

# PxrMetallicWorkflow



This pattern supports and simplifies common metallic specular workflows from texturing applications such as Substance Painter, Substance Designer and Mari

## Base Color

Input for your Base color PBR map

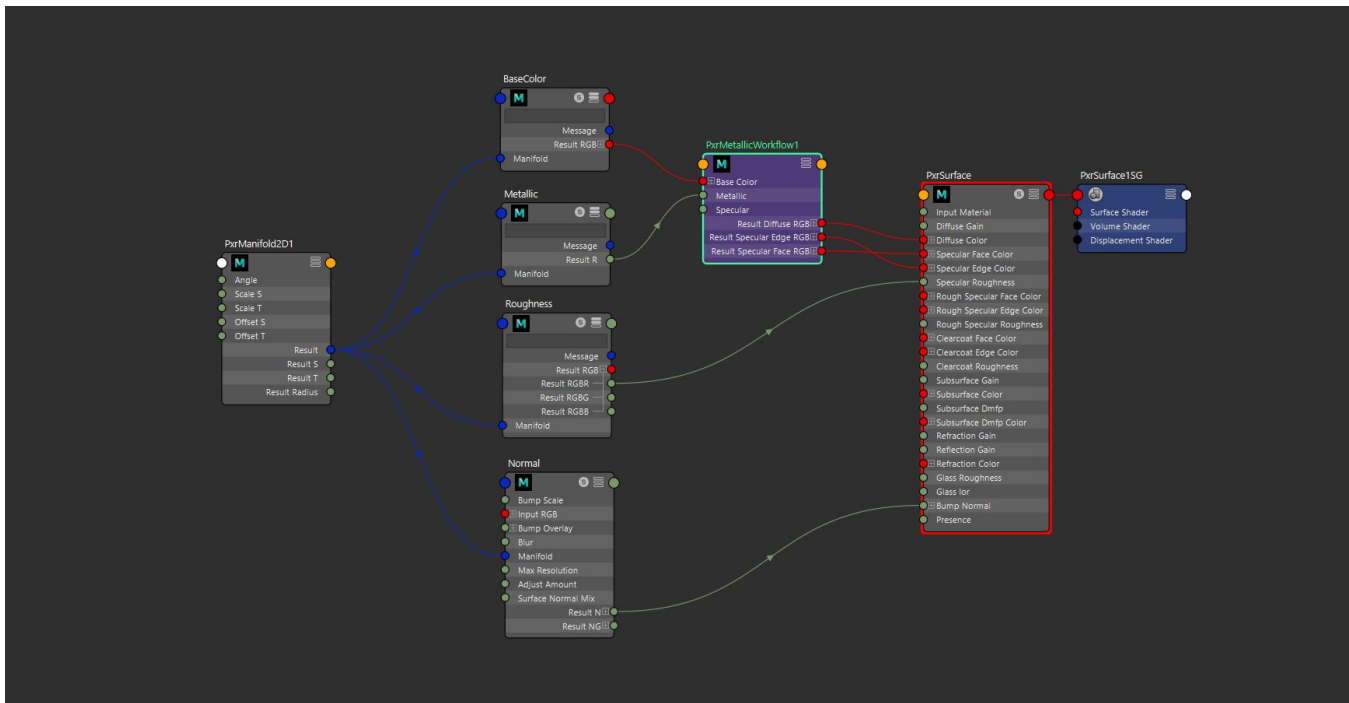
## Metallic

Input for your Metallic PBR map

## Specular

Specular texture input. The default 0.5 value corresponds to an index of refraction of 1.5

An example of how to connect your PBR Metallic maps into a PxrSurface. You can also use the PxrMetallicWorkflow node with Lama nodes too !



### Same in all DCCs

This workflow is the same whether your working in Maya / Katana / Houdini or Blender.