

Texturing Characters for Games



Product Name:	Texturing Characters for Games
Product ID:	82231
Published Artist(s):	FlippedNormals
Created By:	N/A
Release Date:	2021-08-02

Product Information

- Required Products: *None*

Texturing Characters for Games

In this game art tutorial, you'll learn everything you need to know in order to texture high-end characters for games. Gavin will take you through all the steps and will guide you on your journey to becoming a better game artist. There are almost 4 hours of quality training in this series, covering everything you need to know in order to get started with texturing for games. Learn how to UV map your character, bake maps, how PBR works, painting all your textures, how to use Substance Painter, and much more!

SUBSTANCE PAINTER

Substance Painter is the main texturing tool used as it's fast, easy to learn, and extremely powerful. If you're not familiar with Substance Painter, there's an Introduction video included to get you up to speed in no time. After you've watched this series, you'll be very comfortable using Substance Painter to make amazing characters for games.

PBR WORKFLOW

PBR (physically based rendering) is one of the most important topics to understand as a Game-Artist today — and it's covered extensively. It's a relatively new concept that makes texturing and shading a lot easier, while also making your work look significantly better. There's a whole chapter dedicated to PBR, to make sure you understand it properly.

BAKING

Baking using Marmoset Toolbag, you'll learn everything you need to know about baking — from what baking actually is to how to bake good maps. Also covered are the various kinds of maps you need, such as AO, ID, Curvature, etc. In Marmoset, you'll also learn how to work with cage-meshes for very precise bakes.

FINAL TEXTURED CHARACTER INCLUDED

Get a unique look into a fully textured and shaded character - ready for a AAA game. One of the best ways to learn is to look through scene files where you can reverse engineer the choices made. You'll have access to all the final files created by Gavin Goulden, where you can really explore the finished textures and shaders.

INDUSTRY VETERAN

Currently working as a Lead Character Artist at Insomniac Games, Gavin Goulden is one of the most veteran game artists out there today! He worked as a lead artist on Bioshock Infinite and has a heavy resume under his belt. Check out more of Gavin's amazing work on his ArtStation page.

SKILL LEVEL

Texturing Characters for Games is a great series for artists who have an understanding of basic 3D and want to take their game art to the next level!

This is a personal license as stated on the FlippedNormals licensing page.

Product Notes

Installation Packages

Below is a list of the installation package types provided by this product. The name of each package contains a [Package Qualifier](#), which is used as a key to indicate something about the contents of that package.

- 3 Core

[] = *Optional, depending on target application(s)*

Not all installation packages provide files that are displayed to the user within the interface of an application. The packages listed below, do. The application(s), and the location(s) within each application, are shown below.

Additional Details

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
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh_lowpoly_Pants_Normal.tga
- /General/FlippedNormals/Texturing Characters for 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
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh_lowpoly_Shoes_Normal.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh_lowpoly_Shoes_Specular.tga
- /General/FlippedNormals/Texturing Characters for Games/Textures/sh_lowpoly_Stabvest_Diffuse.tga
- /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

Resolved Issues

- *None*

Known Issues

- *None*

Support

Visit our site for [technical support](#) questions or concerns.

From:

<http://docs.daz3d.com/> - **Documentation Center**

Permanent link:

http://docs.daz3d.com/doku.php/public/read_me/index/82231/start

Last update: **2021/06/18 19:24**

