

Organizing the character sculpt in Substance Painter

Bringing Kirin to life in Unity took a lot of attention to detail. Efficiency was also key: spending time to set up the Materials and textures for the character meant that the final version could easily be adjusted and customized.

For each of the four sections set up in Unity, the Artist created two copies of each Material, to allow careful customization of color. They then created four layer masks, to accommodate the necessary effects and enable a high level of designer control for adjustment.

The layer masks were used to implement the Subsurface Scattering Shader, and other High Definition Render Pipeline (or HDRP) effects.

These effects contribute to a high fidelity experience for players, whether the world you are creating is realistic or fantastical.

Although HDRP features were very useful for customizing the character's appearance in the Unity Editor, the majority of the fine detail work was completed in Substance Painter. This gives the creator greater freedom to implement their vision and make more significant changes.

For Serekh, the Character Artist's four 4K textures could be previewed in 2k in Substance Painter. This resolution was sufficient quality for efficient alteration and testing.

As layers can't be merged in Substance Painter, they created many linked layers to enable a change to one part of the character's body -- for example, the hue -- to be implemented across the whole body.

This level of control enabled the Artist to complete sufficient groundwork to allow easy customization in the Unity Editor.

However you choose to organize your character sculpt in Substance Painter, a similarly strategic approach to organization will enable you to exercise your creativity while taking advantage of the benefits of modularity.