



AI Texture Workflow Guide

A compact workflow for references, UVs, generation, and final inspection.

PLAN THE MATERIAL

- ☐ Define the real material, age, finish, color range, and scale of detail.
- ☐ Collect references that show the surface under neutral lighting.
- ☐ Separate material properties from lighting, dirt, decals, and damage.

PREPARE THE ASSET

- ☐ Finalize the main forms before spending time on texture generation.
- ☐ Create UVs with consistent texel density and enough padding.
- ☐ Place seams where they are less visible and inspect stretching with a grid.
- ☐ Bake required maps from the intended final geometry when applicable.

GENERATE WITH CONTROL

- ☐ Describe one material at a time and state the intended visual style.
- ☐ Ask for broad material structure before adding scratches, dirt, or decals.
- ☐ Generate several restrained variants instead of one extreme result.
- ☐ Keep prompt notes and seeds when the tool exposes reproducible settings.



AI Texture Workflow Guide

A compact workflow for references, UVs, generation, and final inspection.

INSPECT AND FINISH

- ☐ Check seams, repetition, scale, and directional artifacts on the 3D model.
- ☐ Review base color without dramatic lighting or baked-in shadows.
- ☐ Confirm roughness and metalness values match the intended material.
- ☐ Inspect normal-map strength at both close and normal viewing distances.
- ☐ Compress and resize textures for the target platform, then test in context.
- ☐ Verify the generator's licensing terms before commercial use.

PROJECT NOTES

PROJECT / FILE

TARGET / USE CASE

NOTES AND FOLLOW-UP