Substance Painter in our ShotGrid pipeline

- Substance Painter - ShotGrid - Setting up your .spp project file
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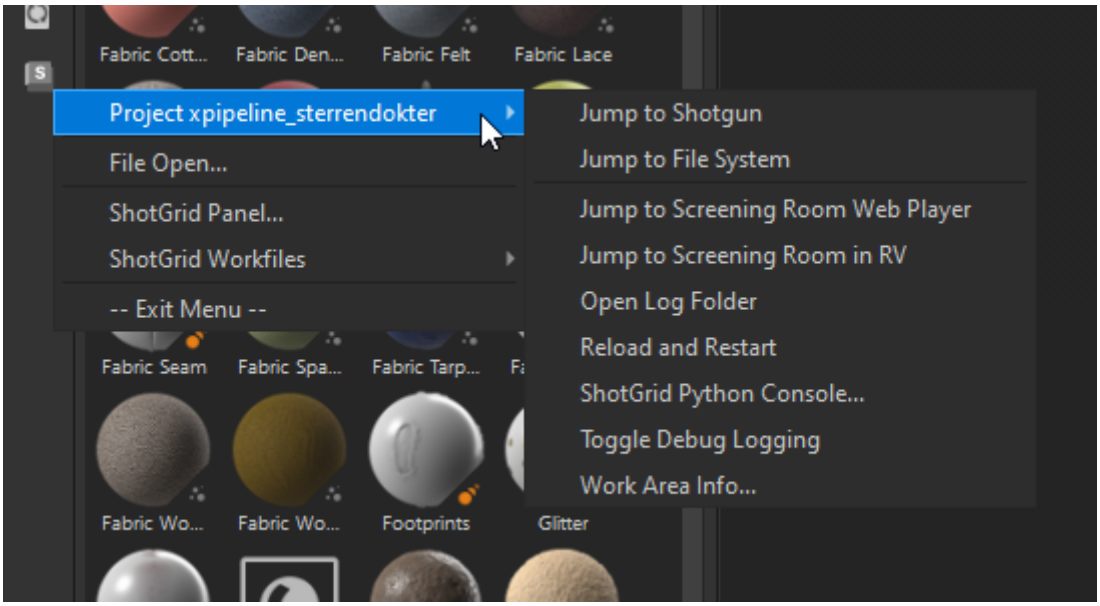
Substance Painter - ShotGrid - Setting up your .spp project file

Substance Painter requires a little bit more setup than other programs in our ShotGrid pipeline. This page will guide you through setting up your project file when you're starting with a new model.

First, open Substance Painter using the ShotGrid launcher.

> Substance not showing up in the launcher? Double check you have version 10.0.1 installed properly. Still not showing up? Substance might not have been added to your project yet in ShotGrid, ask a pipeline TD to add it in the ShotGrid software tab.

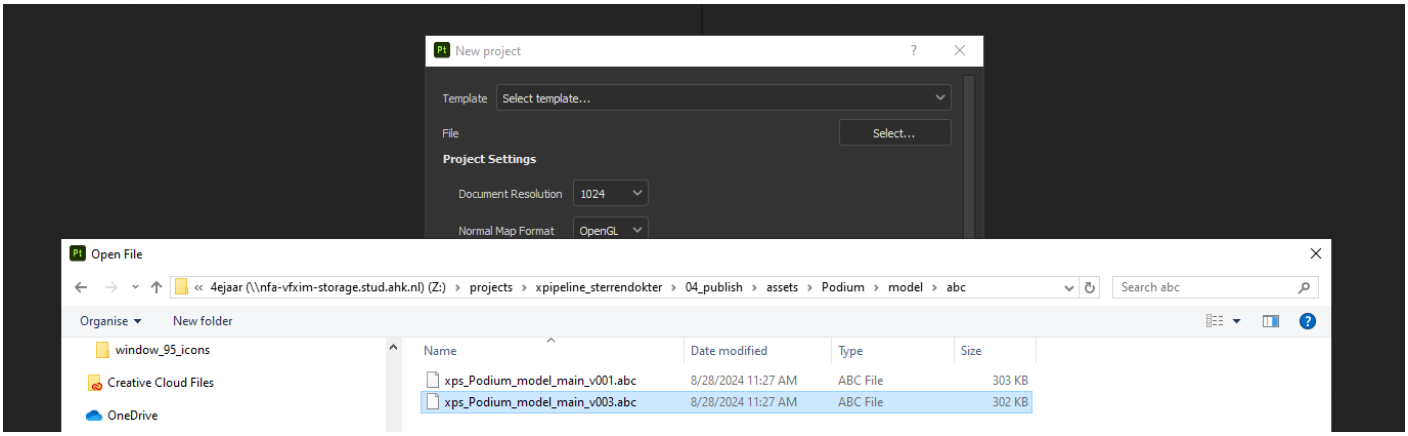
You will find the ShotGrid menu on the left side of the Substance Painter interface:



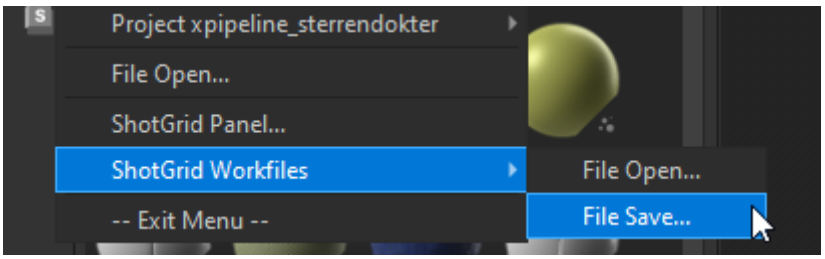
Let's create our project file! Press ctrl+n to open the new project menu. Unfortunately we have no way of automatically loading in a published model, so you'll have to find the model you want to shade in the publish folder of the ShotGrid project. Finding it shouldn't be too difficult.

>

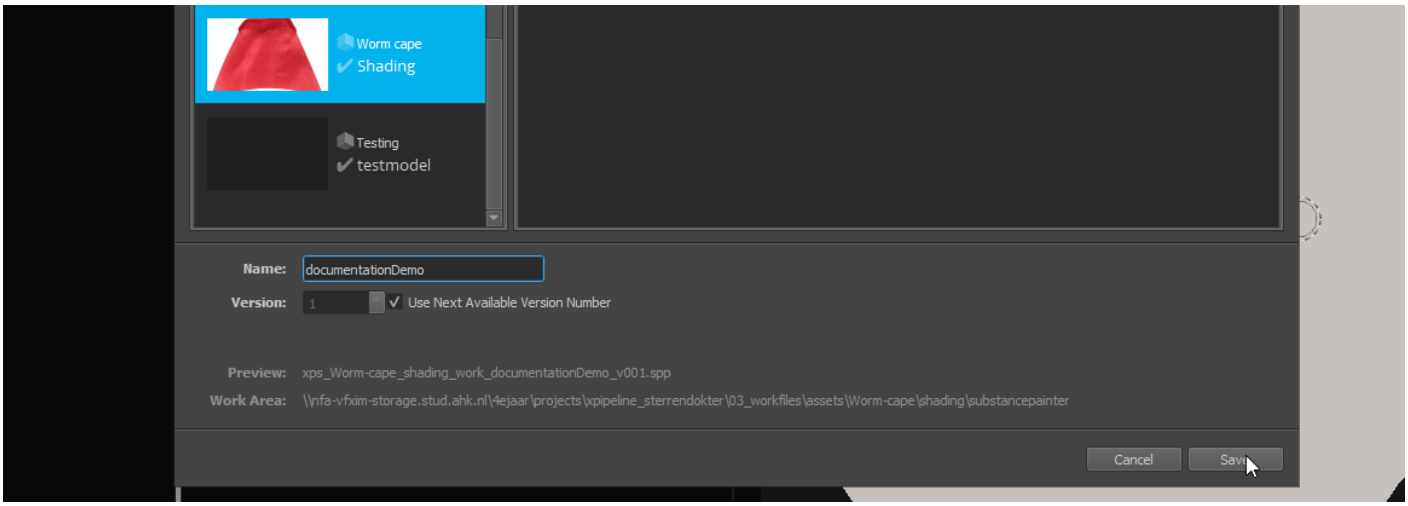
> Make sure you're loading the file from the `Z:` drive. No `Z:` drive mounted? Follow the guide here and mount the correct storage location to the `Z:` drive.



Set your resolution, etc, and press *OK*. Now you need save the file using *ShotGrid Workfiles -> File Save* in the ShotGrid menu:



This will open up a new menu. Browse to your task, give your file a name and press *Save*.



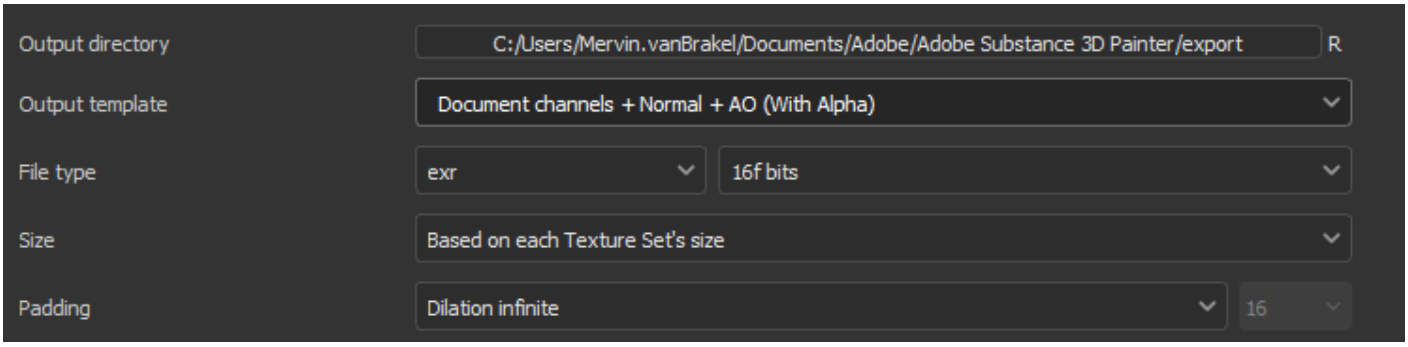
After this you'll be able to open the file again like normal using *file open*.

Z: drive mapping logic by Wouter Lichtenbelt.

Substance Painter - ShotGrid - Publishing

Publishing in Substance Painter is very similar to publishing in our other tools, you'll just have to make sure your export settings are configured correctly before publishing.

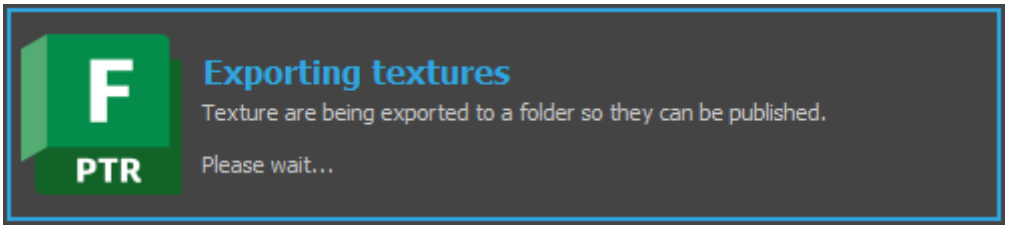
Open the *Export textures* menu (ctrl + shift + e). Make sure the output template is set to *Document channels + Normal + AO (With Alpha)* and make sure the *file type* is set to exr. You don't have to configure the *output directory*, as that's handled automatically. You can now click *Save settings*.



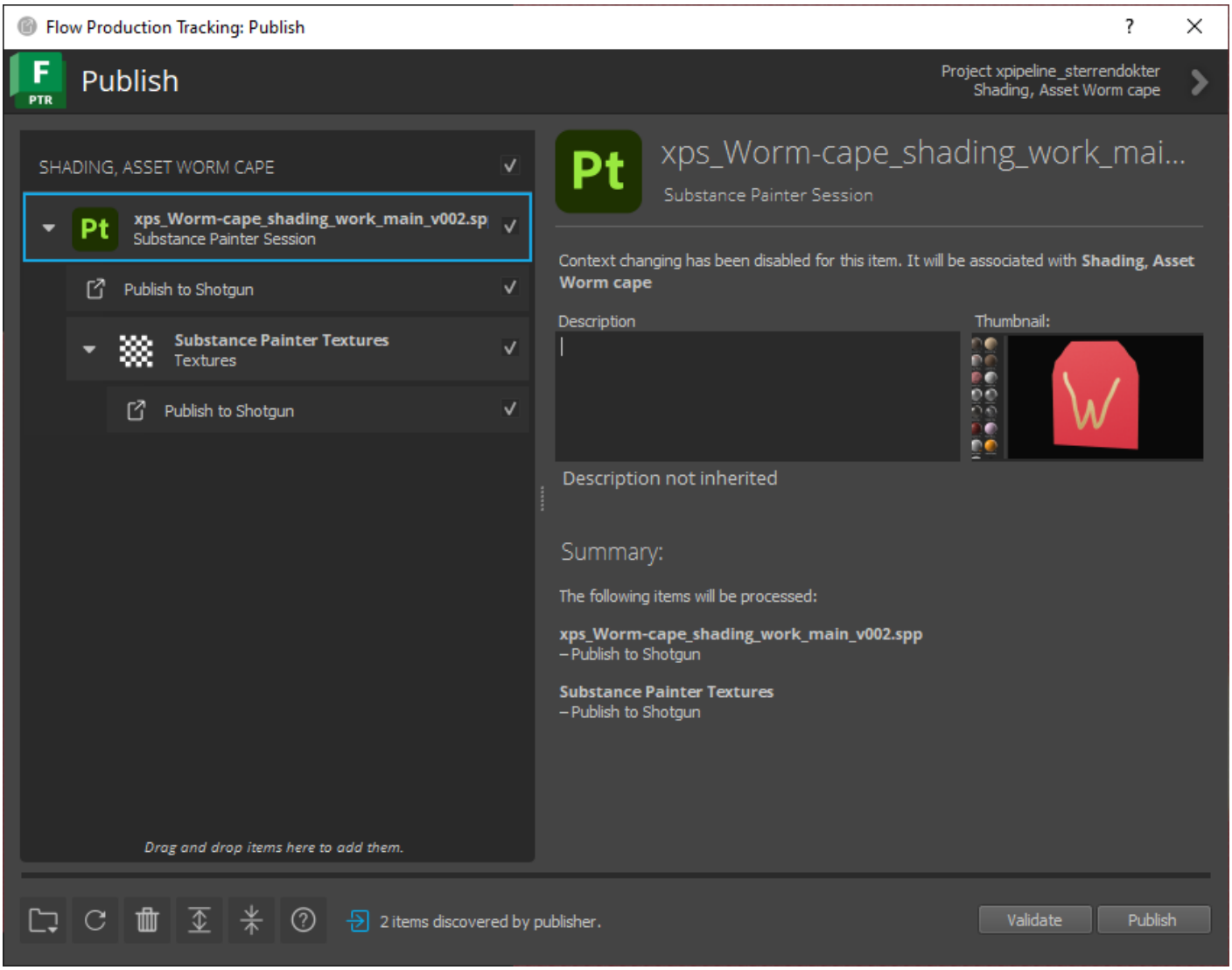
> If you're using UDIMs you should make sure the output template you've picked separates the UDIMs with a dot, which looks like this in your output map: `(.$udim)`

> Double check your "Document channels + AO (With Alpha)" has the correct UDIM file naming convention! If not, use a PBR preset instead.

Now we can publish our textures. Open the ShotGrid menu and press *Publish...* This causes a pop up to appear:



After a couple seconds the publish menu will open. Take a nice screenshot and press publish!



Texture publish logic by Mervin van Brakel.