



```
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] / PBR [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] shader [ ] [ ] [ ] [ ] [ ] [ ]
```








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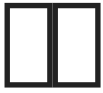




**■■■Silent ■■■■Stursi■Anteness**

[Standard Shader and You | VRCLibrary](#)

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- 
- 
-  Materialize 
- 

[illegible]



```

texture [0] "0" "0" [0] texture [0] "0"

```



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# Albedo/Diffuse

Albedo Albedo

“”

Blender Blender

Unity Unity

# Normal Maps

Unity

Unreal Engine

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# Specular and Metallic Maps

Specular Map

Unity Metal Smoothness

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Metallic Map

RGB

/

- Albedo
- RGB
- 

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- <https://google.github.io/filament/Filament.md.html> Google PBR Filament
- <https://academy.allegorithmic.com/courses/b6377358ad36c444f45e2deaa0626e65>
- <https://marmoset.co/posts/pbr-texture-conversion/>
- [https://www.sharetextures.com/textures/blog/physically-based\\_rendering/](https://www.sharetextures.com/textures/blog/physically-based_rendering/)
- <https://google.github.io/filament/Material Properties.pdf> Google PBR

# Occlusion, Height, and Emission Maps

## Occlusion Maps

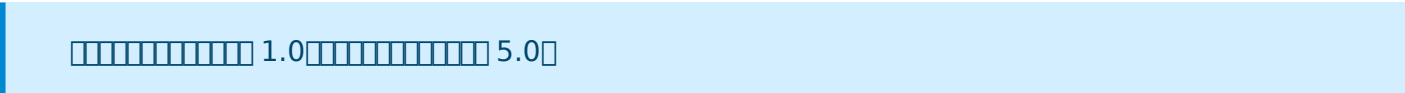
Blender UV

Height Maps

Unity “ ” Unity

Emission Maps

Material



Detail Mask

Detail Maps

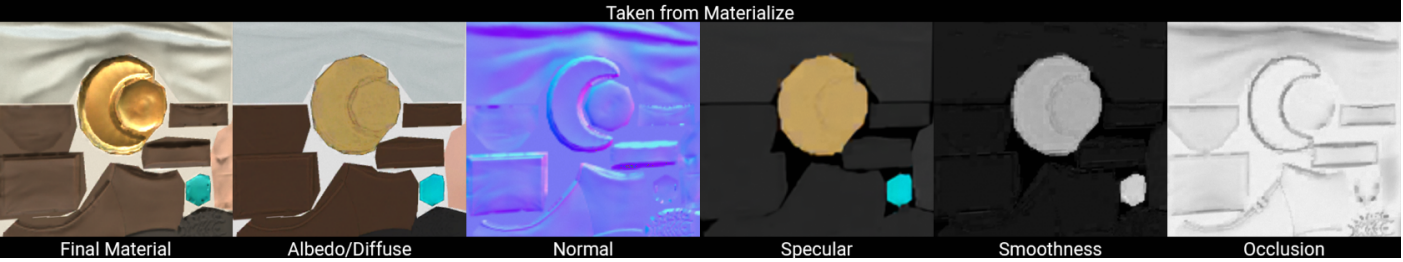
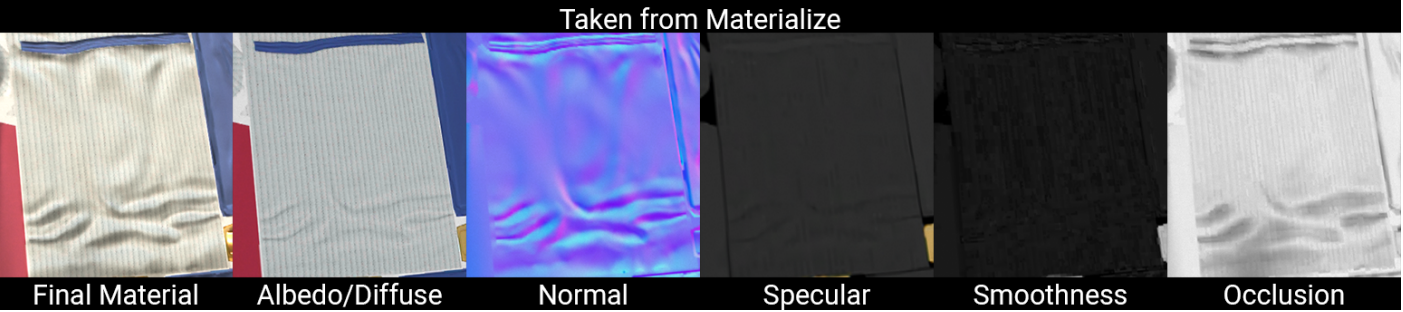
Unity Detail Maps Albedo

UV UV UV

“ Unity



Materialise







Standard metallic smoothness occlusion detail mask

“ Metallic Occlusion Detail Mask Smoothness

“ Standard (Specular)  
Standard (Specular)

Photoshop Windows

# SmartTexture

[SmartTexture](#) SmartTexture

SmartTexture

Unity SmartTexture

# chaiNer

[ChainNer](#)

[chainNer](#)

Separate RGBA Combine RGBA ChainNer

# ImageMagick

ImageMagick Unity

[ImageMagick](#) DRI



ImageMagick  IM

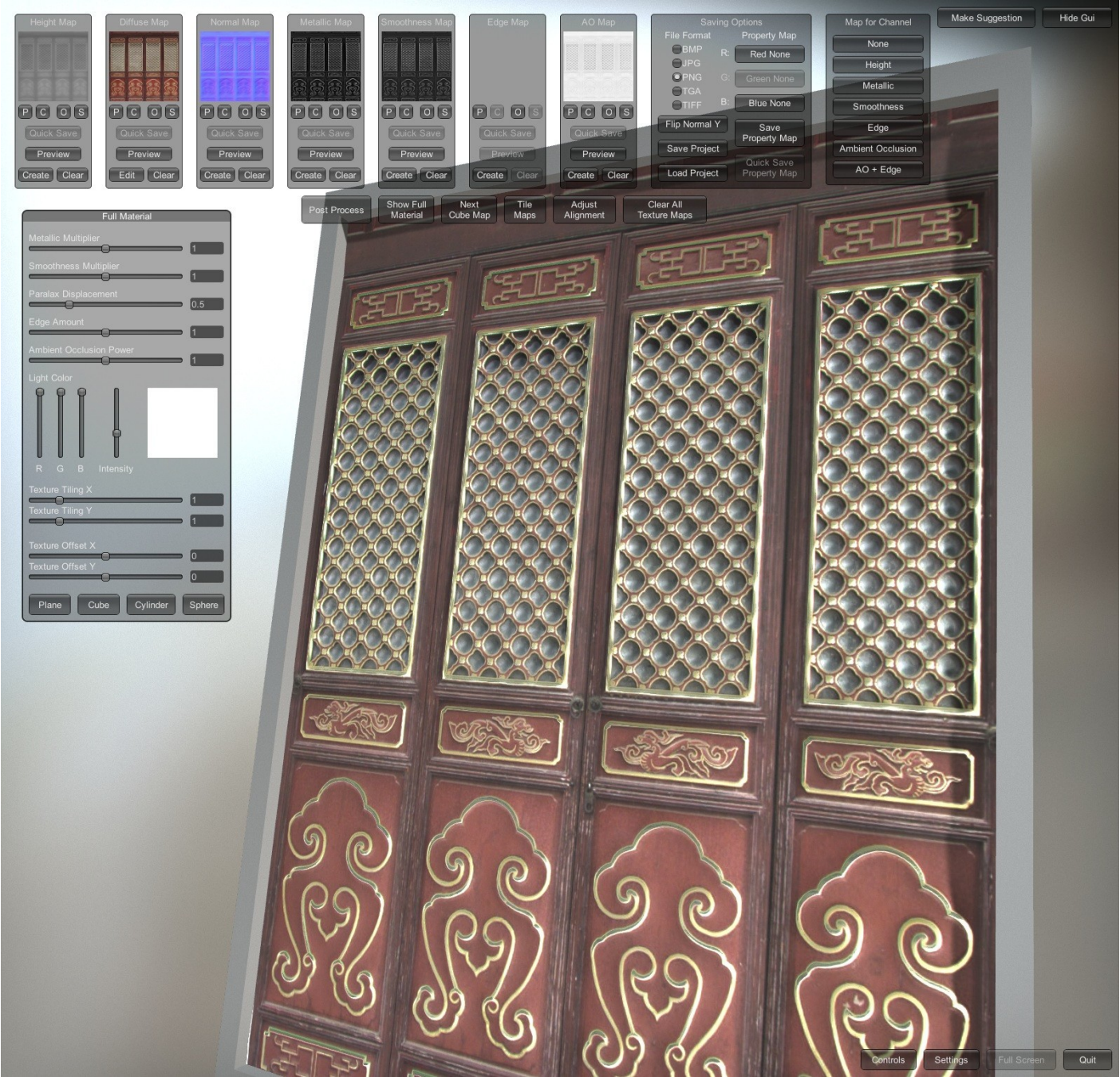
```
magick convert %1 %2 -alpha off -compose CopyOpacity -composite PNG32:%1_result.png
```

[JoinRGBAlpha.bat](#)

[illegible]

# Materialize

Materialize



[Bounding Box Software](#) Materialize

Materialize



VRchat

# Filamented

2015 Unity GPU DLSS

Filament <https://gitlab.com/s-ilent/filamented>

# Crosstone Cel Shading SCSS

Crosstone ACG 3 PBR

<https://gitlab.com/s-ilent/SCSS>



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