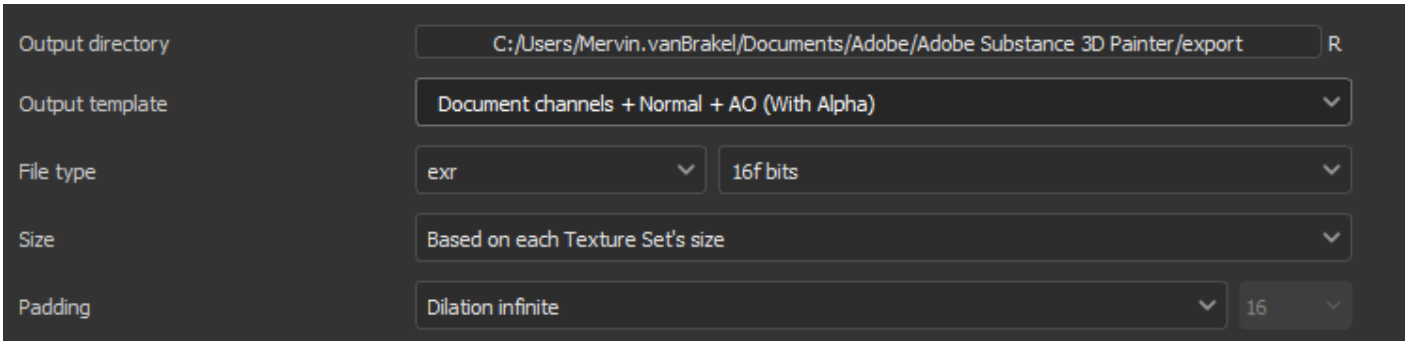
Substance Painter - ShotGrid - Publishing

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.

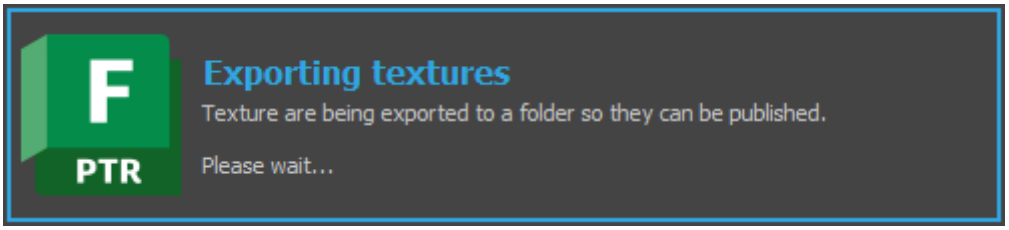
Open the *Export textures* menu (ctrl + shift + e). Make sure the output template is set to *Document channels + Normal + AO (With Alpha)* and make sure the *file type* is set to exr. You don't have to configure the *output directory*, as that's handled automatically. You can now click *Save settings*.



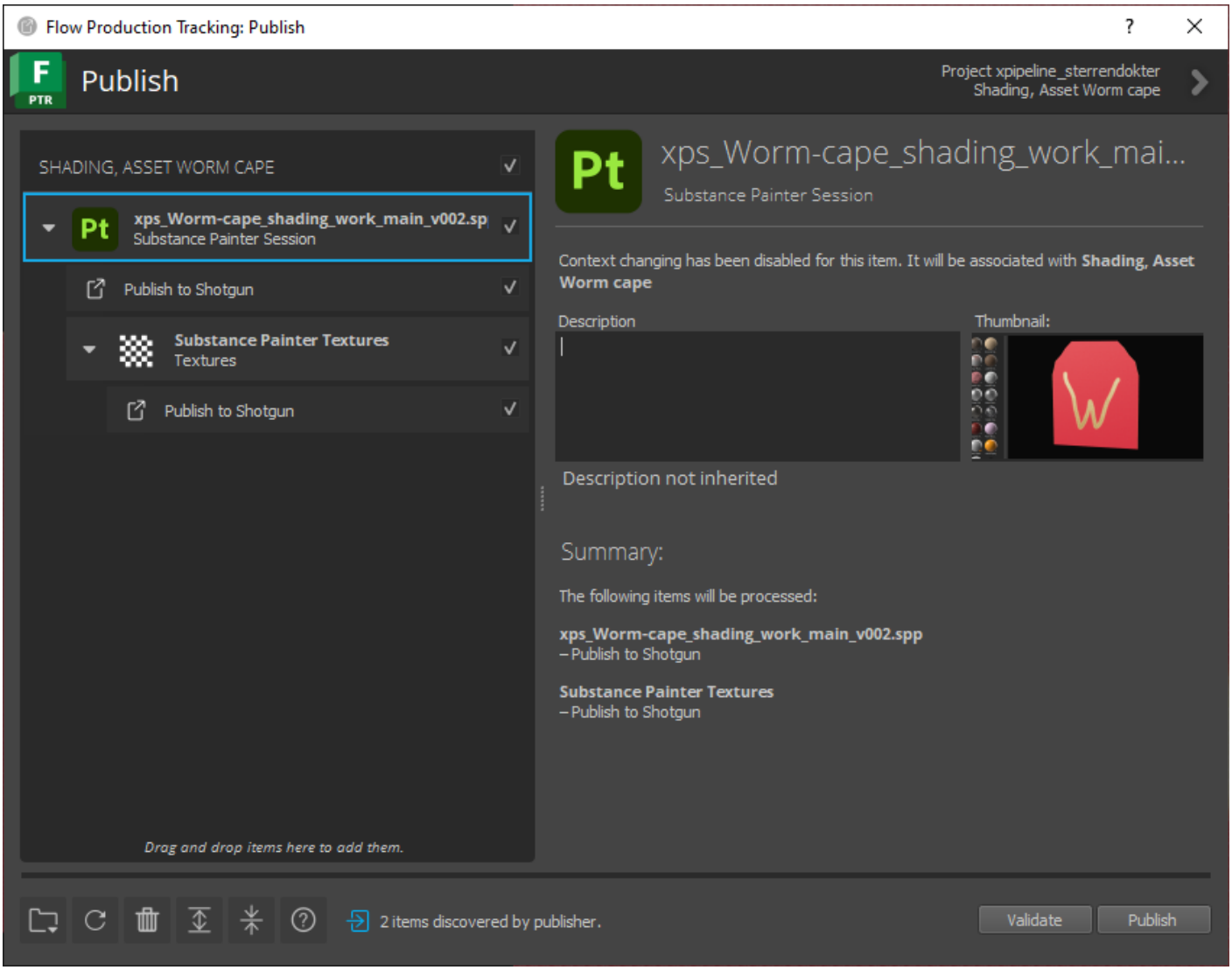
> If you're using UDIMs you should make sure the output template you've picked separates the UDIMs with a dot, which looks like this in your output map: `(.$udim)`

> 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.

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