

Physically Based Rendering Asset Creation (QSF)

PBR workflows

- Specular based
- Metallic based (QSF uses this workflow, but we use glossiness instead of roughness)

A material defines the different surface types on the UV layout. A surface type could be wood, rubber, iron, gold, plastic, dirt, rust, etc. A game material consists of a bunch of texture maps. With the standard texture maps (color, metallic, glossiness) you are able to define every common surface type you may need. While making texture maps for a PBR game material, layer your texture maps in surface types. Each surface type is the result of the different texture maps. Next Gen tools for PBR texture generation always work with layering different surface types. Those surface types have their own texture map information, which is layered in the game material texture maps.

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Tools

- Substance Designer - Node based texture construction tool (PBR based).
- Substance Painter - Texture mesh painting tool, paint height information on a model to get a normal map (PBR based).
- Quixel DDO - Texturing plugin for photoshop (PBR Based, with PBR material presets).

Documentation

allegorithmic.com/pbr-guide

docs.google.com/document/d/1Fb...bx913e-t4Wc2nMRWPzNk/edit

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