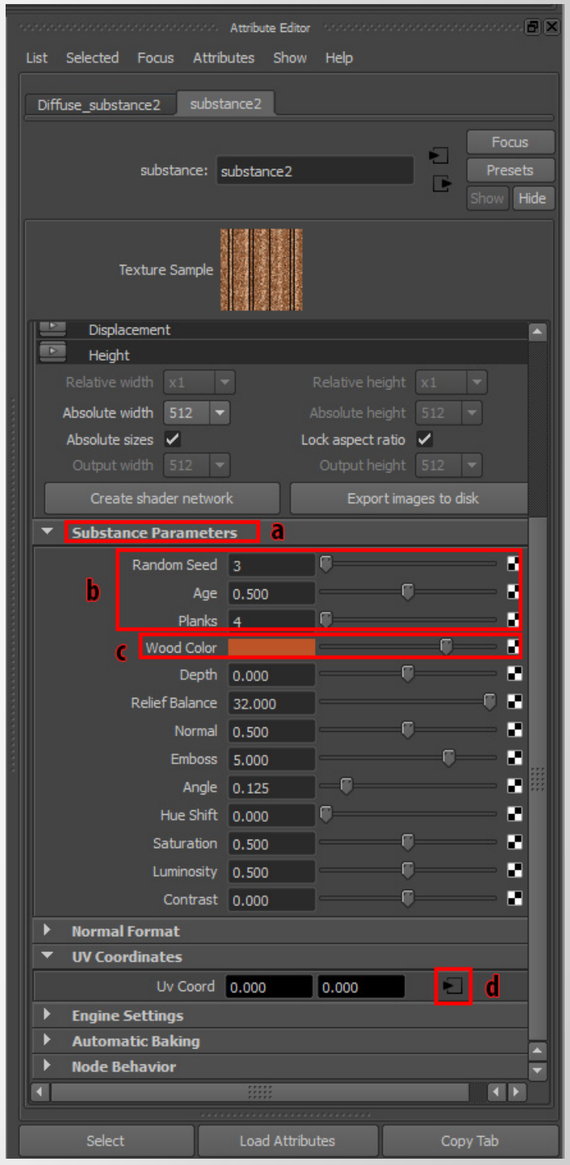

Layout All button
will clean up layout
Modes
Material
Edit
Select
View
Options
Material/Map Browser
Search by Name ...
Dent
Falloff
Ground
Box
Map #1
Substance
Diffuse
Specular
Normal
Bump
Displacement
Height
Map #2
Map Outp...
Source Map
Map #8
Map Outp...
Source Map
Map #6
Map Outp...
Source Map
Map #7
Normal B...
Normal
Additional Bump
Ground
Arch & Design
Diffuse Color Map
Roughness Map
Reflection Color Map
Reflection Glossiness Map
Refraction Color Map
Refraction Glossiness Map
IOR Map
Translucency Color Map
Translucency Weight Map
Anisotropy Map
Anisotropy Angle Map
Reflection Fade Color Map
Refraction Fade Color Map
FG Multiplier Map
FG Quality Map
AO Shadow Color Map
AO Ambient Light Color...
Bump Map
Displacement Map
Cutout Map
Environment Map
Additional Color Map
Radius Map
Self Illumination Map



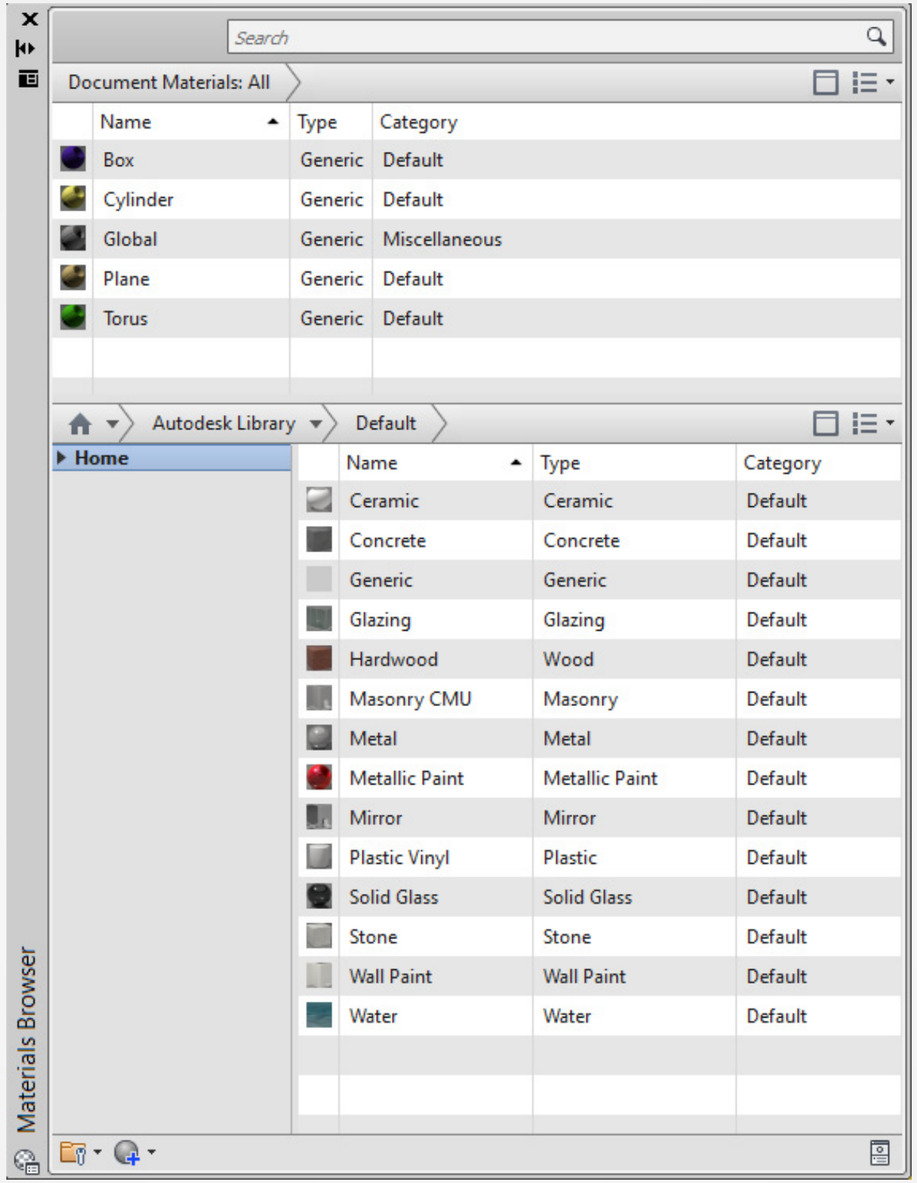
Maya


Attribute Editor
List Selected Focus Attributes Show Help
Ground GroundShape ground1
phong: ground1
Focus
Presets
Show Hide
Sample
Type Phong
Common Material Attributes
Color
Transparency
Ambient Color
Incandescence
Bump Mapping
Diffuse 1.000
Translucence 0.000
Translucence Depth 0.500
Translucence Focus 0.500
Specular Shading
Cosine Power 1024.000
Specular Color
Reflectivity 0.000
Reflected Color
Special Effects
Matte Opacity
Raytrace Options
Vector Renderer Control
mental ray
Node Behavior
Hardware Shading
Hardware Texturing
Extra Attributes


Create Render Node
Options Help
Favorites
Maya
Maya
Surface
Volumetric
Displacement
2D Textures
3D Textures
Env Textures
Other Textures
Lights
Utilities
Image Planes
Glow
Rendering
mental ray
Materials
Volumetric Materials
Photon Volumetric Materi...
Textures
Environments
MentalRay Lights
Light Maps
Lenses
Geometry
Contour Store
Contour Contrast
Contour Shader
Contour Output
Sample Compositing
Data Conversion
Miscellaneous
Legacy
Bulge
Checker
Cloth
File
Fluid Texture 2D
Fractal
Grid
Mandelbrot
Mountain
Movie
Noise
Ocean
PSD File
Ramp
Substance
Substance Output
Water
Brownian
Cloud
Crater
Fluid Texture 3D
Granite
Leather
Mandelbrot 3D
Marble
Rock
Close

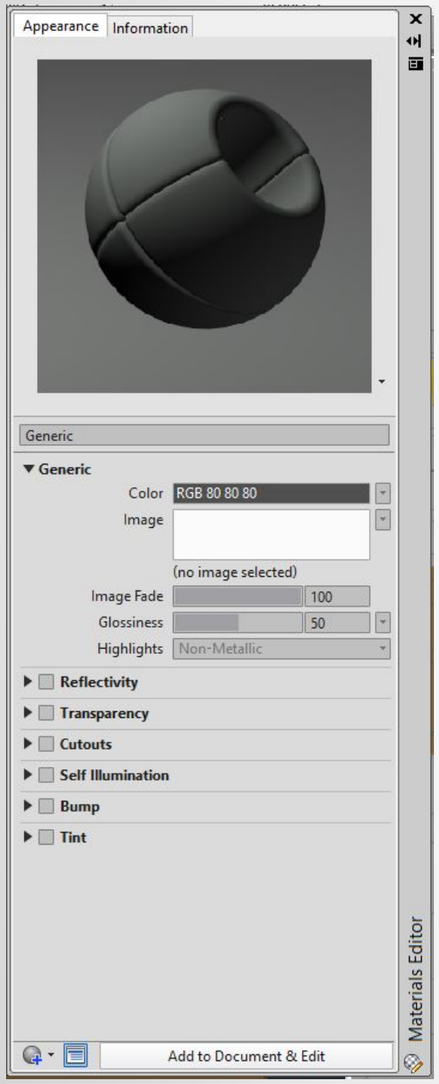

Attribute Editor
List Selected Focus Attributes Show Help
Diffuse_substance2 substance2
substance: substance2
Focus
Presets
Show Hide
Texture Sample
Displacement
Height
Relative width x1
Relative height x1
Absolute width 512
Absolute height 512
Absolute sizes
Lock aspect ratio
Output width 512
Output height 512
Create shader network
Export images to disk
Substance Parameters
a
b
Random Seed 3
Age 0.500
Planks 4
c
Wood Color
Depth 0.000
Relief Balance 32.000
Normal 0.500
Emboss 5.000
Angle 0.125
Hue Shift 0.000
Saturation 0.500
Luminosity 0.500
Contrast 0.000
Normal Format
UV Coordinates
Uv Coord 0.000 0.000
d
Engine Settings
Automatic Baking
Node Behavior
Select
Load Attributes
Copy Tab

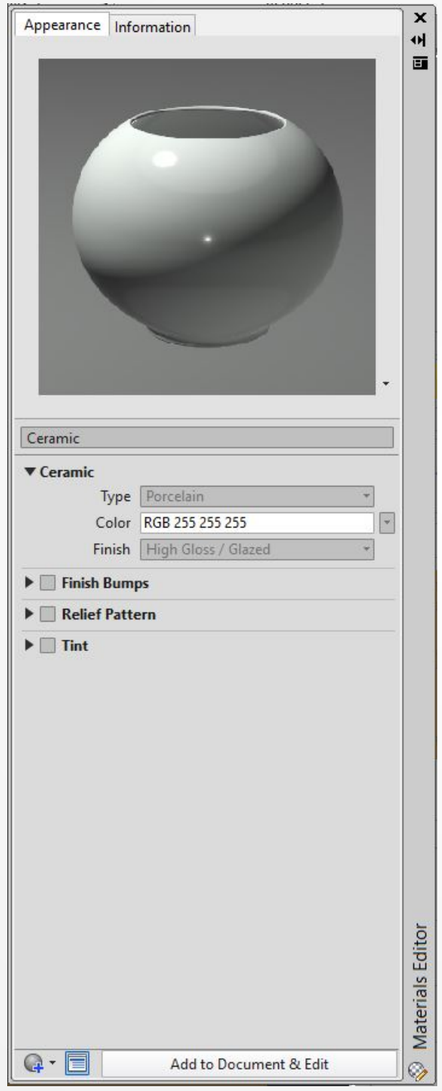
Autocad
Autodesk Material

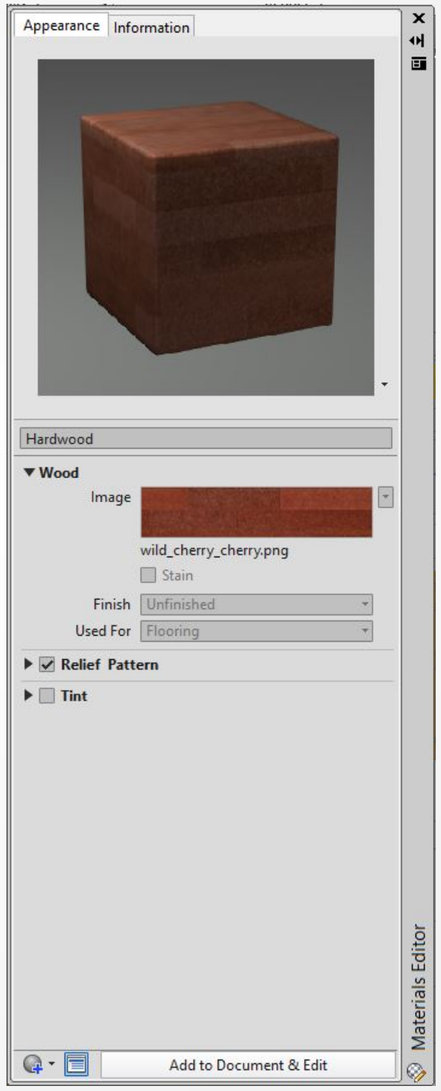


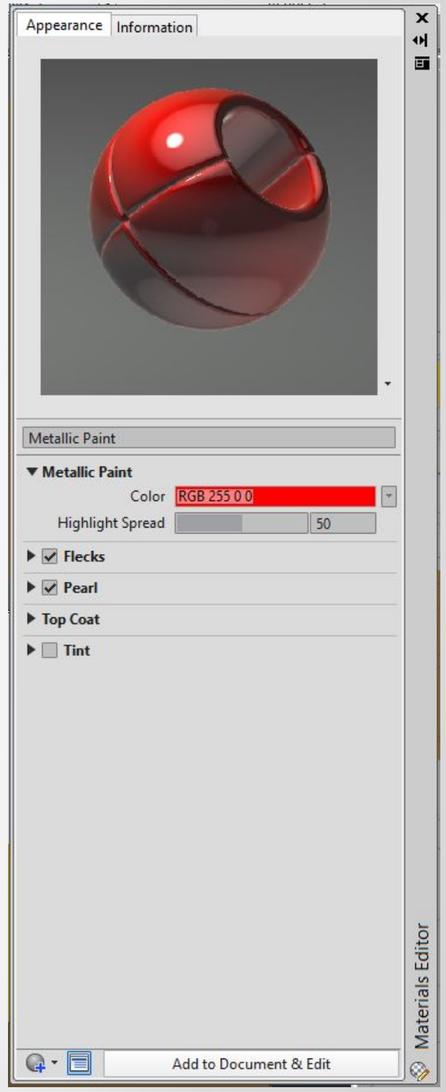
Autocad

Autodesk Material

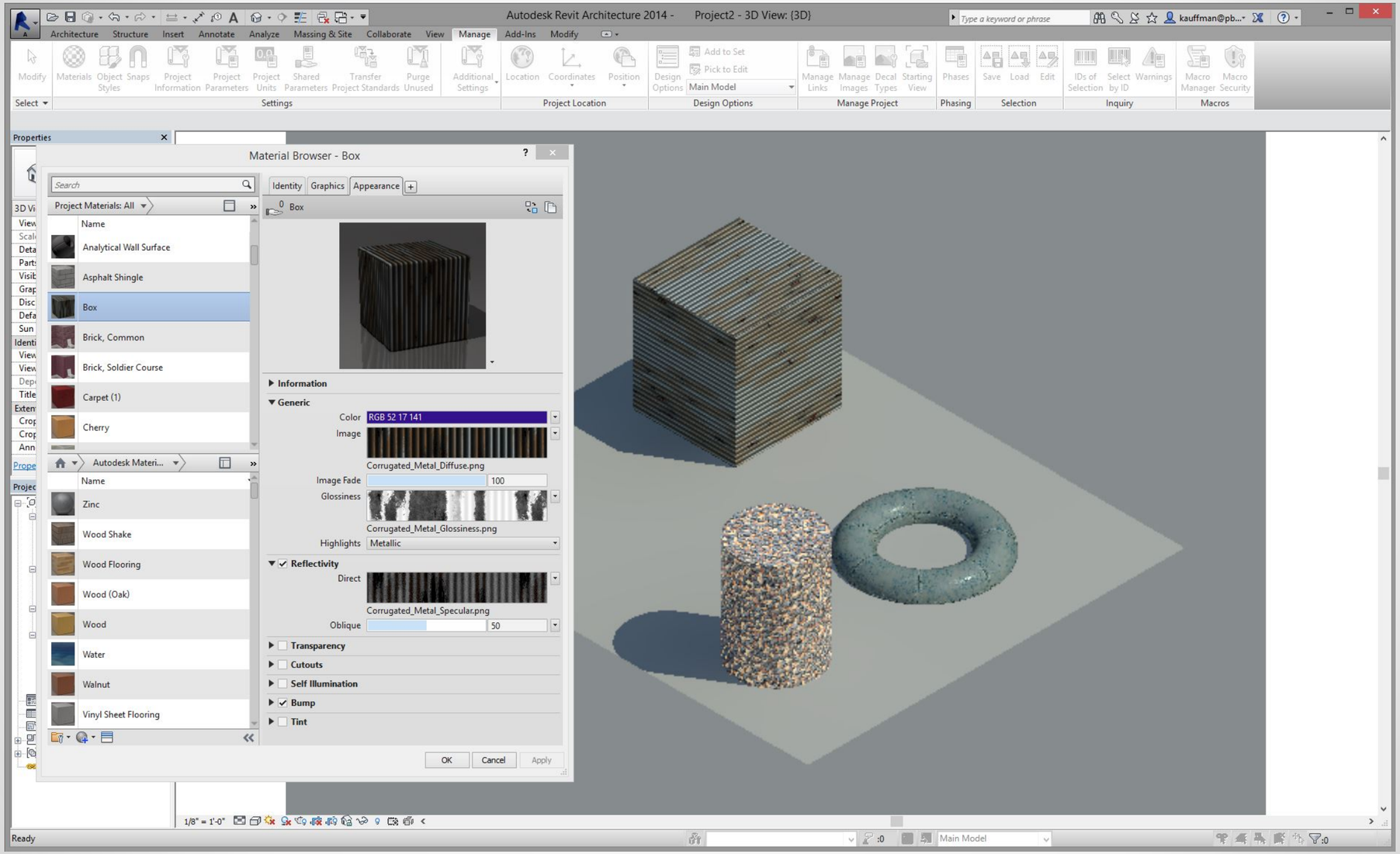






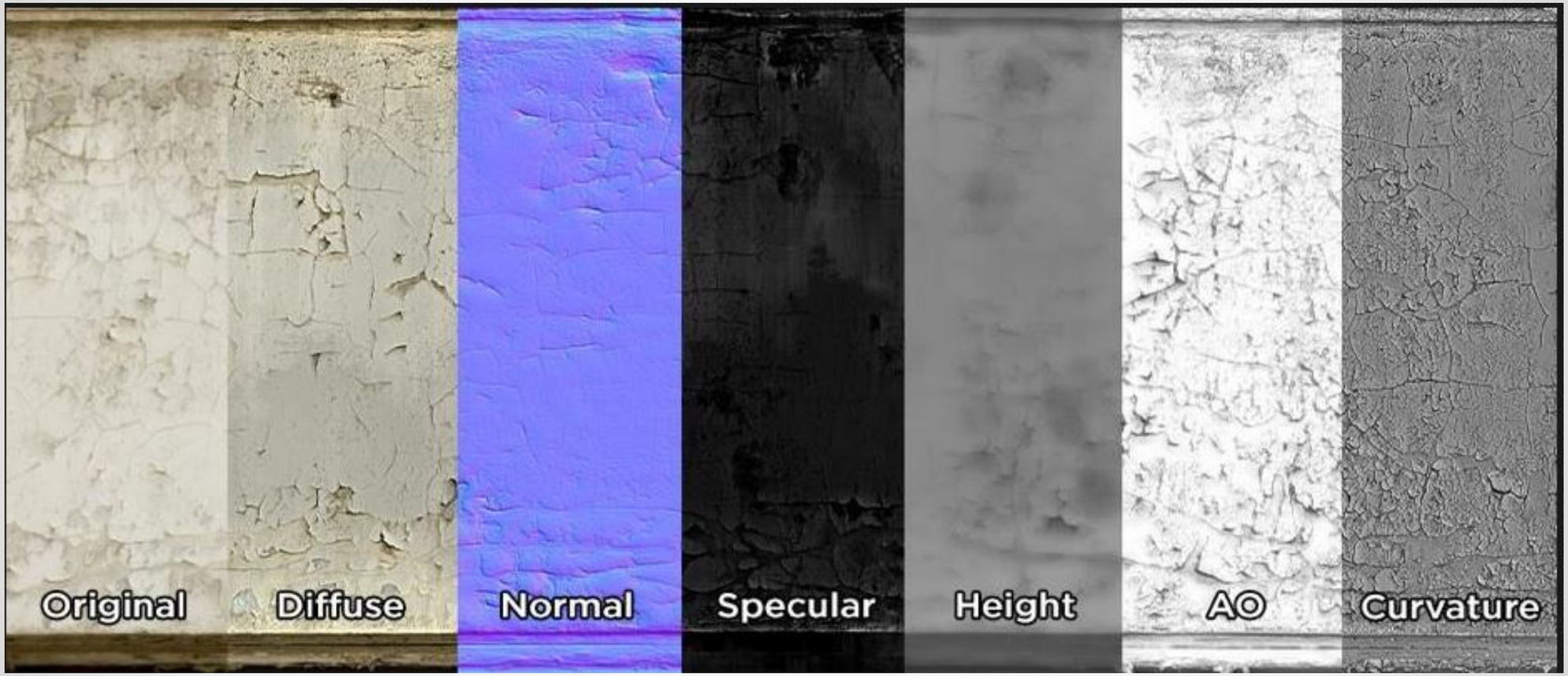


Revit

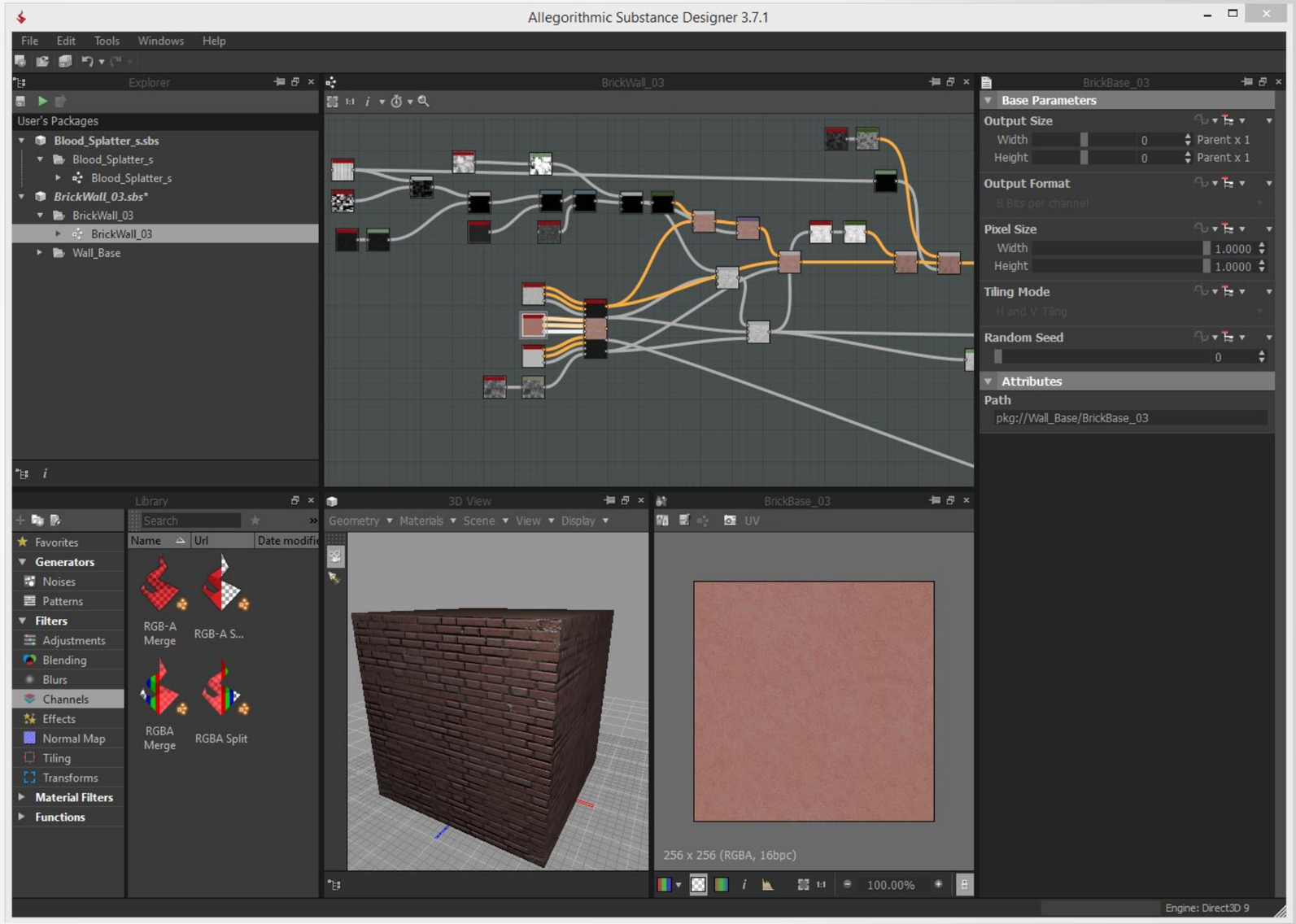


AUTODESK.

Bitmap2Material (B2M)



Substance Designer



Thanks for attending and enjoy AU 2013

Contact: Kauffman@pbworld.com



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