Gumroad – Substance Painter Live Link (Marmoset, Cinema 4D, 3DS Max, Maya, Modo, Blender, Houdini)

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The Gumroad – Substance Painter Live Link is a plugin facilitating real-time synchronization between Substance Painter and various digital content creation (DCC) tools like Marmoset Toolbag, Cinema 4D, 3DS Max, Maya, Modo, Blender, and Houdini.

How to design our project using tools?

You can design your project using "Gumroad – Substance Painter Live Link".

Gfx plugin details of Gumroad – Substance Painter Live Link (Marmoset, Cinema 4D, 3DS Max, Maya, Modo, Blender, Houdini)

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The plugin, compatible with both Mac and Windows (with Linux compatibility forthcoming), enhances workflow efficiency and creativity. The developer highlights the adverse impact of piracy on their ability to maintain and improve the plugin, urging users to support the project legally.

Licensing details, installation instructions, and avenues for discounts are provided. The plugin supports a range of features and file formats, catering to different rendering engines and shader setups. A roadmap for future developments, known limitations, and compatibility notes are also outlined.

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