PxrMetallicWorkflow

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

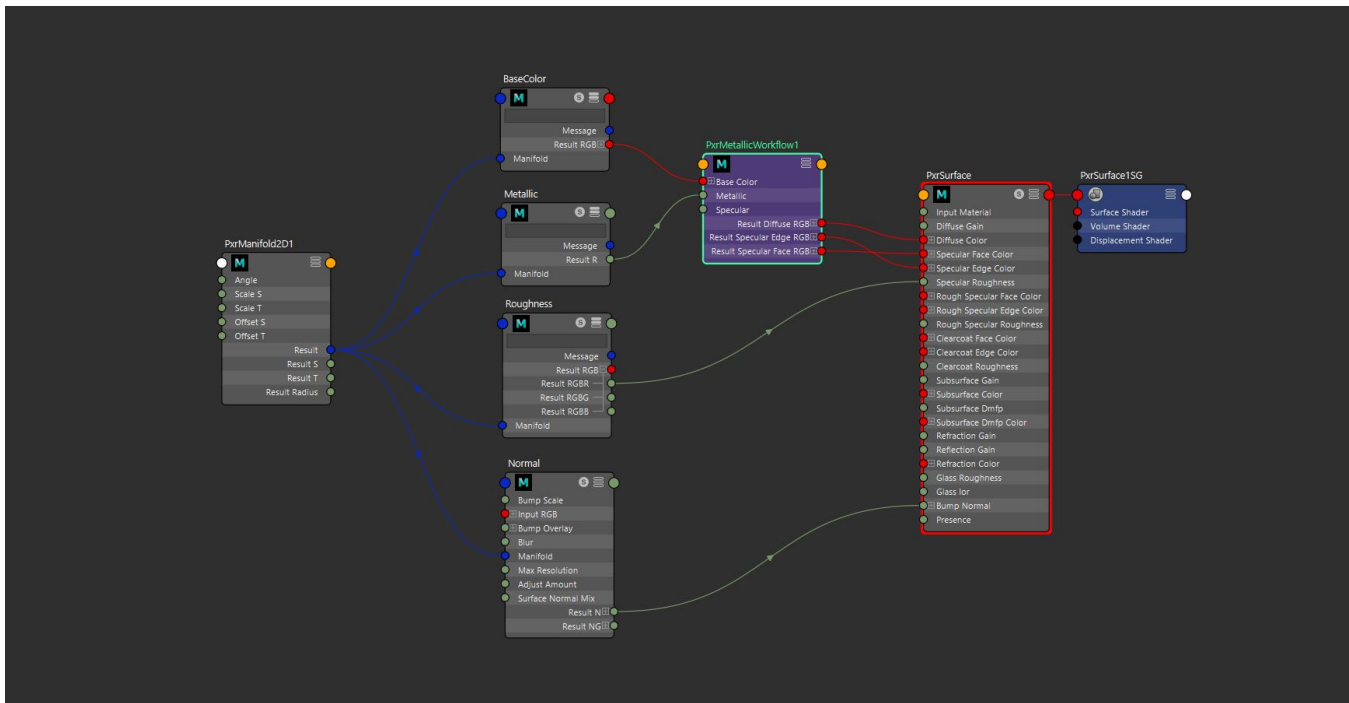**Base Color**

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 PxrMetallicWorklow node with Lama nodes too !

> ⓘ **Same in all DCCs**
>
> This workflow is the same whether your working in Maya / Katana / Houdini or Blender.