

Substance Designer Features

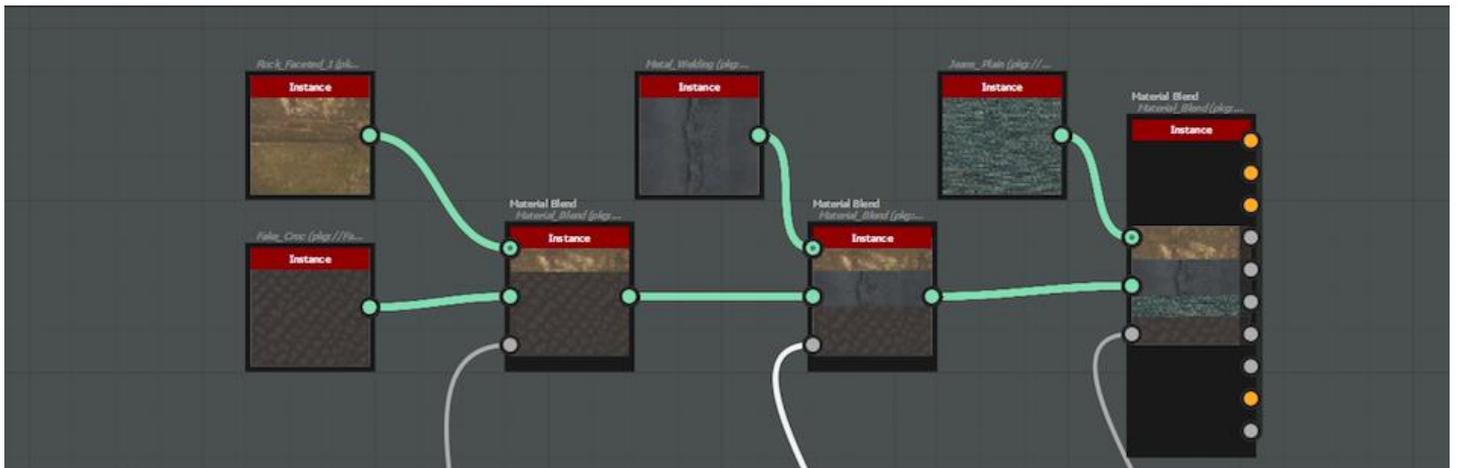
Substance Designer gives you powerful and easy-to-use tools to create your textures.

- Compositing
- 3D View
- Bakers
- Creativity
- Organize
- Painkillers
- Version Control
- Share your work

Compositing

Material Layering

Substance Designer 4 is the first texturing tool to introduce a material layering workflow. Tired of messy layers? Fit all you need in a few compact and handy nodes. Let Substance connect all the channels for you and focus on what really matters: your art.



Non destructive / Non-linear authoring workflow

Non-Destructive authoring workflow means you can revert all the actions you are making without losing any of your work. No more "I can't come back to that point"!

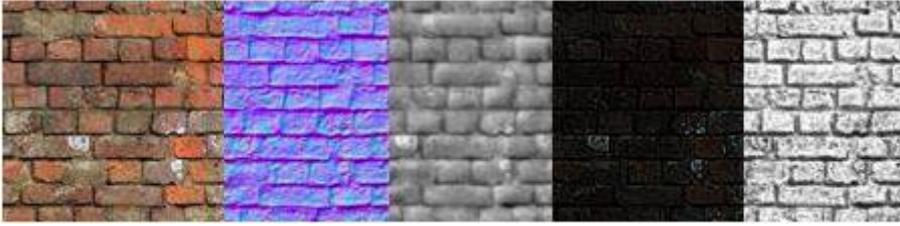
Resources

Substance Designer is a hub for all your texturing resources, and allows you to composite all of them to get your texturing done: Mesh, Bitmaps, PSD, Parametric noises, Substances, Vector Graphics...



Multi-Output

Substances are multi-output. Create all your output maps such as normal, height, specular, etc. in one single graph, from the same information.



3D View

Visualize in real time

The 3D View allows to visualize in real time on your mesh directly all your texturing work.



PBR shader

Visualize your materials directly in the 3D View with our embedded PBR shader.

Import your own shader

The 3D View lets you import your own shaders, or use some already embedded.

DX11 & Tessellation

The 3D View supports DX11 and tessellation with nVidia GPU.

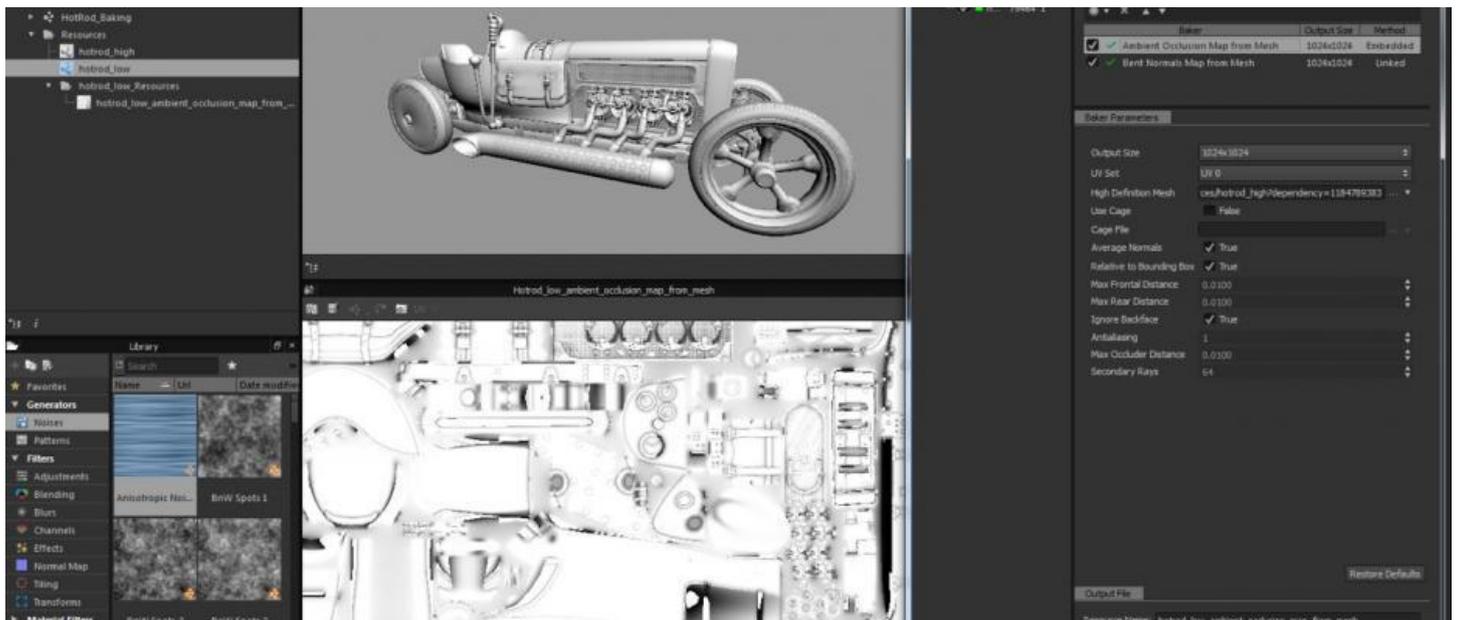
Multi Materials

Display multi materials in the 3D View.

Bakers

The bakers embedded in Substance Designer allow to bake maps at light speed and use them for your texturing work:

- Ambient Occlusion maps from high and low polygon meshes
- Bent Normals maps from high polygon meshes
- Convert UV to SVG
- Curvature maps (also called Cavity maps)
- Normal Maps from high and low polygon meshes
- Position maps
- Vertex Color maps from high polygon meshes
- World Space Direction maps
- World Space Normal maps

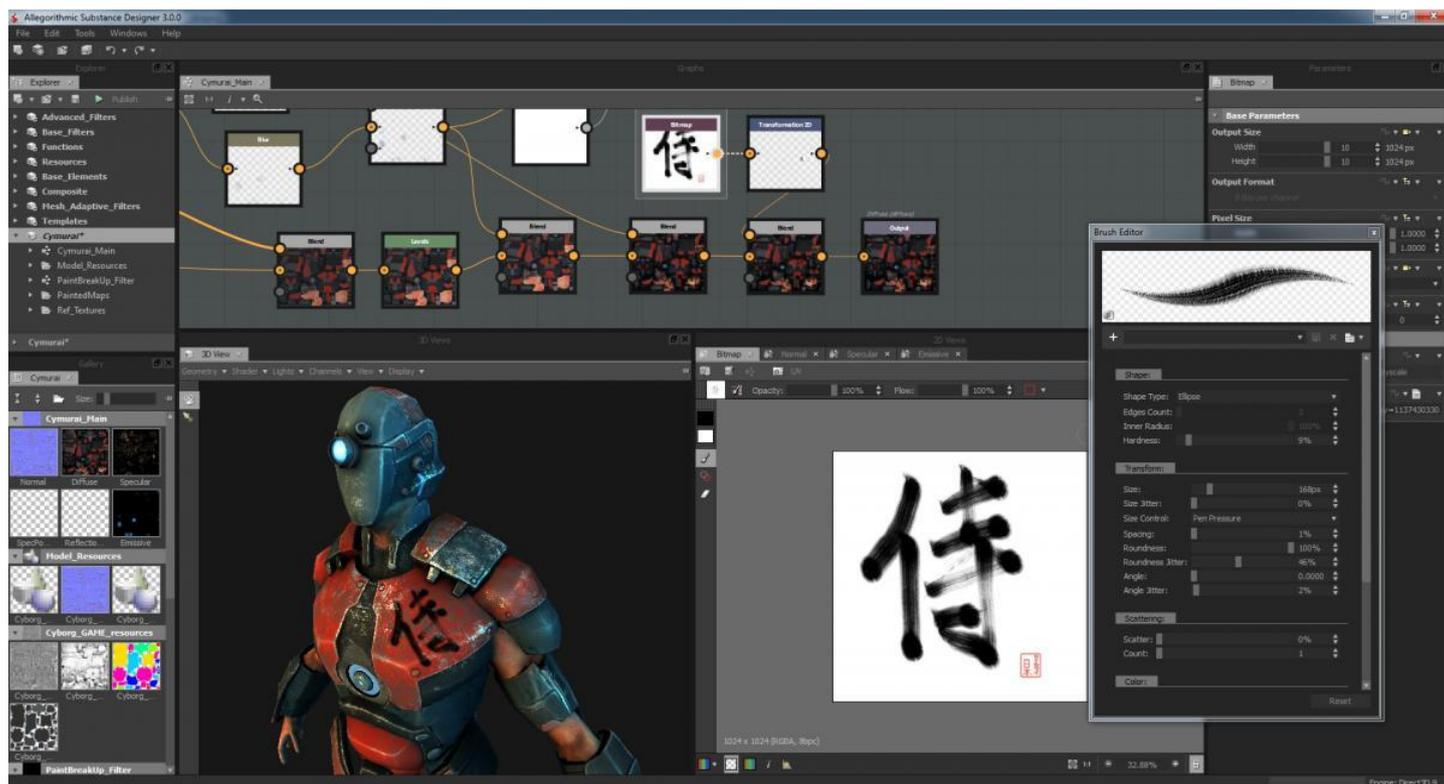


batch processing *

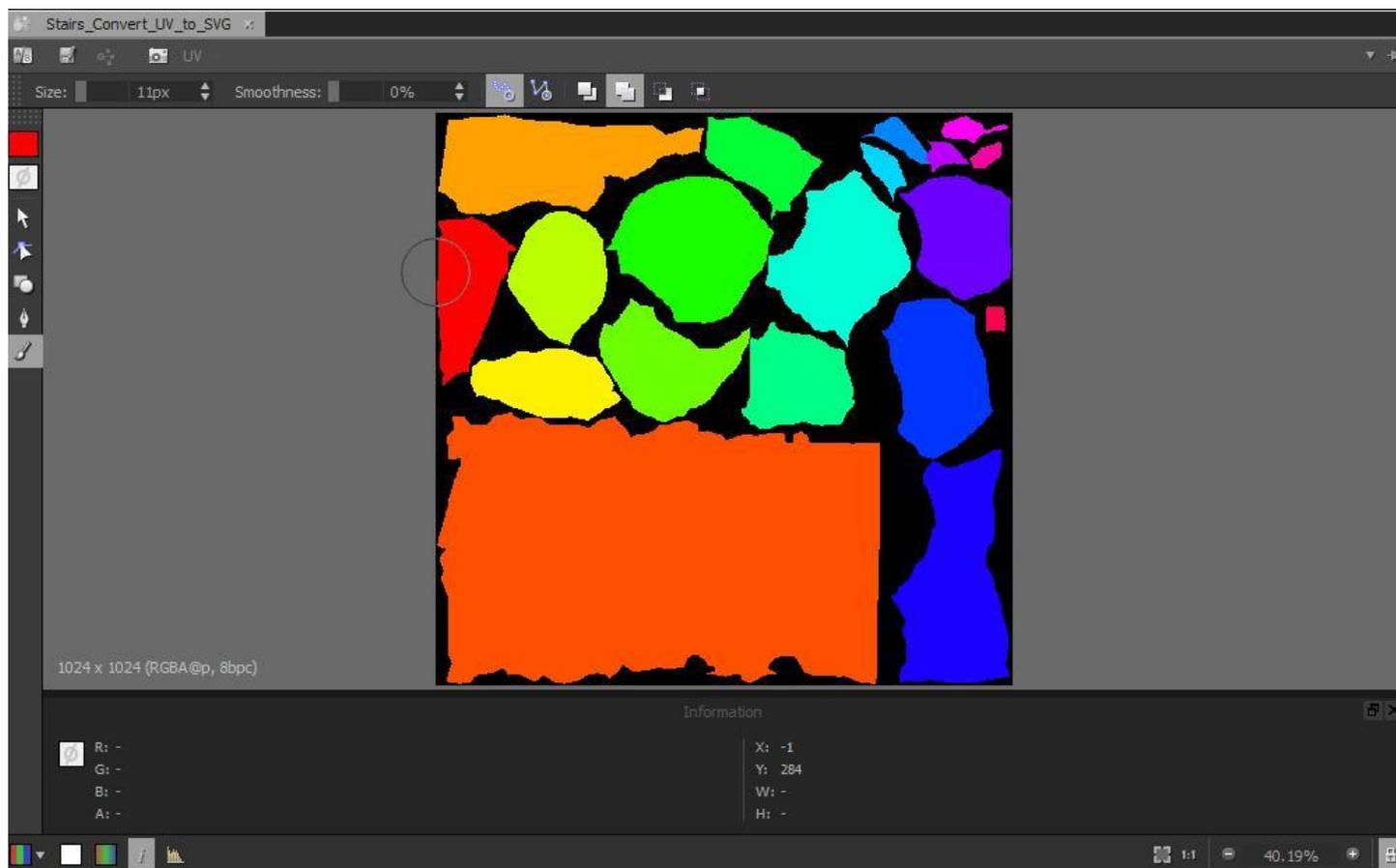
Thanks to Substance Batchtools, replicate your most common operations on all your assets, helping you save tons of time. This batch / scripting capabilities are truly unique in the industry!

* **Substance Batchtools are only available with site licenses.**

Creativity Bitmap Paint



Vector Graphic



Live workflow with Photoshop

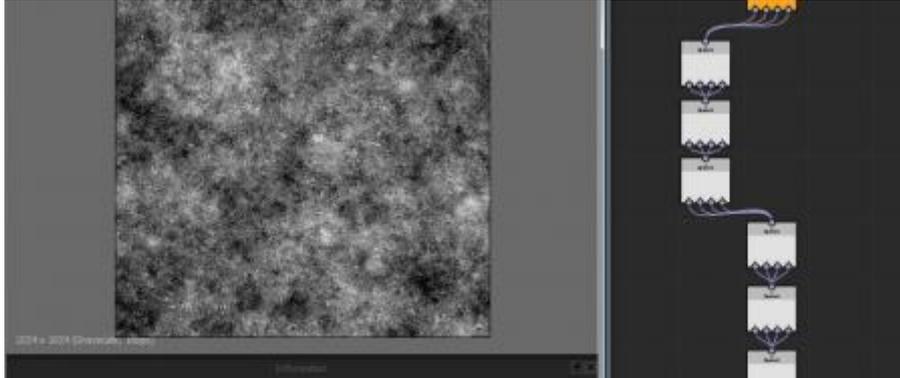
Work in Photoshop, save your file, and have it automatically updated in Substance Designer.

Advanced Noise Editor

FX-Map allows you to create procedural images. It is one of the most powerful features of the Substance technology.

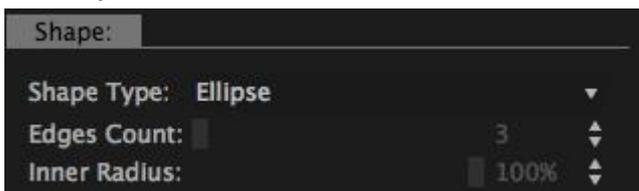
The most common uses of FX-Maps are creating repetitive patterns, such as stripes and bricks, and noises, such as Perlin, Brownian and Gaussian.

Noises are particularly useful in creating organic, natural-looking textures like dirt, dust, liquid spatters and so on.



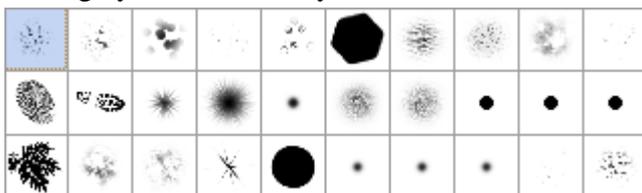
Brush Editor

Create your own brush thanks to the Brush Editor.



Brush Library

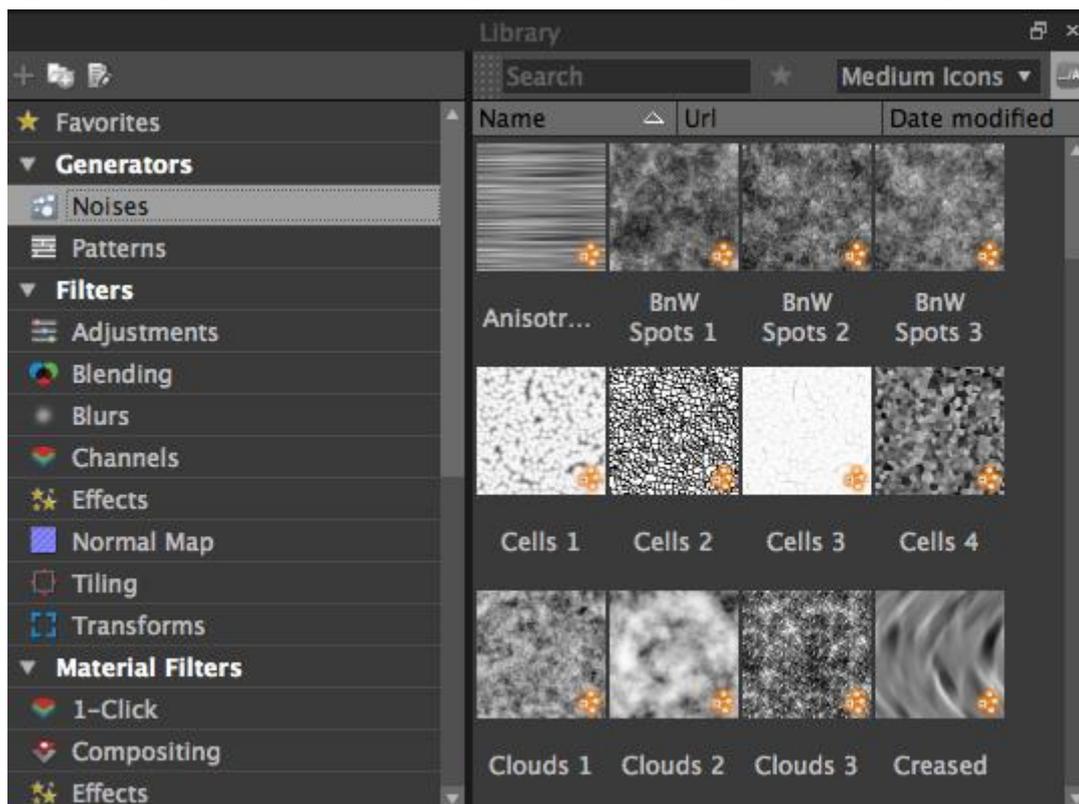
Manage your own library of brushes.



Organize

Library

Organize all your assets in the Library view, transforming Substance Designer in a hub for the texturing.



Monitor your assets

Monitor your assets on your computer and on the network, to work efficiently with your team.

Filter

Create rules and filters to organize your assets in folders.

Favorites

Add your most-used assets in a favorite folder to access them quickly.

Quick Search

Find any assets quickly thanks to the Quick Search bar.

Painkillers

Presets Library

A lots of presets are embedded with Substance Designer, allowing you to add wonderful graphical effects on your materials:

- Parametric noises
- Parametric grunge maps
- Parametric generators: wood, parquet, brick walls, stone, etc.
- Filters for blending, tiling, adjustment, etc.
- Mesh adaptive filters
- Special effects

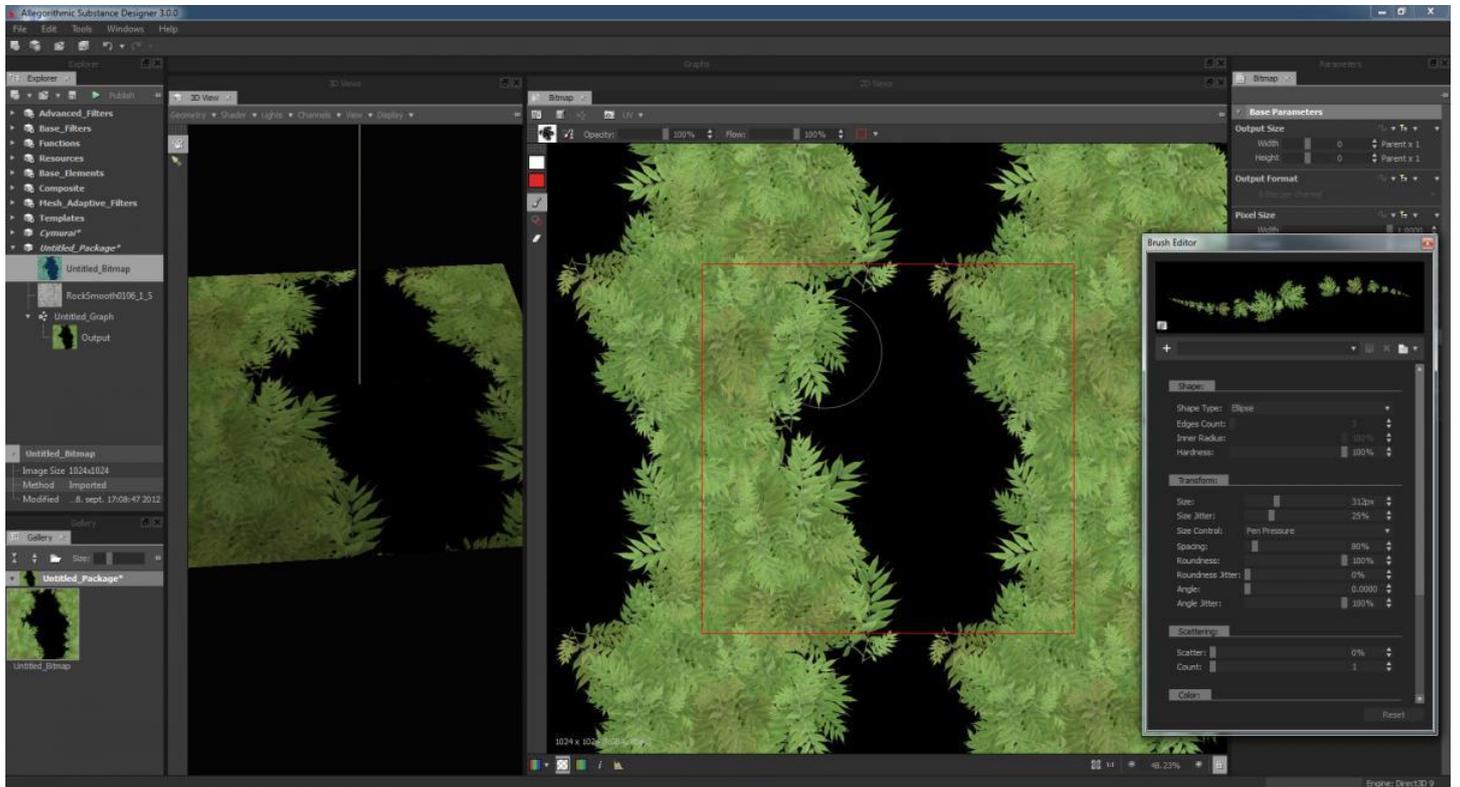
Bitmap2Material Lite

Create a full material from a single diffuse.

For more controls on the outputs, you can use Bitmap2Material 2.

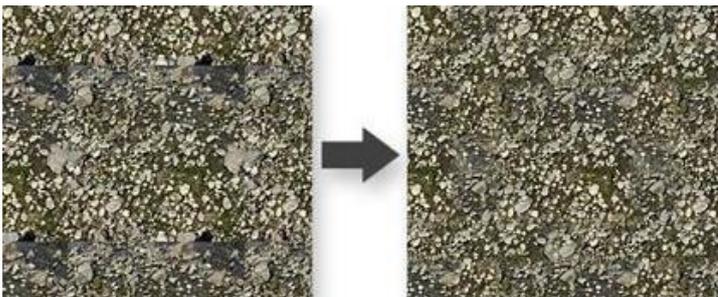
Tiling Paint

In Substance Designer everything can be tiling. Even your bitmaps while you are painting.



Automatic Tiling

Make any of your pictures tile automatically.



Version Control



Version control with Perforce allows to monitor all changes in the assets created with Substance. A set of scripts has been implemented to facilitate the check in/check out of Substance files with an asset management system such as Perforce. Other version control tools will be added in further releases.

Share your work

Substance Designer allows to easily share substance files:

- **Export with dependencies:** export your .sbs files with all the dependencies, no more ghost graphs or filters missing!
- **Share your Library:** share your substance library with other artists using our new alias system.

