

# Substance

Type

Substance

Color

Roughness

0.300

Specular Level

0.500

Metallic

0.000

Opacity

1.000

Emissive

Color

Intensity

1.000

Bump / Normal / Displacement Map

Type

Bump Map

Value

Intensity

1.000

AOVs

Aov Group

<none>

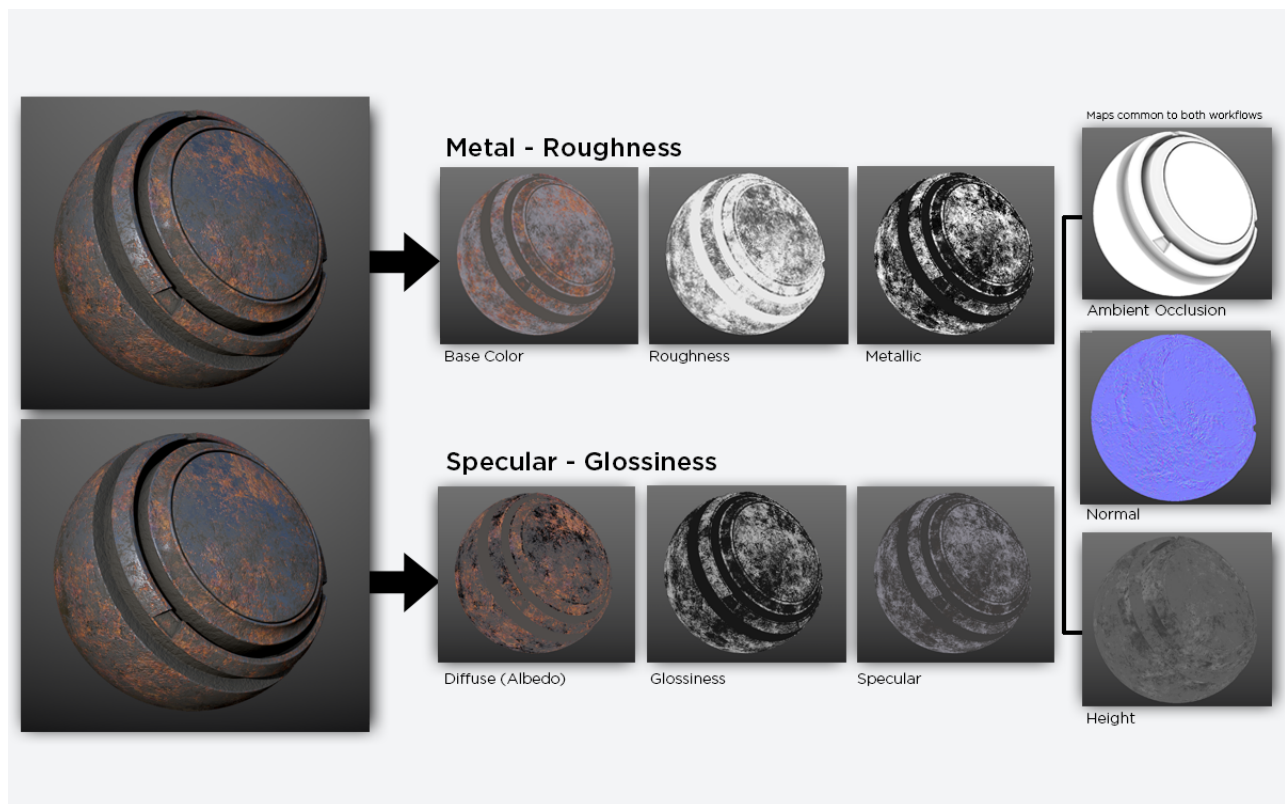
Assign Textures...

Select one texture in the File Selector to build a network of properly configured nodes.



*The Substance material allows easy look development using Substance Designer textures.*

The 3Delight Substance materials renders Substance Designer materials following the *Metal-Roughness* workflow with specular level control. This workflow is explained in detail in [The PBR Guide by Algorithmic - Part 2](#).



*Illustration of the Metal-Roughness workflow used by 3Delight Substance material.  
(Image from [The PBR Guide by Algorithmic - Part 2](#))*

Note that material parameters are not meant to be modified by hand, except for the additional parameters listed below. All main parameters are meant to be plugged into *Substance Designer* textures.

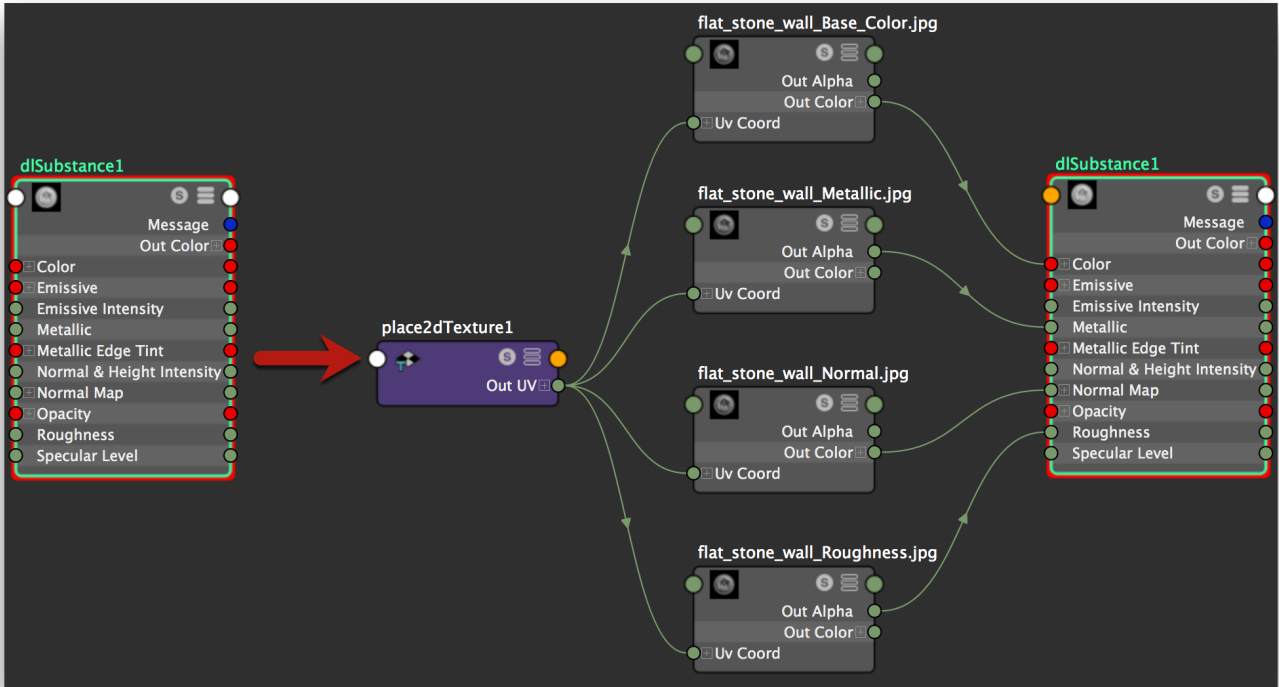
Addition Parameters

Edge Tint	The <i>Edge Tint</i> parameter is a complement that allows for more realistic metal effects. The parameter is the same as in the 3Delight Metal material.
Incandescence	Allows for incandescent materials. Substance Designed doesn't output any such channel.
Intensity	

Assigning Textures to a 3Delight Substance material

Click on the *Assign Textures* button and select one texture of a Substance texture file set. *3Delight for Maya* will find all files from that texture set located in the same folder, and will:

- create one *File* node per texture and configure it with a proper name, texture filename and color space setting for a given Substance texture asset;
- connect these *File* nodes to their respective *3Delight Substance* attribute;
- create a single *place2dTexture* node that is connected to every one of these new *File* nodes.



An example of the changes done by Assign Textures.