

File List

Below is a list of files provided by the [Hero Prop Creation in Blender and Substance Painter](#) product.

Core

Hero Prop Creation in Blender and Substance Painter

- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/46-Creating Our Graphics In Photoshop Part3.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/47-Polishing Our Texture.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/48-Rendering Our Final Scene Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/49-Rendering Our Final Scene Part2.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/41-Painting In Some Custom Damage Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/42-Painting In Some Custom Damage Part2.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/43-Painting In Some Custom Damage Part3.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/44-Creating Our Graphics In Photoshop Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_05/45-Creating Our Graphics In Photoshop Part2.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/36-What Is Texturing-1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/37-Setting Up Our Painter Scene And Painting Normal Map Details.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/38-Creating Our Base Colors Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/39-Creating Our Base Colors Part2.mp4

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/40-Creating Our Base Colors Part3.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/31-Uv Unwrapping Our Model Part2.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/32-Uv Unwrapping Our Model Part3.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/33-what is baking.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/34-Baking Our Asset Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_04/35-Baking Our Asset Part2.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/26-Creating Our High Poly Part9.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/27-Creating Our Paper Sheet.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/28-Doing A Final Optimization Pass On Our Low Poly.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/29-What Is Uv Unwrapping.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/30-Uv Unwrapping Our Model Part1.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_03/21-Creating Our High Poly Part4.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_03/22-Creating Our High Poly Part5.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_03/23-Creating Our High Poly Part6.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_03/24-Creating Our High Poly Part7.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_03/25-Creating Our High Poly Part8.mp4

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- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/16-Creating Our Low Poly Part12.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/17-What is a high poly.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/18-Creating Our High Poly Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/19-Creating Our High Poly Part2.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/20-Creating Our High Poly Part3.mp4

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- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/11-Creating Our Low Poly Part7.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/12-Creating Our Low Poly Part8.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/13-Creating Our Low Poly Part9.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/14-Creating Our Low Poly Part10.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Videos_02/15-Creating Our Low Poly Part11.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/05-Creating Our Low Poly Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/06-Creating Our Low Poly Part2.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/07-Creating Our Low Poly Part3.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/08-Creating Our Low Poly Part4.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/09-Creating Our Low Poly Part5.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/10-Creating Our Low Poly Part6.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/00-Going Over Our Workflow And Plugins.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/01-WhatIsABlockout.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/02-Creating Our Blockout Part1.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/03-Creating Our Blockout Part2.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/Video_01/04-What Is A Low Poly.mp4

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/references/FlippedNormals_Pokedex_JustusSluijter_HighRes_Image_3.jpg
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/sceneFiles/Pokedex_Sourcefiles.zip

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- **Content :**

- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/01_videos/01-Modeling And Uv Unwrapping Our Pokeball.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/01_videos/02-Texturing And Rendering Our Pokeball.mp4
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/references/PokeballA.jpg
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/references/PokeballB.png
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/sceneFiles/Pokeball_Sourcefiles/Sourcefiles/Blender/BsMax_2_80-master.zip
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/sceneFiles/Pokeball_Sourcefiles/Sourcefiles/Blender/KeyMap.py
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/sceneFiles/Pokeball_Sourcefiles/Sourcefiles/Blender/maxivz_tools_v1.0.zip
- /General/FlippedNormals/Hero Prop Creation in Blender and Substance Painter/02_materials/sceneFiles/Pokeball_Sourcefiles/Sourcefiles/Exports/Pokeball.obj
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- /General/FlippedNormals/Hero Prop Creation in Blender and Substance

- Painter/02_materials/sceneFiles/Pokeball_Sourcefiles/Sourcefiles/Saves/Pokeball.blend
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