# Artstation – Broken Tiles Tutorial – VOL 01

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**Artstation – Broken Tiles Tutorial – VOL 01:** Discover the art of crafting Broken Tiles with Fallen Leaves in Substance Designer through a simple step-by-step tutorial. This guide is designed for those familiar with essential nodes and blending techniques in Substance Designer. In just 245 minutes, learn how to use fundamental nodes to create tile-type materials enriched with extra details like fallen leaves.

**Key Learning Points:**

- Understand the basics of Substance Designer and its workflow.
- Dive into the creation of tile-type materials with additional elements like fallen leaves.

**Contents:**

- Two hundred forty-five minutes of unnarrated video content.
- Videos are presented in 1080 resolution.

**Chapters:**

- First Step: Creating Height: Develop the height map and generate standard and ambient occlusion maps. Conclude this chapter with all essential maps and details for the project.
- Part 02: Explore the creation of data for BaseColor, Roughness, and Metallic maps and generate atlas data for the final broken tiles. Finalize the material in this segment.
- Part 03: Learn how to create an atlas sheet sbsar from Quixel textures, gaining a versatile technique applicable to various texture sets.

**Software Used:**

- Substance Designer

**Skill Level:**

- Intermediate

This tutorial provides comprehensive insights into Substance design, offering an intermediate difficulty level. Enhance your understanding of material creation and broaden your capabilities in Substance design with this in-depth guide.

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