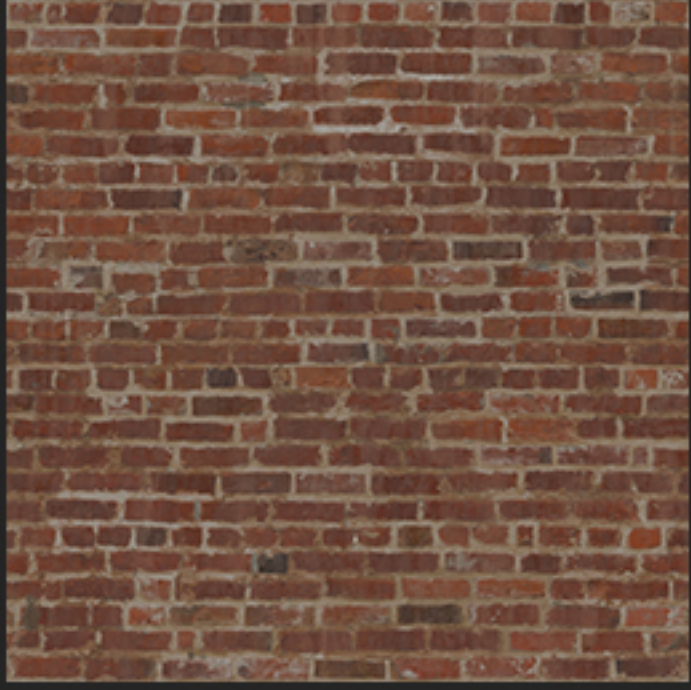# PBR Texture Guide

This section gives information on what textures are used in the PBR Metalness/Roughness workflow.

Base Color

This texture should be flat colors without any lighting information. Also known as an albedo map.

Roughness

This texture determines how shiny the object is. Brighter values will result in a softer highlight and make the object less shiny. Darker values will make the surface more shiny and black will result in a mirror surface.

Metallicity

This texture is usually a pure black/white mask and is only used to specify where there is bare metal. For non-metals, this slot should be set to 0 or use a solid black texture. For pure metals, it should be set to 1 or a pure white map. You generally only need this map to mask in which parts of the texture are metal or non-metal. The shader takes this mask and uses the base color map to add color to the specular reflections where there are white pixels in the mask.

For example, with painted metal, you would want white where the paint has peeled away and black everywhere else. This would give the bare metal an extra blueish tint from the base color texture.

Base Color Map   Metallicity Map

Normal Map

This texture adds fake lighting information to add detail to the texture without adding more geometry. You can create a normal map by converting a bump map or photograph with 3rd party programs.

Cutout Opacity

This is a black and white map that specifies the transparency. White pixels are solid and anything less than white will allow you to see through depending on the value.

Displacement Map

This is a grayscale height map that will physically displace the pixels up or down in the render. A 50% gray texture is the midpoint and will not move up or down. Whiter pixels will push up and blacker pixels will push down.

Emission Color

This is a color map that specifies what parts of the model should glow and what color they will glow. Black pixels specify where there is no glow.