

# File List

Below is a list of files provided by the [Texturing Characters for Games](#) product.

## Core

### Texturing Characters for Games(3of3)

- **Content :**

- /General/FlippedNormals/Texturing Characters for Games/\_media/03\_materials\_pbr.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/05\_materials\_substance\_face.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/07\_materials\_substance\_vest.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/08\_materials\_substance\_pants.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/09\_materials\_marmoset.mp4

### Texturing Characters for Games(2of3)

- **Content :**

- /General/FlippedNormals/Texturing Characters for Games/\_media/01\_materials\_uv.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/04\_materials\_substanceintro.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/06\_materials\_substance\_arm.mp4

### Texturing Characters for Games(1of3)

- **Content :**

- /General/FlippedNormals/Texturing Characters for Games/\_media/00\_intro.mp4
- /General/FlippedNormals/Texturing Characters for Games/\_media/02\_materials\_baking.mp4
- /General/FlippedNormals/Texturing Characters for Games/Models/sh\_lowpoly.OBJ
- /General/FlippedNormals/Texturing Characters for Games/Models/sh\_lowpoly\_eyes.obj
- /General/FlippedNormals/Texturing Characters for Games/Models/sh\_zipper.obj
- /General/FlippedNormals/Texturing Characters for Games/sh\_materials.spp
- /General/FlippedNormals/Texturing Characters for Games/sh\_renderscene.tbscene
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_arms\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_arms\_Glossiness.tga

- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_arms\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_arms\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Face\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Face\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Face\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Face\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Gloves\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Gloves\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Gloves\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Gloves\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Grenade\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Grenade\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Grenade\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Grenade\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Hair\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Hair\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Hair\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Hair\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Headband\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Headband\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Headband\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Headband\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Pants\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Pants\_Glossiness.tga
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- Games/Textures/sh\_lowpoly\_Pants\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Shoes\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Shoes\_Glossiness.tga
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- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Stabvest\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Stabvest\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Stabvest\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Vest\_Diffuse.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Vest\_Glossiness.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Vest\_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh\_lowpoly\_Vest\_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/zipper\_alpha.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/zipper\_concavity.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/zipper\_normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/zipper\_occlusion.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/zipper\_spec.tga

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