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RGB/RGBA Albedo/Diffuse

RGBA Albedo " " Albedo



Blender Blender

Unity Unity

Normal Maps



Unity

Unreal Engine



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Specular and Metallic Maps

Specular Map

Unity ~~Metallic Smoothness~~

Metallic Map

RGB

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- “”” 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://google.github.io/filament/Material Properties.pdf> Google PBR

Occlusion, Height, and Emission Maps

Occlusion Maps

Blender UV



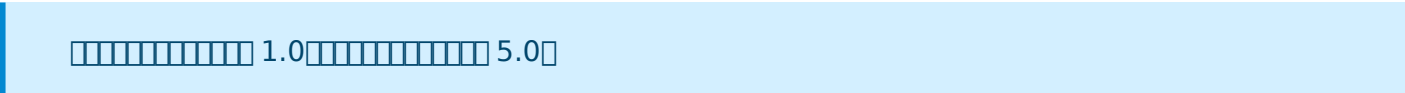
Height Maps

Unity “ ” Unity



Emission Maps

Material



Detail Mask



Detail Maps

Unity Detail Maps Albedo



UV UV UV

“ Unity ”