Tips and trick on how I approach my texturing in Substance Painter:

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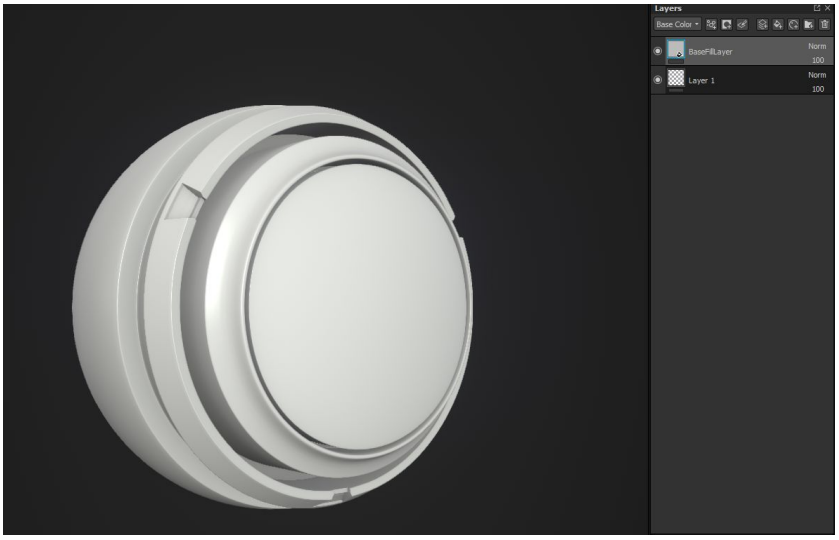
Bese fill layer:

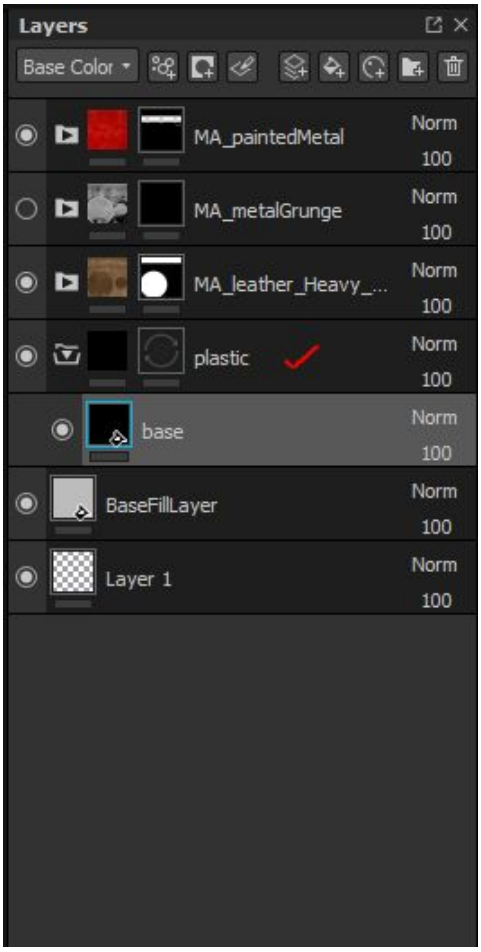
I always create a basic "**fill**" layer. this layer covers and adds basic information to every texture channel (color,roughness etc etc…) making sure that when i do export out my maps no map contains any missing channel value information

-alternatively you may also turn this white color into a saturated super bright color



Using Groups:

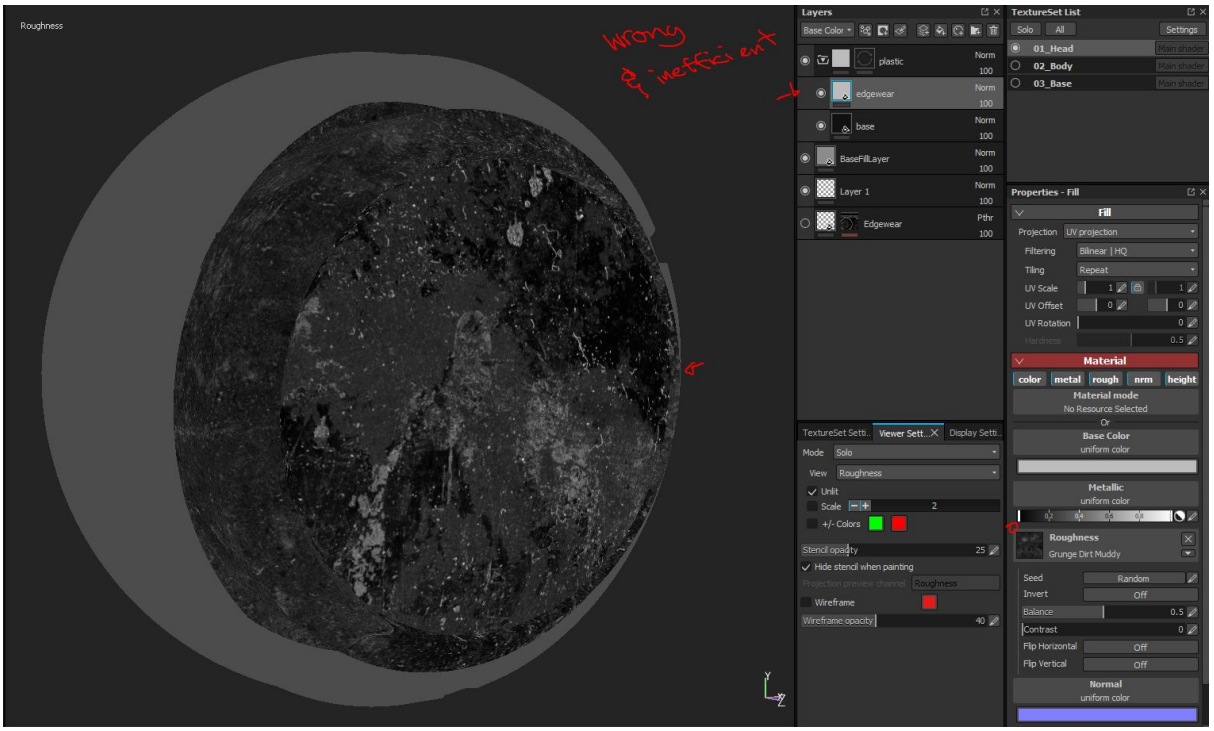
I treat groups as the equivalent of materials.



Why use groups instead of just using fill layer?

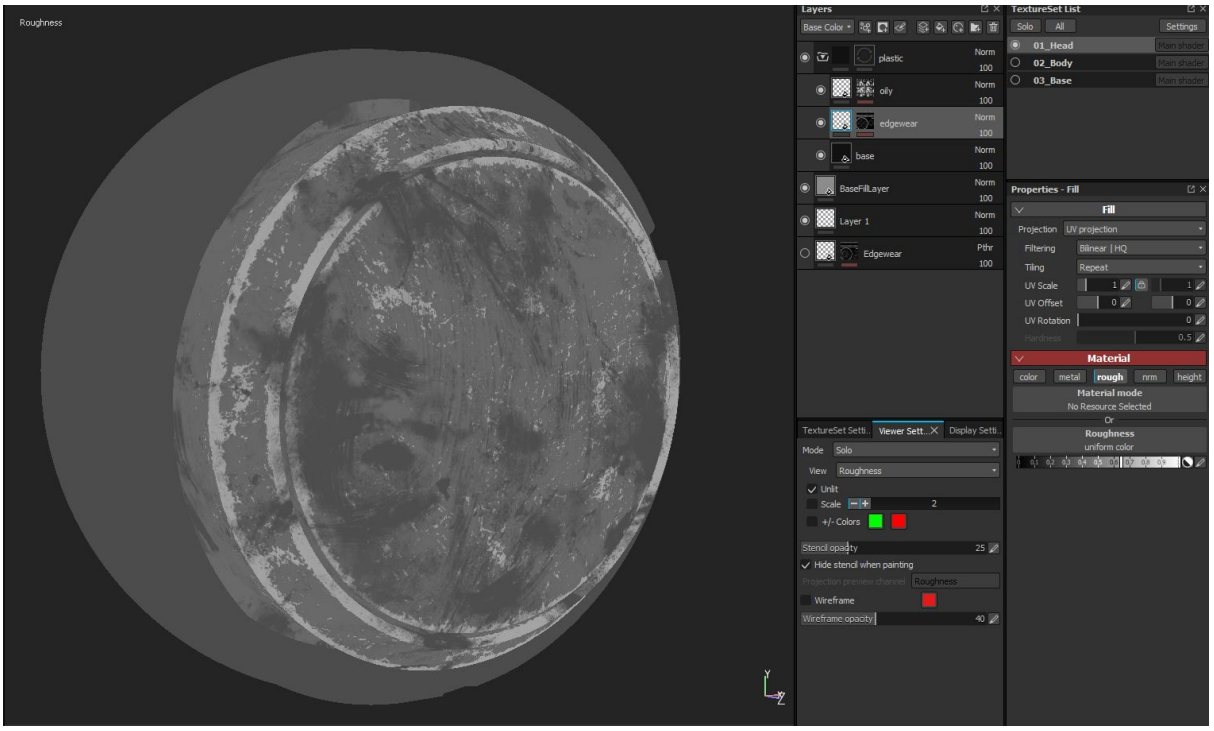
While a fill layer can cover most basic material types a group can contain multiple fill materials creating a more complex and fleshed out material with roughness variations discolorations etc etc. the other reason too is that it allows you to create an overall mask on the group and use it to select or paint areas where the material is being affected

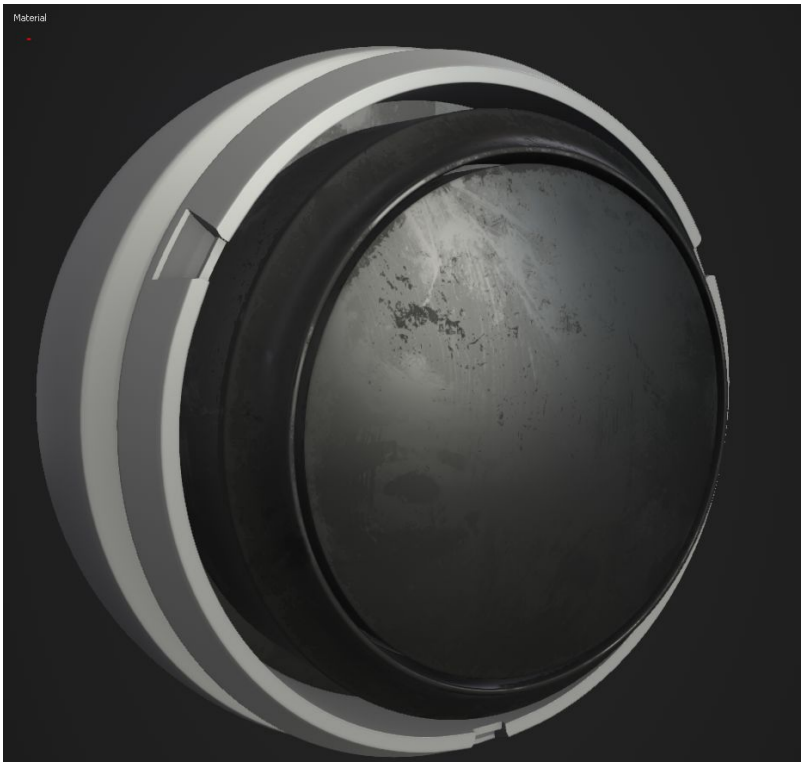
Adding and controlling channel information and value by adding a new fill layer
Example:
Say i wanted roughness breakups and variation all over the rubber material.using the single fill layer method i am limited by how i am able to adjust the values. alternatively One can use grunge maps and drop them into the material roughness information in the fill layer but this robs you of control and being able to accurately control the roughness value.



What I choose to do is use additional fill layers and turning off channels i do not need in those fill layers to control the channel values *(in this case everything except roughness)* .after that is set up i add a black mask and then right click on the mask selecting add fill layer. This now gives us the option to add a texture to use as a mask (white bing visible

black being hidden)

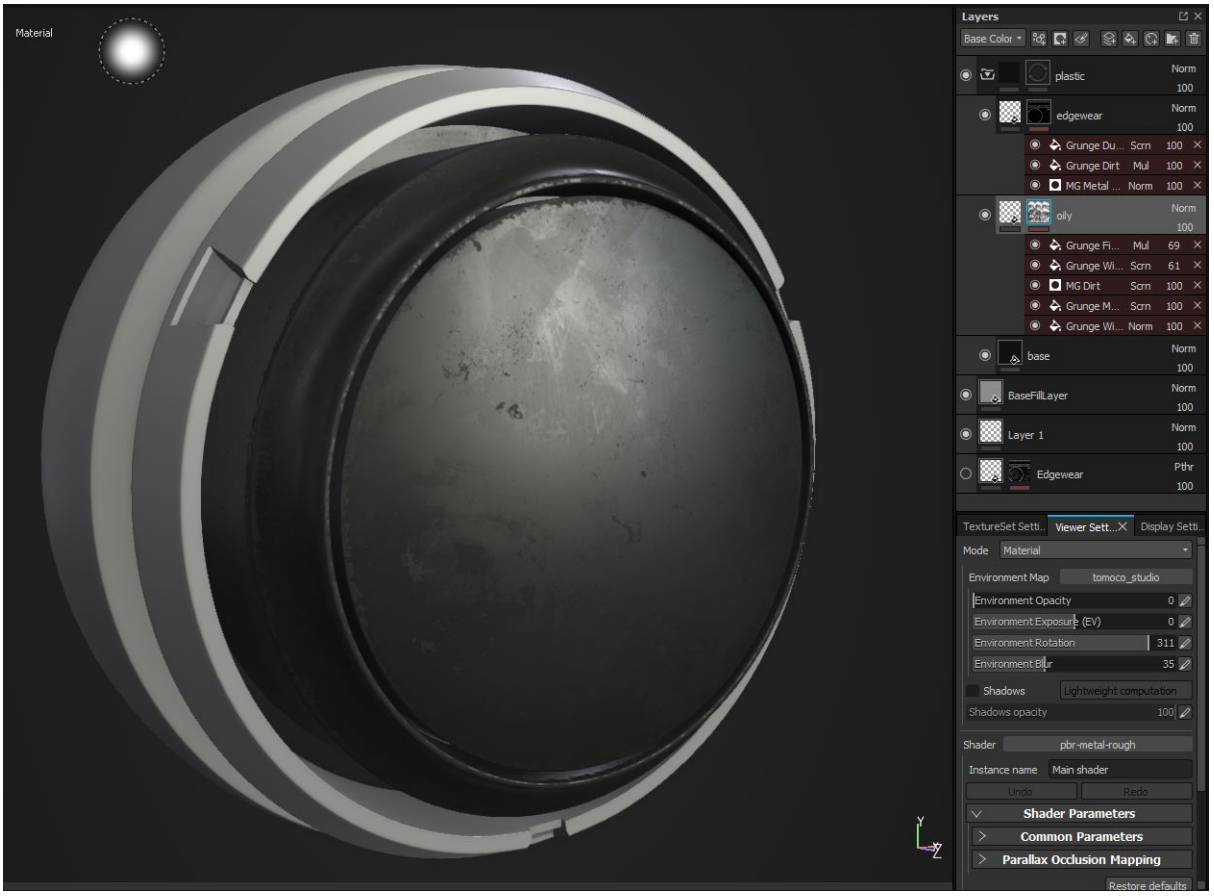


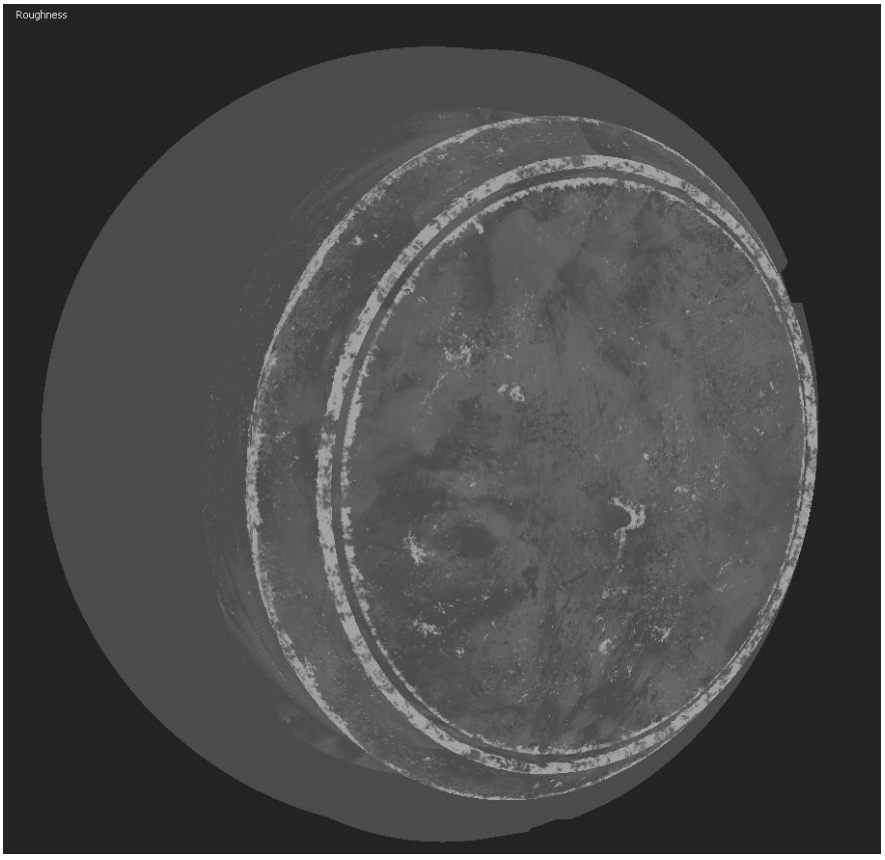


Masking is your Best Friend:

We touched on it a bit in the group section but masking is your friend.

Make sure you use a combinations of masking to remove that out of the box “generic substance painter feel”

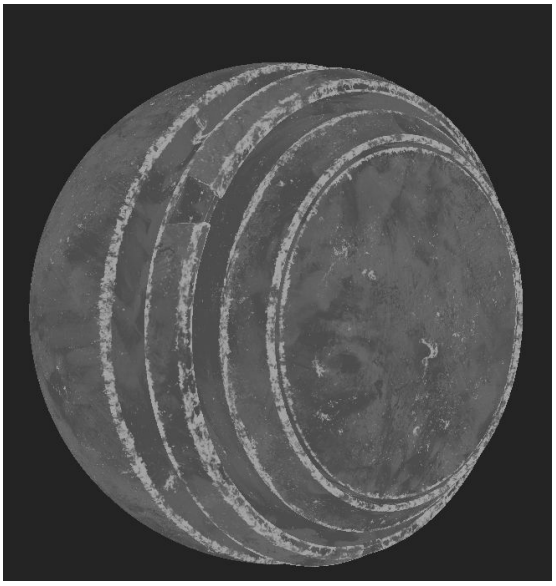




Notice how many generators and masks I mixed and matched in order to create a more varied natural feel and to remove that *“generic substance feel”*

To combine masks use **screen and to subtract from them use **multiply**. Using a combination of the two will give you a range of results so play with them using different grunge masks.*

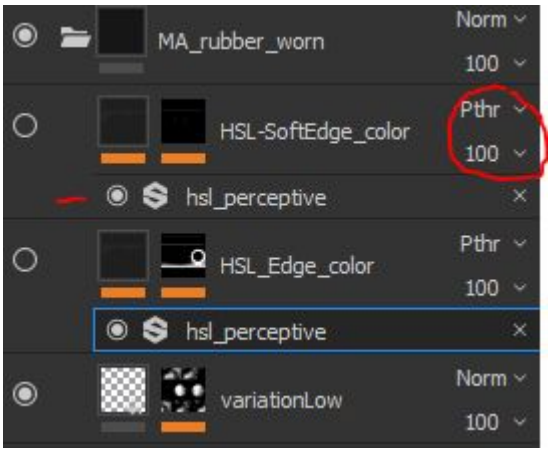
AVOID hand painting your masks **until you need to.**
if you have been using maps and generators to create your masks, you can easily adjust the maks to reveal or hide more of the material or layer.




BONUS: since you've created this material in a group you can now easily turn this into a **smart material** that you can easily reuse with other objects and projects.*(just make sure you remove any hand painted or one off stuff)*

Filters, Your other best friend:
filters are the equivalent of adjustment layers in photoshop you can color correct adjust sharpness blur something etc etc
-make sure your blend mode is set to pass through if you add the filter into a fill layer and you want it to affect the layers below, additionally if its under a group you would need to change the blend options on the group to pass through also (do keep in mind each channel

needs to be swapped to pass through if you aim to affect more than one)



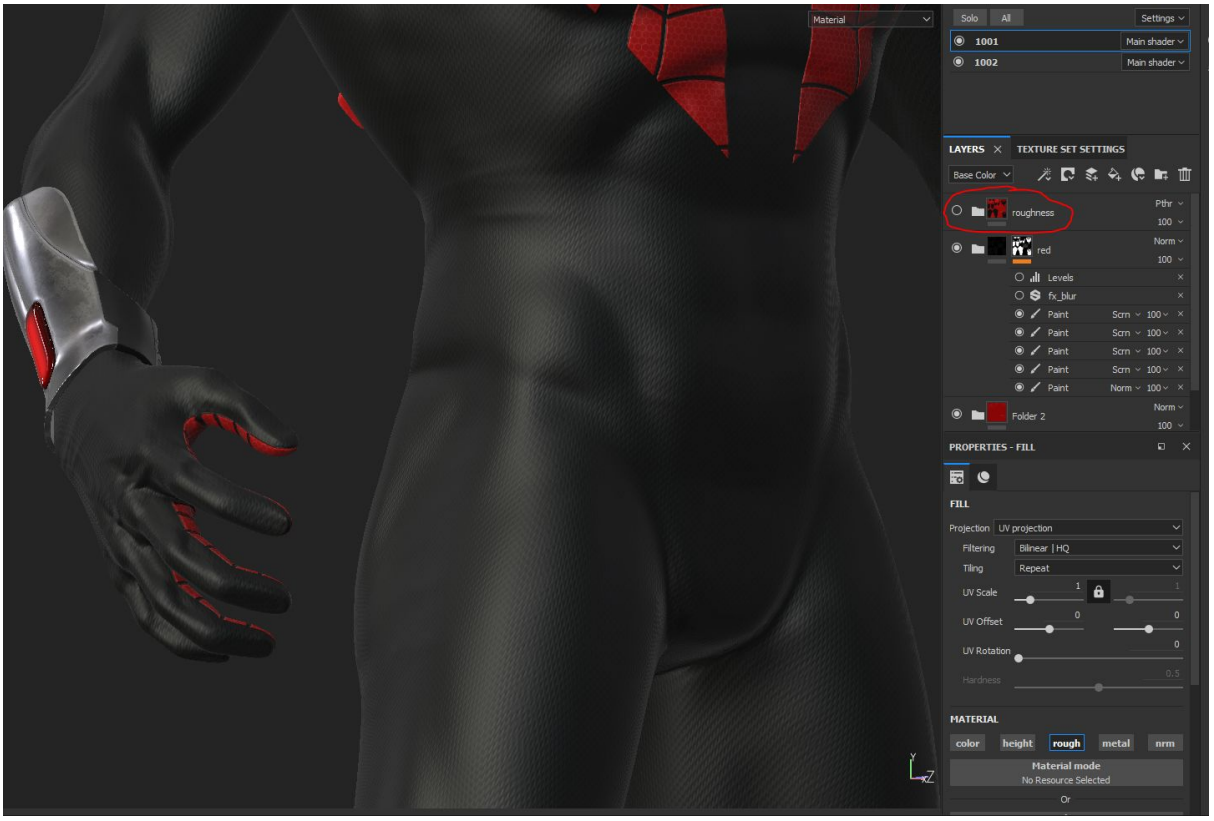
Smart materials:

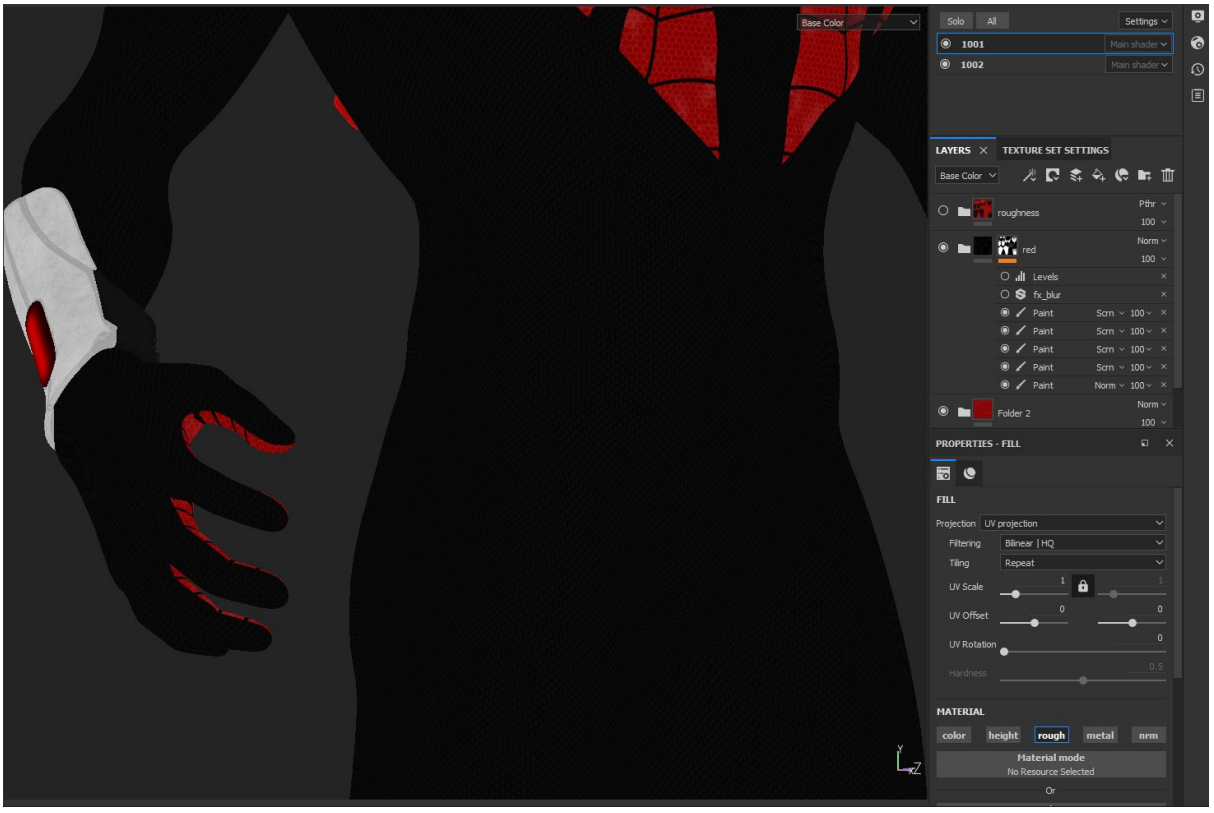
Creating an overall color correct smart material

You can be very efficient when it comes to texturing in substance by creating overall map adjustments smart materials it allows you to keep a consistent look across multiple objects and assets also allowing a huge workload being set up and done already ahead of time

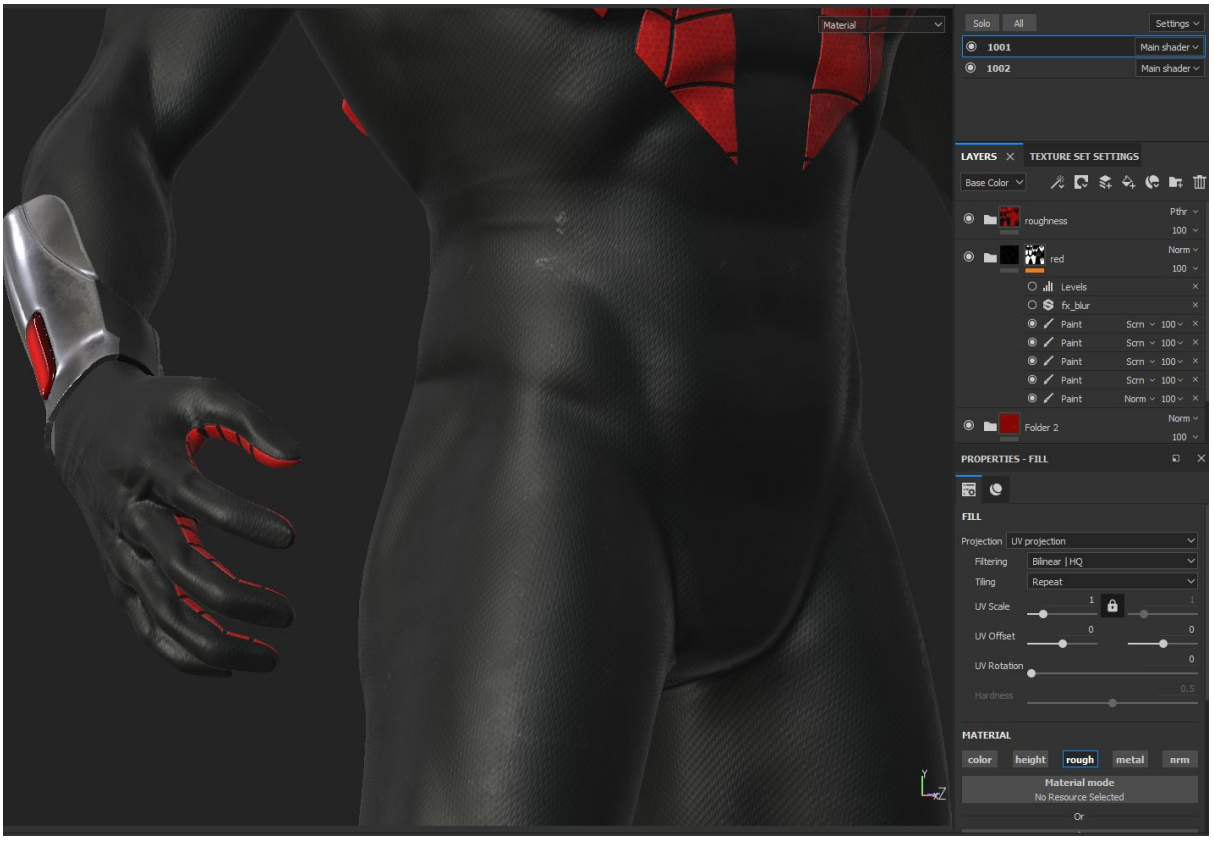
EXAMPLE

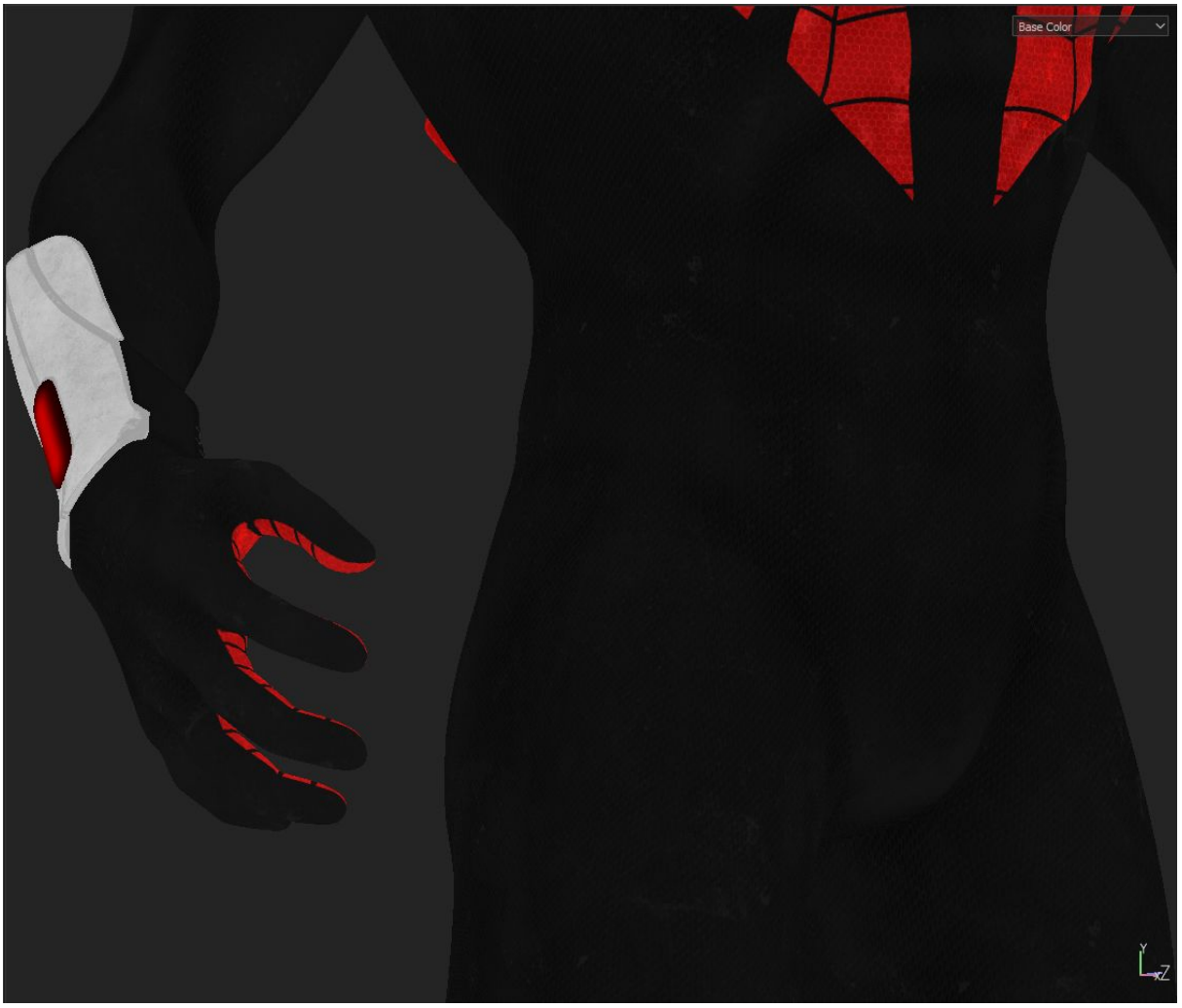
ColorCorrect Smart Material off





Color Correct Smart material on





Initiating textures across multiple instances:
Right click on a group and you will gain the option to initiate this group/smart material across multiple UDIMs

I find the best use for this is to make sure your materials are consistent across multiple sections. Additionally if one creates a smart material that like a roughness break up smart material or dust etc etc you can easily adjust and instance the effect across the entire model

KEEP IN MIND. any handpainted stuff only sticks to that one layer and not across other layers.

"But i want to do some masking to remove it in some sections are there any Work arounds?"
You can technically mask out areas by placing the instanced smart material into a group. Because even though everything under the smart material is initiated across all the instances the mask on group the smart material is considered a different layer
As for the instances in the other texture set/UDIMs you can just add a mask on them like you normally would and it will allow you to paint out sections if you need to