

Forest Snow Ground

Tutorial Session Guide

- **Part 1: Substance Soft Snow (SSS)**
 - How to view our reference
 - Simple Overview of Substance
 - Setting up our material preview
 - Creating Snow Speckles
 - General Snow Shapes
 - Creating an RGB Merged Texture
- **Part 2: Substance Snowflakes**
 - Why are we making them
 - Tile Sampler Tips
 - Directional Warping
 - 2D Transforms
 - Gradation Shape Benefits
 - Exposing Parameters
- **Part 3: Substance Snowflakes**
 - Snow craters and dips
 - Fractal Sum Base
 - Tile Sampler Masking
 - Edge Detect
 - Creating Snow Clumps
 - Making snow angels
- **Part 4: Unreal Engine Import Textures**
 - Launching the Engine
 - File Structure
 - When do I need "sRGB"
 - Texture features in engine
 - Compression Settings
- **Part 5: Unreal Snow Shader Setup**
 - Shader Basics
 - Shader Parameters
 - Detail Maps
 - Tri-Planar Projection
 - Tessellation and Subsurface
 - Material Instances
- **Part 6: Unreal Landscape Shaders**
 - Layer Blends
 - Combining texture channels
 - Layer heightmap masks
 - Lots of renaming/organization
 - Random helpful information
- **Part 7: Unreal Landscape Tips/Tricks**
 - Landscape Creation
 - Landscape Layer Info
 - Sculpting and Painting
 - Landscape Material Instance
 - More Landscape tips/tricks
- **Part 8: Maya Snow Clumps/Physics**
 - Maya Transform Component
 - Shortcut tips
 - Object Physics for rubble
 - Using the Animation Timeline
 - Creating snow rubble pile
- **Part 9: Zbrush Snow Bits Sculpting**
 - Using Surface Noise
 - UV Mapping inside Zbrush
 - Simple Sculpting Tips
 - Exporting our models
 - Dynamash
- **Part 10: xNormal Low Poly Bake**
 - Softening Zbrush Edges
 - Tucking Rocks into the ground
 - Cleaning up vertex normals
 - xNormal Tools
 - Baking High to Low Process

- **Part 11: Maya Creating LODs**
 - How to Reduce Mesh Tri's
 - What are good LODs
 - Why do we need LODs
 - Do I always have to make LODs
 - Really?
- **Part 12: Unreal Assets/Shaders/Foliage**
 - Importing LOD's
 - Setting up Foliage
 - Simple Lighting tips
 - Scene layout tips
 - Adding detail to assets

Bonus Content Video Section

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- **Part 13: Timelapse Zbrush Grass**
 - Fibermesh
 - Adjusting grass colors
 - Playing with Gravity
 - Adding detail to assets
- **Part 14: Timelapse Maya Grass Setup**
 - Maya Preserve UV's
 - Using Lattice Modifier
 - Grass Planes
 - Grass Patch setup/layout
- **Part 15: Timelapse Building the Scene**
 - Playing with Procedural Trees
 - Looking at general composition
 - Adding/painting grass foliage
 - Adjusting final lighting
- **Part 16: Photoshop Adding Mountains**
 - Using Selective Color
 - The Refine Edge Tool
 - Masking Layers
 - Blending colors/values

Thanks for watching guys and I hope you enjoyed it!

Thanks for supporting my work and I hope you all will continue to support other artists as well as it helps us all as a community to share our knowledge. Thanks Ryan Hawkins for his beautiful winter [photobash](#)

Find me at these links

<http://www.purepolygons.com>

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Special Thanks Section

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