

Asset Creation Part 6:

Applying Textures

1) open your original .blend file

Go ahead and delete the original blockmesh

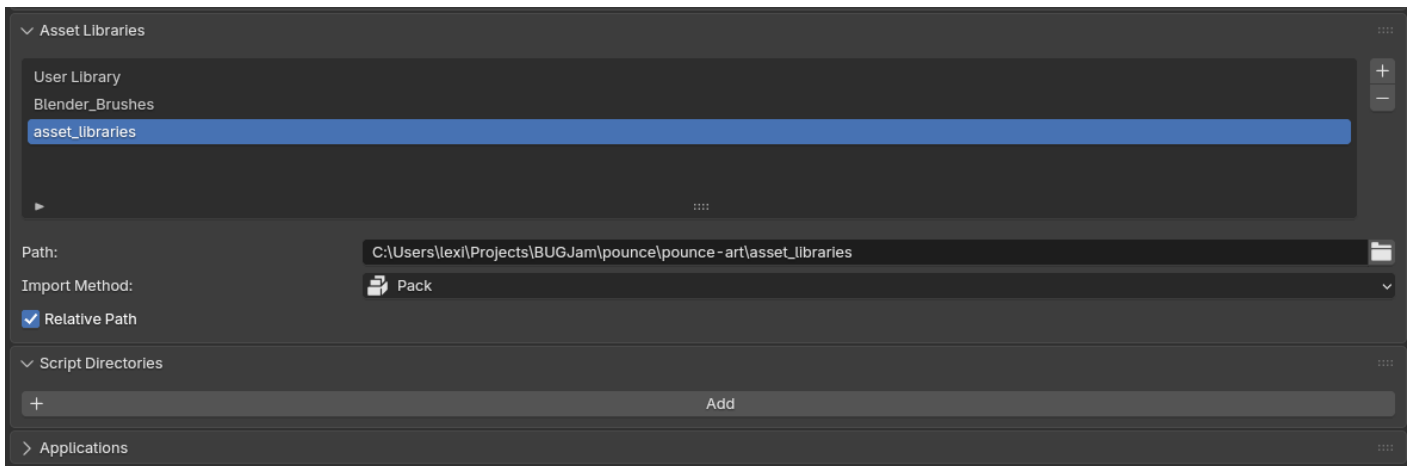
Import your low poly mesh by going to file > **append**

select the _low.blend version of the asset, then navigate to objects and select the object

2) Set up the asset library

In edit > preferences > file paths

hit '+' to add a new asset library path, and navigate to the texture library for this project



users...\BUGJam\pounce\pounce-art\asset_libraries

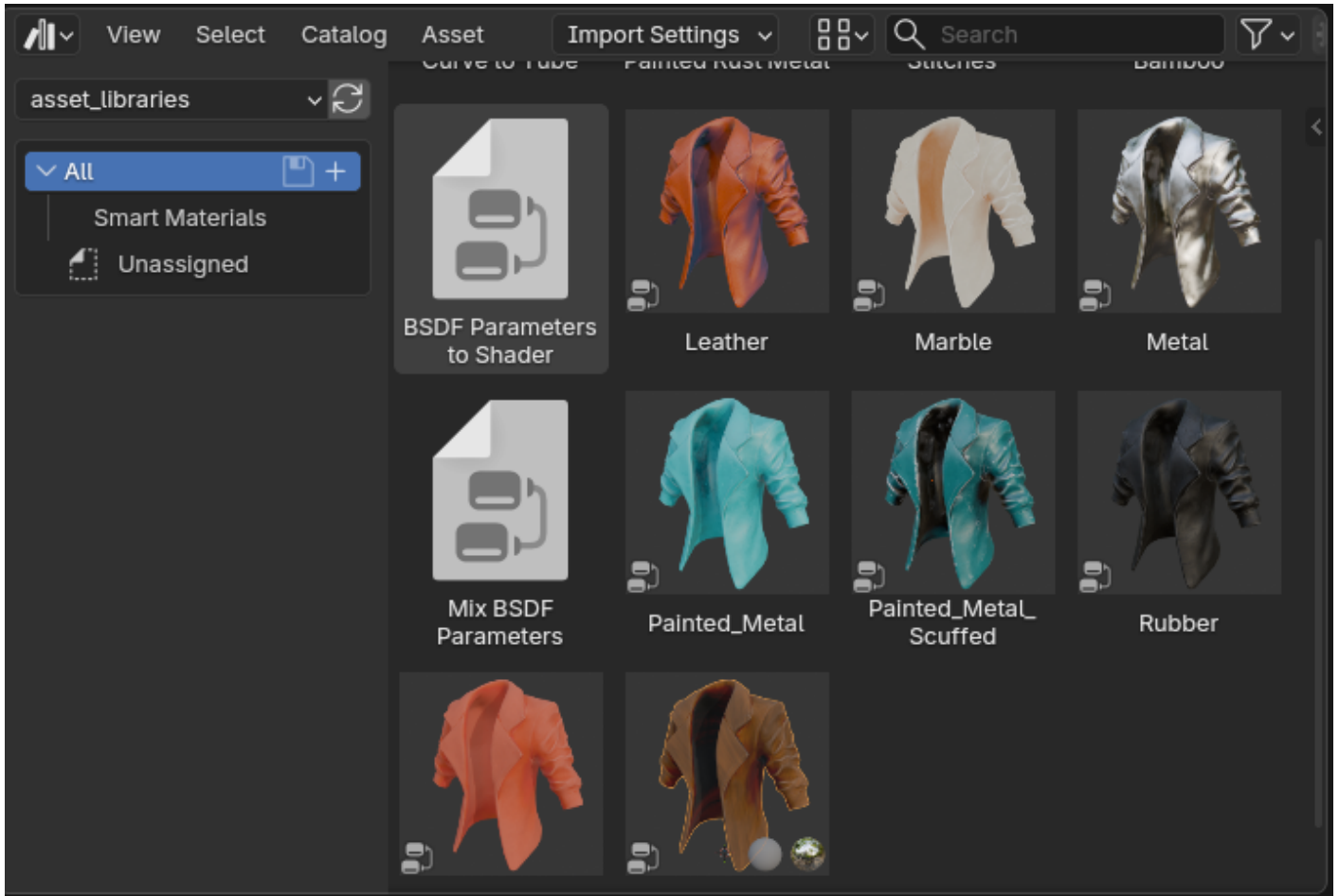
then save your preferences

3) Set up shading workspace

delete everything except for the material output in the existing texture that should have been created with the bakery

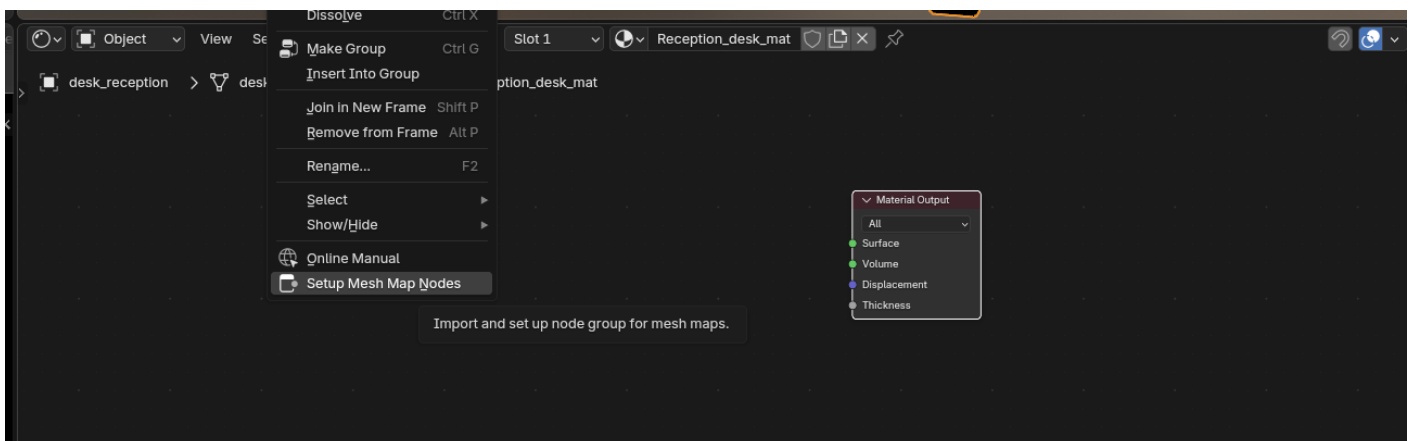
rename the texture to asset_mat

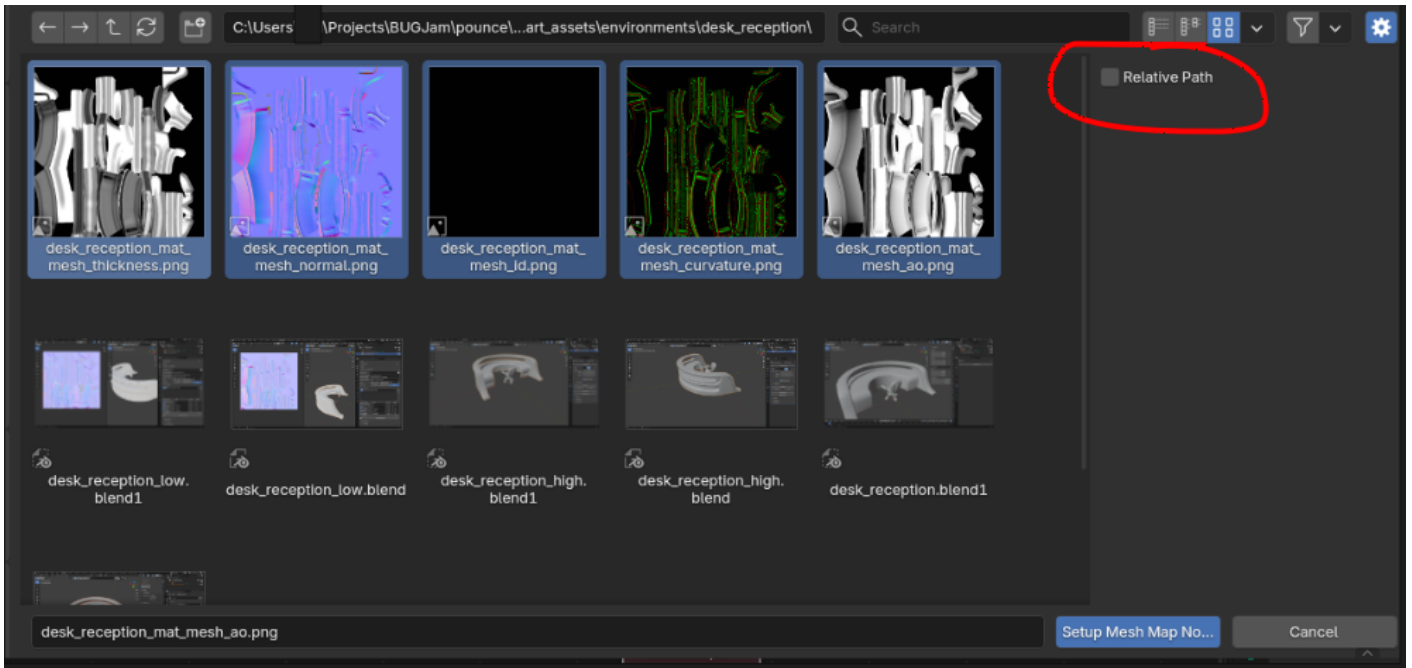
then in the upper left viewport, toggle to asset browser, and select the "asset libraries" library- you should see a bunch of cool textured jackets!



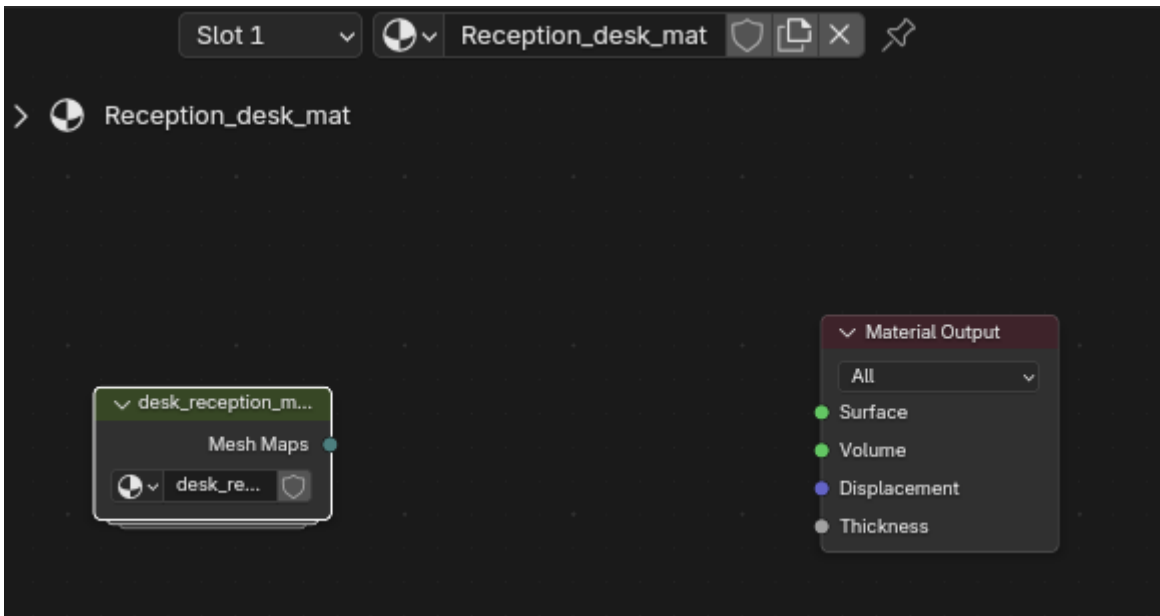
in your mostly empty material, right click and select 'setup mesh map nodes'

shift+click to select all 5 baked texture maps and import them (make sure to uncheck relative path)

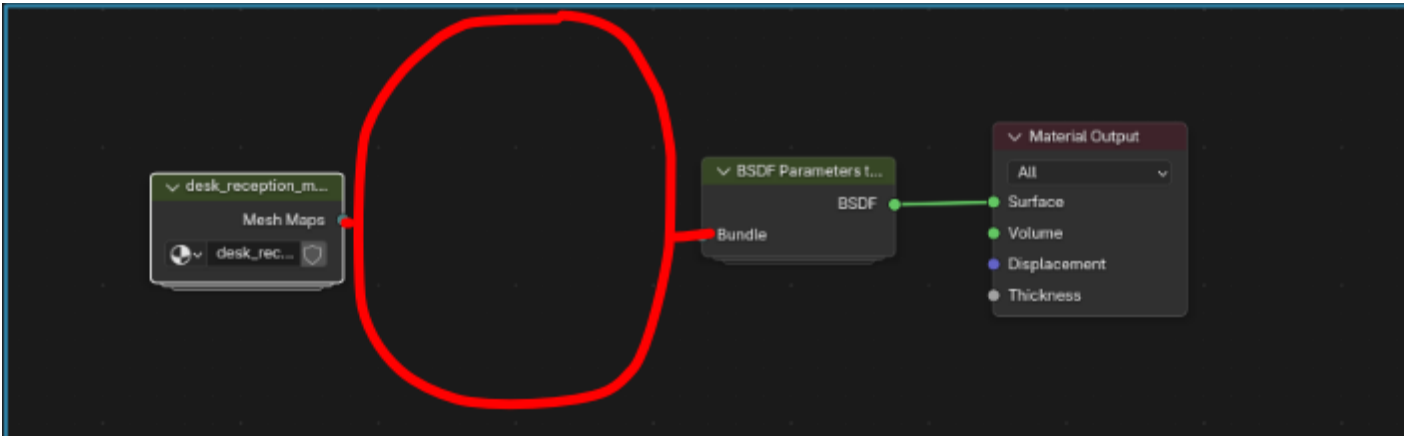




You should have two nodes now, the texture bundle, and the output

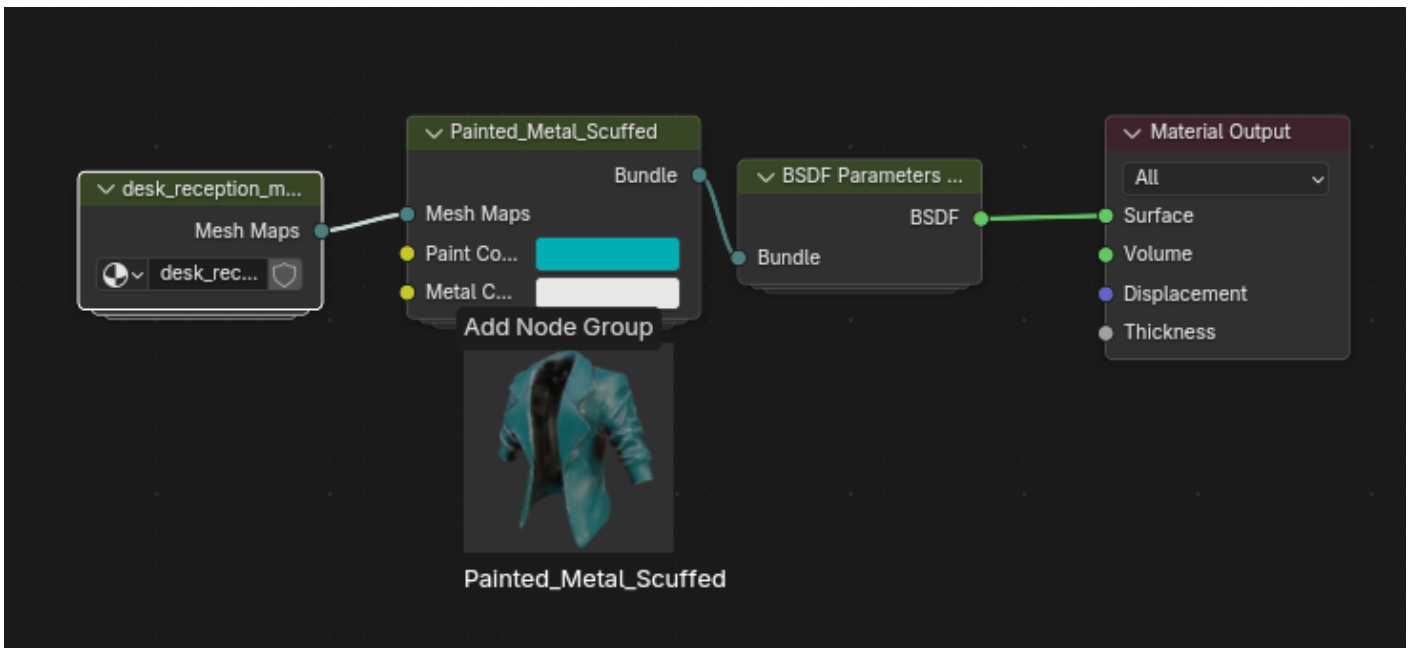


Now, back in your asset browser- drag and drop the BSDF parameter to shader node group into the shader graph and connect it to the material output



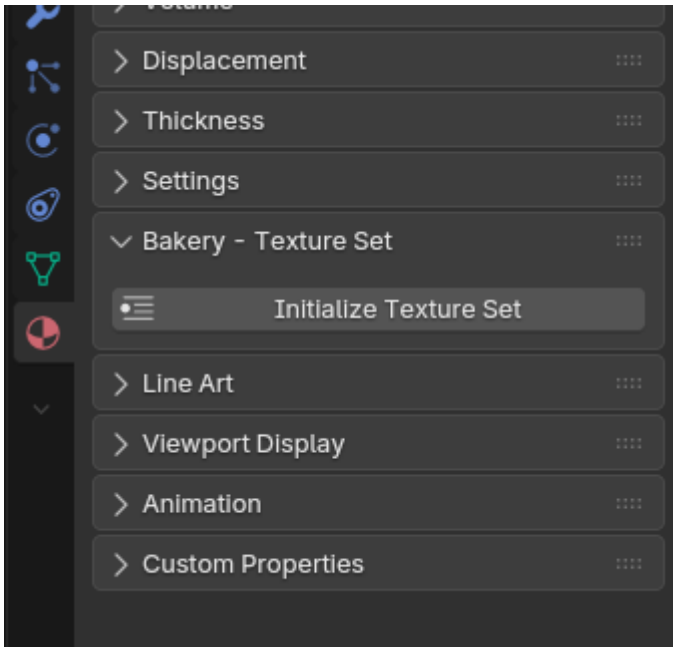
4) Set Up Material

with that added, the area in between is where you can drag + drop desired materials from the asset library! just connect the mesh maps to material node to BSDF parameters node- then you can edit the color of the material you'd like to use from the library



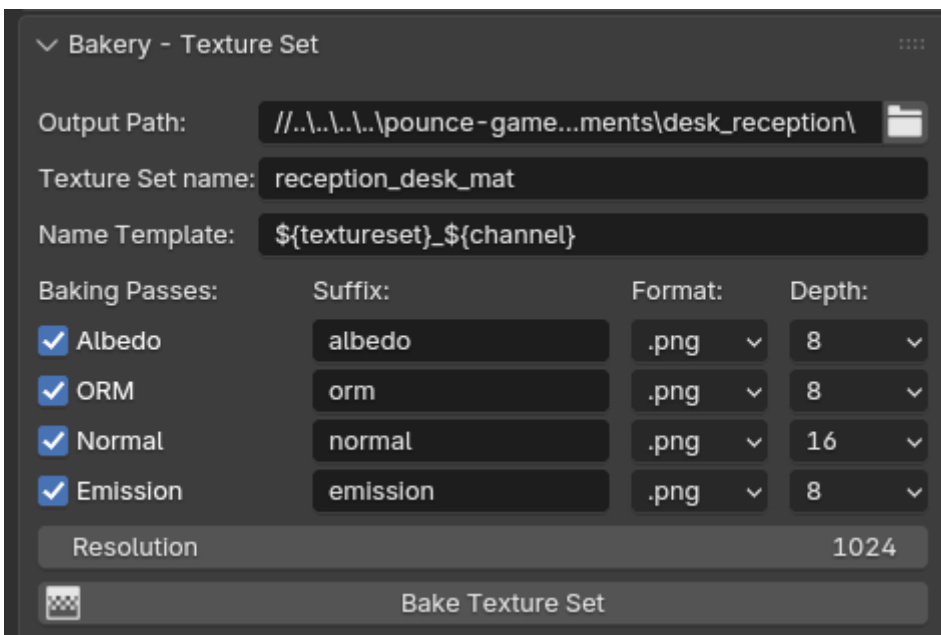
5) Bake Texture Set

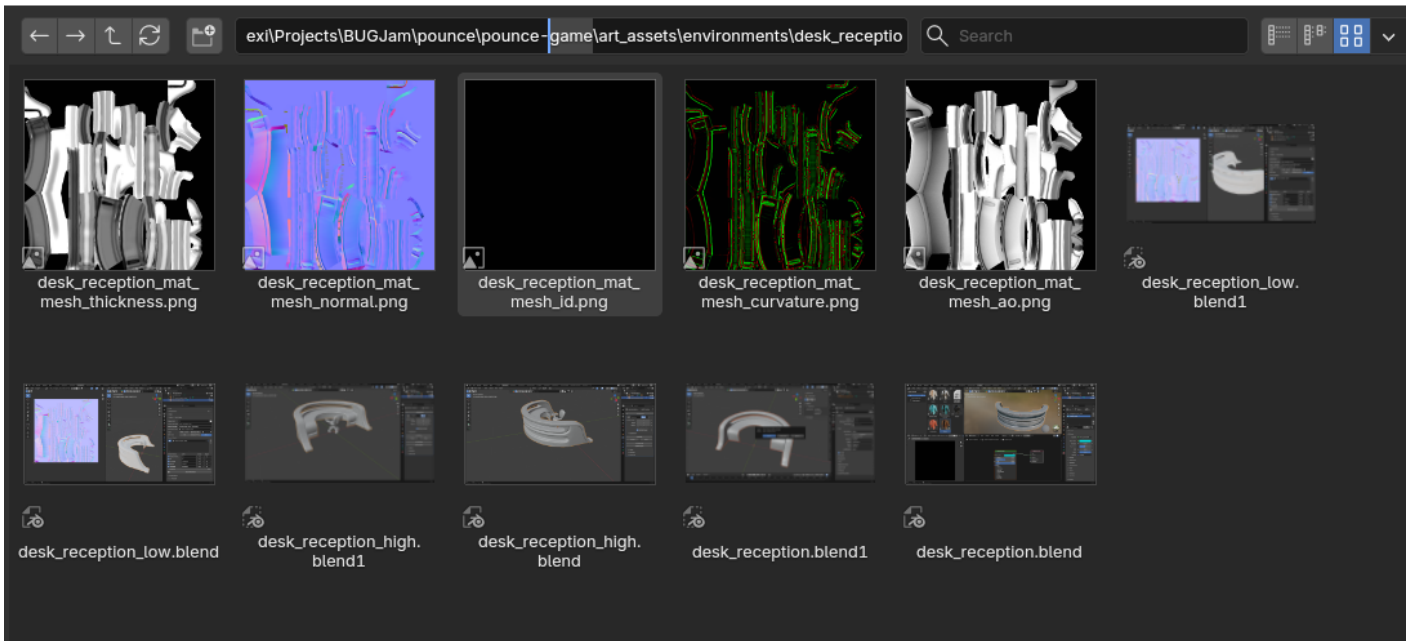
in the material properties panel, there is another bakery option called "texture set" go ahead and click initialize when you are happy with the texture + color of your object



make sure to set up the file path like the original exporter, with it set to pounce 'game' instead of pounce 'art' and name it asset_mat

DO NOT edit the name template





and hit bake!

6) Export to Game

Revision #1

Created 2026-03-11 10:25:59 PDT by P_ixeL

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