RECOMMENDED TOOLS

Included in your download is a template PSD as well as a basic head model for you to use as required.

For best results the following is a list of recommended software*

Substance Painter - Allegorithmic
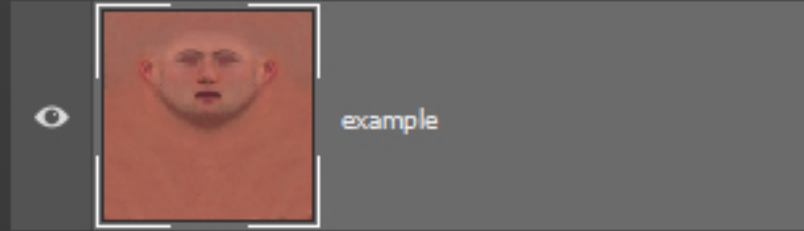Mari - Foundry
Photoshop - Adobe
Krita - KDE

Help painting textures is readily available online.
The following pages will describe the contents of the PSD and best file saving practices.

Good luck and have fun.

*BigAnt Studios is in no way affiliated with any of these companies.
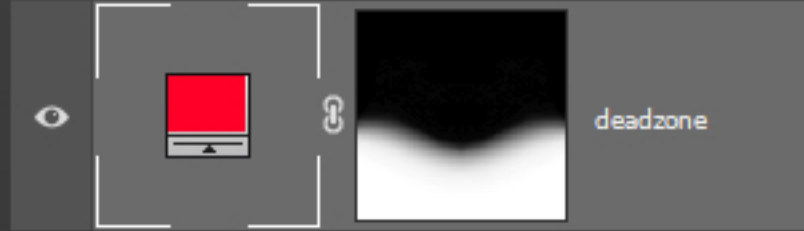
Example

example

Use this layer as a guide for where to place your features.

Care should be taken to avoid "painting light" into textures as this is dynamically added by the game engine.

Dead Zone

Red area will be blended with the default skin tones provided with the game.

For most efficient compression results when saving the file it is recommended to set the colour of this fill layer to the average colour of the texture.
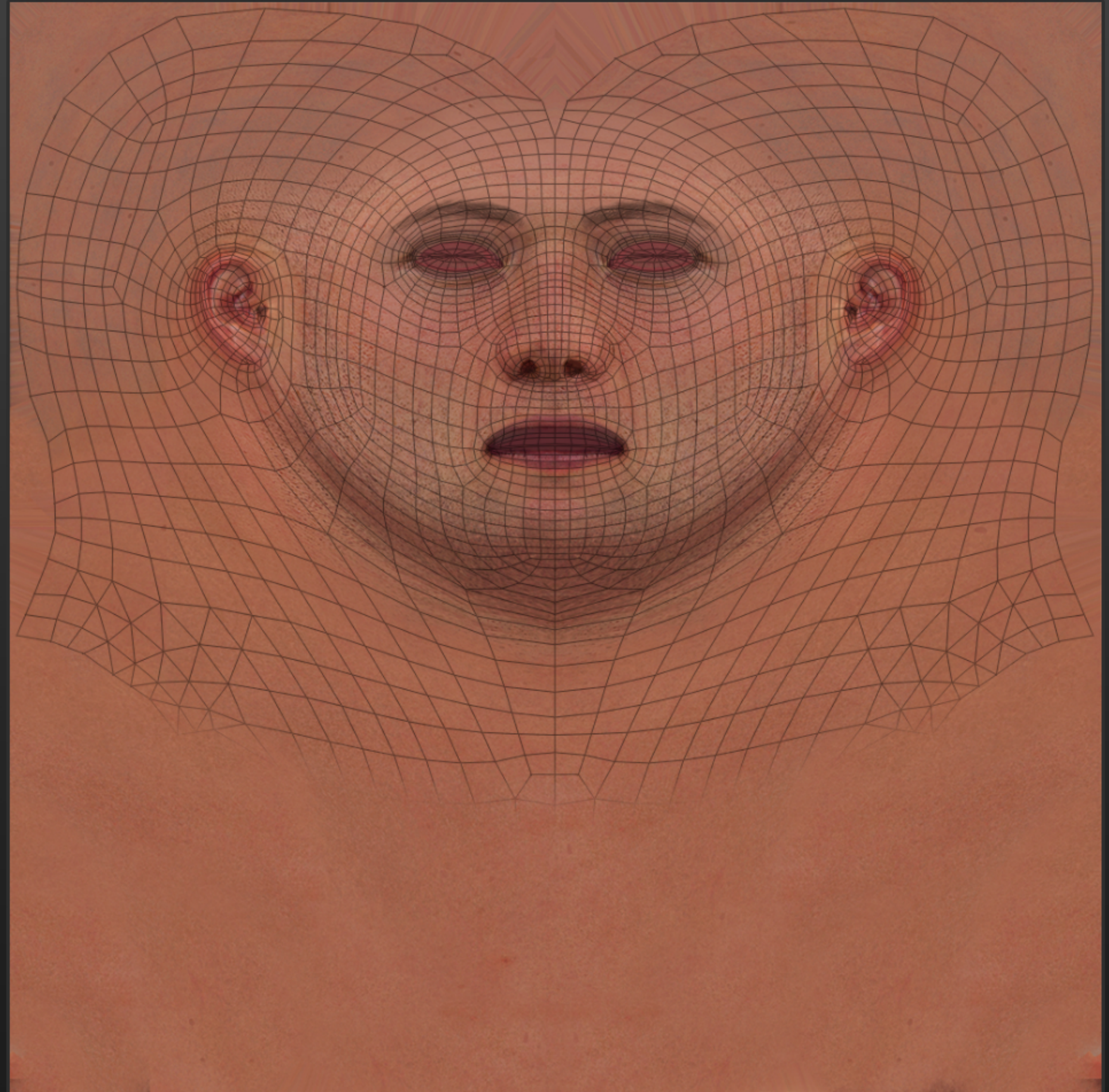
UVS

This is the wirefame of the mesh, provided to help align your texture.

Painting outside these bounds will have little to no affect over the final output.

FILE SAVING

For best results with PlayFace™ you should save your texture in jpg format at a resolution of 1024x1024 with a maximum file size of 196kb.

Using this size and format will give you the most reliable results.

JPEG Options

Matte: None

Image Options

Quality: 9   High

small file ———————— large file

176.2K

Format Options

- ● Baseline ("Standard")
- ○ Baseline Optimized
- ○ Progressive

Scans: 3

OK   Cancel   ☑ Preview