

RenderMan for Adobe Painter

? Unknown Attachment

The RenderMan for Substance Painter plug allows artists to quickly and easily save their beautiful materials directly from Substance Painter into RenderMan's preset browser in either PxrDisney, PxrSurface, or MaterialX Lama.

The plugin will handle all texture conversion and shading node connection allowing artists to quickly lookdev their assets in Painter, export to the preset browser, and then re-apply in their favorite RenderMan Dcc.

The plug can be downloaded from here :

<https://github.com/prman-pixar/RfSP>