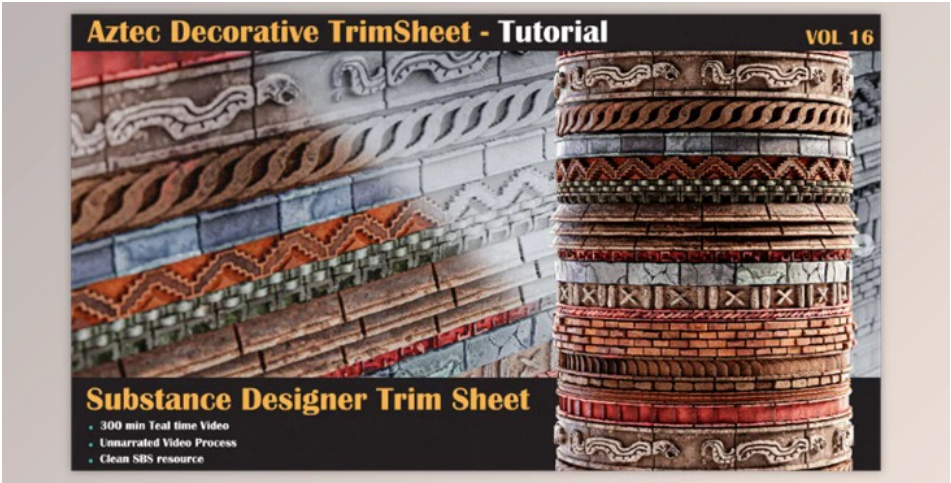




Artstation – Aztec Trim Sheet Tutorial – VOL 16

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Artstation – Aztec Trim Sheet Tutorial – VOL 16: Embark on an exciting journey into creating a brand-new stone surface material in Substance Designer! Imagine having a playground of nodes where you can experiment and witness how they transform the surface. By following this tutorial, you'll quickly become adept at crafting these intricate materials. This tutorial empowers you to effortlessly tweak, mix, and blend details, seamlessly integrating your creation into different environments or combining it with other surfaces; it's that straightforward!

Join me in crafting an Aztec trimsheet in Substance Designer, with a total duration of just 300 minutes!

Contents:

- 300 minutes of unnarrated videos
- Videos presented in 1080 resolution

Software Used:

- Substance Designer

Chapters:

- Reference/Preparation and Blockout/Trim lines/Details/Color:
- Each part guides you through crucial steps in creating a trimsheet.
- Start with gathering references and crafting the initial blockout to define the purpose and approach for the trim sheet.
- Move on to creating and adjusting trim lines – a pivotal step in establishing the foundation of your trim sheet.
- Work on details and variations in the third step to enhance the richness of your trim sheet.
- Conclude with creating a base color and refining the beauty and details in the trim sheet.

Level:

- Intermediate

Prerequisite: Basic knowledge of the software used (how to navigate and work with primary functions in them).

This tutorial is your gateway to mastering crafting intricate stone surface materials in Substance Designer. Unleash your creativity and enhance your skills as you delve into the world of trim sheets!



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