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I was painting a low-poly mushroom when I realized that painting on the upper cap affected both the lower cap and the stalk as well.Why? I know the UVs aren't perfect, but they're not overlapping, so I'm just trying to figure out if I'm doing something wrong here or if there's something I just don't understand (I am fairly new to Substance Painter)

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I made a dog in Blender and now want to paint it before rigging. I created different materials (colors) in Blender so that I could isolate parts in Substance painter 2023 and be able to paint the inside of the mouth (the gums, teeth, etc). I also made the ears separate as they are large and would be hard to paint the underside.In Substance, when I brush near the seam of the body and the ear, if the brush stroke goes over into the ear (I have the Body selected in the Texture Sets) the brush will paint through the ear hole and onto the body mesh on the opposite side. Being relatively new to Substance Painter I have not been able to find a setting to stop this from happening.Does anyone have a suggestion? Change the alignment to camera and enable backface culling. 4 Likes Thanks DebuK. I played with those settings but never came across this combination. It seems to work. Brought me over a huge hurdle. I sent you a private message also.Thanks again Hey can I ask what you mean by change the alignment to camera ?Ive googled around and havent found any setting for camera alignment, unsure if this is a valid question. Figured I would ask you the same question, in case you also had the answer! Its a brush property in the first tab. 2 Likes Sorry New Jersey. I havent used Substance in so long I cannot remember! 2 Likes Thank you so much, you two have been such a big help! 1 Like Totally okay! Luckily DebuK remembered, thank you for making the question! how do you get backface culling to work with polygon fill tool? Just click it, dont drag. The drag still doesnt support it, or drag in the 2d window. 3 Likes Correct answer, thanks dude Cyril Dellenbach Adobe Employee , Mar 09, 2023 Mar 09, 2023 Hi Evany, I have a feeling you won't like this, but the Polygon Fill tool selects everything through the mesh, meaning also the polygons on the other side of your asset. So this should not be random to be fair, but I can get your frustration. To be honest, I would also love a feature to select only what the camera sees, so let me consider your message as a suggestion and bring it up to the team. Have a nice day. Jump to answer Substance Painter 2020 > General Discussions > Topic Details Is it possible to paint through faces? Brush is only going to paint on faces that are more or less facing the current view, is there a way to change this threshold? Not for the painting tool. If you want to paint through a cylinder shape though for example, you can drag and drop a material while holding Alt, this will create a decal on your mesh and you can scale it so that the painting goes through the whole thing. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Substance Painter 1.x > General > Topic Details Painting in additional place. So i've been mucking around with the demo while deciding to buy. I'm having a bit of an issue with it painting in additional areas as well as where I am trying to paint. See arrows in screenshot for example.I have symmetry disabled so Im not quite sure why this is happening. I made the mesh in 3ds max. Is this issue being caused by something Im doing wrong in substance painter or something do with the settings in 3ds max, I'm quite new to 3d so I'm not too sure what Im doing.Any help will be greatly appreciated.Screenshot: apologies if I have posted this in the wrong sub forum. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Substance Painter 2 > General Discussions > Topic Details How can I paint material accurate on the mesh? I designed an object with 123D Design and let the UV map generate by Blender.The import and painting in Substance Painter 2 works fine and I can paint the material however I have a hard time to get a clean border between the different regions/material.Now teh smart UV mapping of Blender did very good job to separate the UV-Mesh regions into islands. So all I want it to do is to fill a UV polygon mesh island with one material.If I just paint the material I have to sitch to a very small brush size for the island border but also then it draws over to another UV-island that is the logical mesh neighbour.I found a polygon fill where you can directly fill that polygon island unfortunately just with a base color.Q: Can I get him to fill the island with a material instead a color? OR can I swap the filled color with a material later.If not is there another way how I can tell him that I want to paint on my isolated island only?Truely to switch to the smallest brush and painfully draw the polygon borders with it can not be the way to do it or is it?Thanks for your help. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts.

Substance painter not painting. Substance painter hide mesh parts. What is substance painter. Substance painter can't paint on mask. Substance painter realistic clothes. Import mesh substance painter. How to paint in substance painter. Substance painter texture paint.