

## The Gnomon Workshop – Creating Stopmotion Felt in Substance 3D Designer

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**The Gnomon Workshop – Creating Stopmotion Felt in Substance 3D Designer:** Join Christopher Barischoff in a comprehensive 3-hour workshop designed to demystify the technical interface of Substance 3D Designer for creative artists. Learn how to build robust procedural materials seamlessly integrated and customized within popular 3D packages such as Maya, Blender, Cinema 4D, and more using the Substance plugin.

In this workshop, Christopher shares creative-friendly techniques for crafting lifelike materials, specifically focusing on creating a felted material without coding, fur systems, or complex expressions. Your procedural .subsar file will tile seamlessly and allow applying it to any asset using exposed parameters.

### Key Highlights:

- Setting up the Designer Node Graph
- Planning Your Material
- Adding Depth and Combining Layers
- Incorporating Color and Lifelike Variation
- Introduction to Splatter Techniques and Spline Tools
- Building a Splatter Map and Utilizing Substance Outputs
- Exposing Parameters for Easy Customization
- Preparing the Material for Maya Integration

The workshop includes the final working .sbs files for your reference, along with a starting scene file for both Maya and V-Ray. Don't miss this opportunity to master Substance 3D Designer's robust procedural materials and elevate your creative workflow.



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