



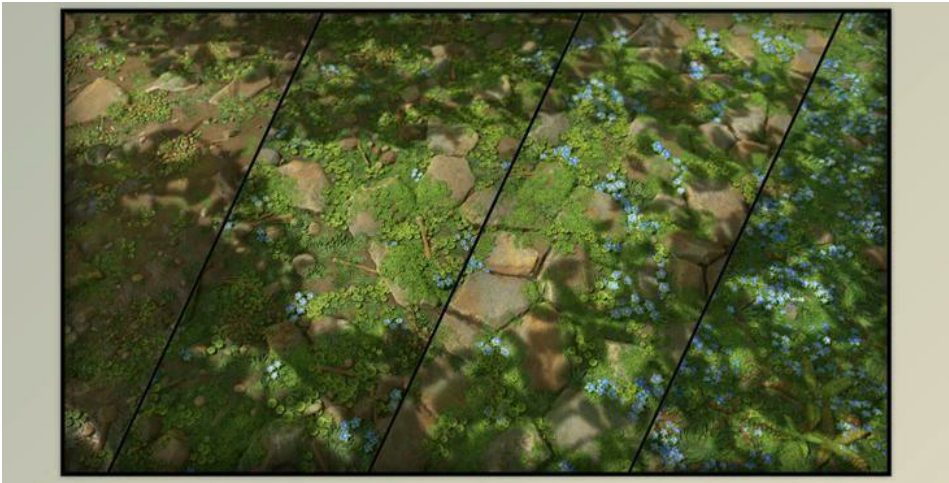
The Gnomon Workshop – Creating Complex Materials for Games in Substance Designer

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The Gnomon Workshop – Creating Complex Materials for Games in Substance Designer: Join Kat Tamburello, Senior Texture Artist at id Software, in this 3.5-hour workshop as she guides you through creating various game materials using Substance Designer. This tutorial, suitable for beginners to intermediate-level learners, provides a comprehensive walkthrough for crafting a complex material in Substance Designer that can be adapted to create multiple material variations.

Throughout the workshop, you'll gain essential knowledge and skills to effectively create any material style in Substance Designer, ensuring it meets the technical standards required for games. Kat begins by discussing gathering proper references and preplanning a material graph. She then demonstrates the creation of the base components, such as dirt and cobblestones, emphasizing the importance of consistent metrics such as height scale, texel density, and scale uniformity across the project.

Moving forward, you'll learn to create individual assets such as flowers, rocks, and sticks and utilize the Shape Splatter node to scatter these assets across the ground. Finally, Kat covers colour and gloss adjustments and exposes parameters to enable the creation of various material variations from a single project.

Chapter List:

- Preview
- Introduction
- Gathering References
- Preplanning
- Making the Base Ground & Cobblestones
- The Importance of Consistent Metrics
- Shape Creation: Making Assets for Scattering
- Shape Splatter: Scattering Assets
- Color & Gloss
- Exposing Parameters
- Conclusion



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