SKYROID

FIELD GUIDE

FOR 3D GAME ARTISTS

FIVE AI SHORTCUTS

You commented **BREAKDOWN** — this is it: the five workflows, the steps, one pass/fail check each, and the official sources.

The denoise frames and the rename run in here are our own verified tests. Everything else links to the official demo instead of a staged result.

WHAT'S INSIDE

PICK ONE. TRY IT.

01	DENOISE A RENDER	Blender · Open Image Denoise
02	PHOTO TO MATERIAL	Substance 3D Sampler
03	VIDEO TO BODY MOTION	Rokoko Create + Studio
04	AUDIO TO FACE	MetaHuman Animator
05	BATCH RENAME	Any coding assistant

Each one runs the same way: input to output, the steps, one pass/fail check, one official source. Links are tappable.

What's real in here: the denoise and rename pages are our own tests. The rest links the official demos.

SHORTCUT 01 · BLENDER + OIDN

SAME RENDER. LESS NOISE.

INPUT		OUTPUT
12-sample Cycles render, 560 × 640.	→	Same frame, noise gone. No re-render.

01 Drop to 8–16 Cycles samples. Enough for lighting and layout calls.

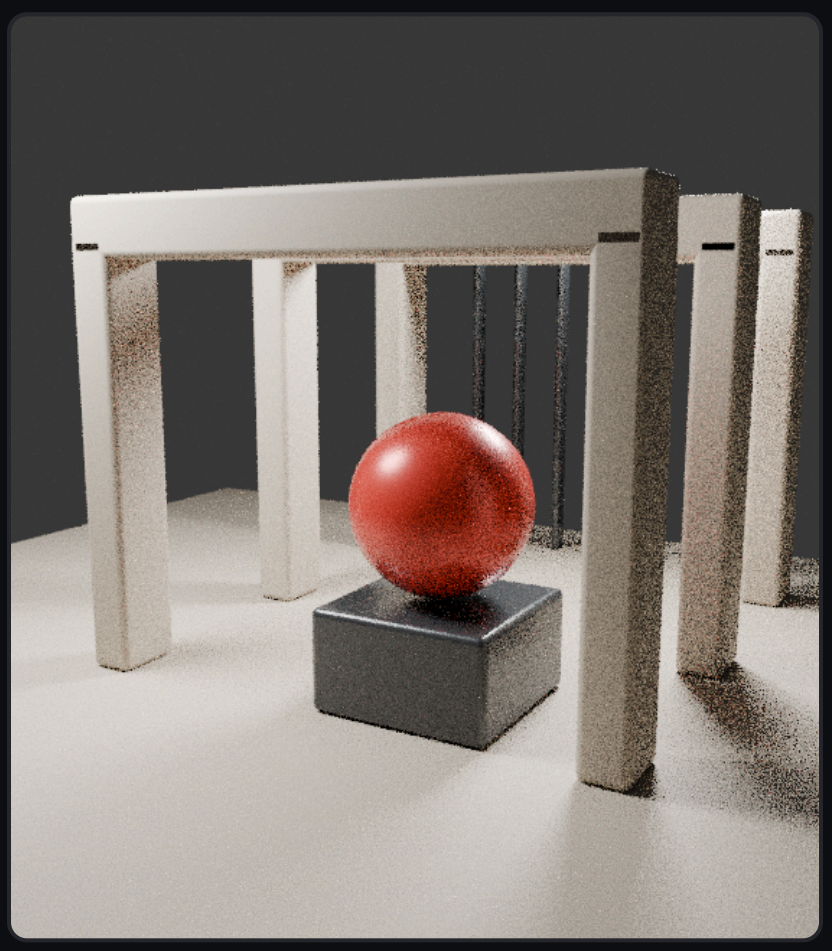
02 Turn denoising on: Render Properties → Denoise → OpenImageDenoise. Albedo and normal passes hold edges.

03 Render once. The denoiser runs on the finished frame.

04 Keep a noisy copy and A/B it at 100%.

SHORTCUT 01 · BLENDER + OIDN

THE SAME SHADOW EDGE.



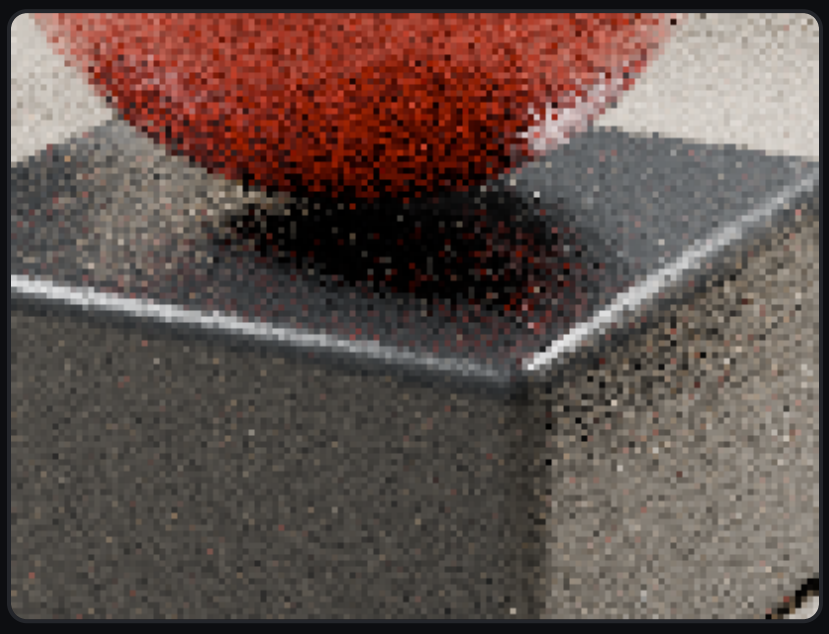
BEFORE · 12 SAMPLES



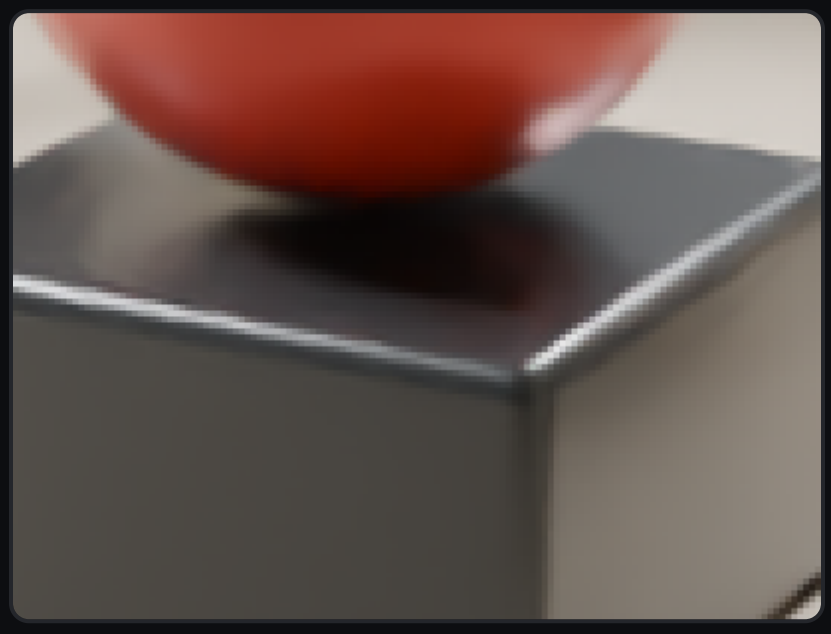
AFTER · OIDN 2.3.3

Our test. Blender 4.3.2, Cycles CPU, denoised with the official Open Image Denoise 2.3.3 binary. Both frames shown as rendered — no grading, no retouch.

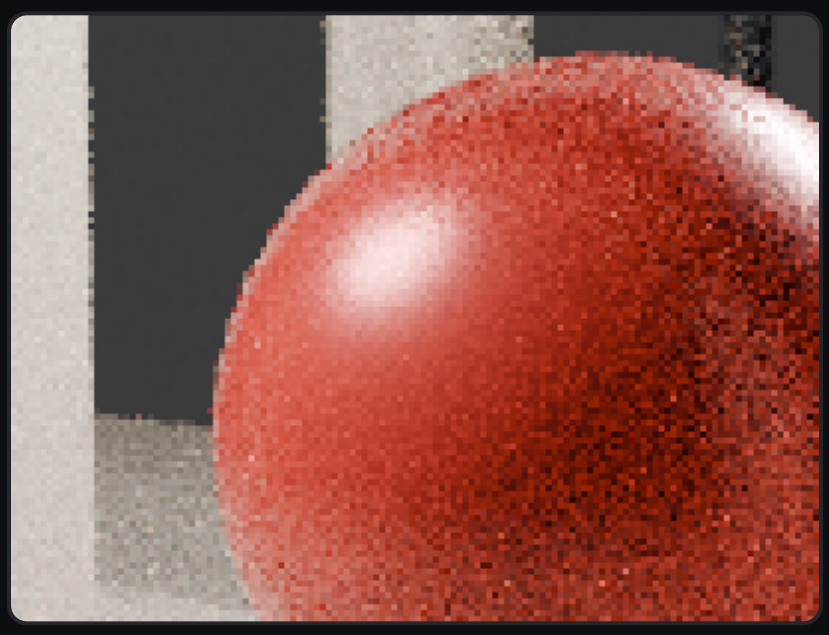
READ THE CROPS.



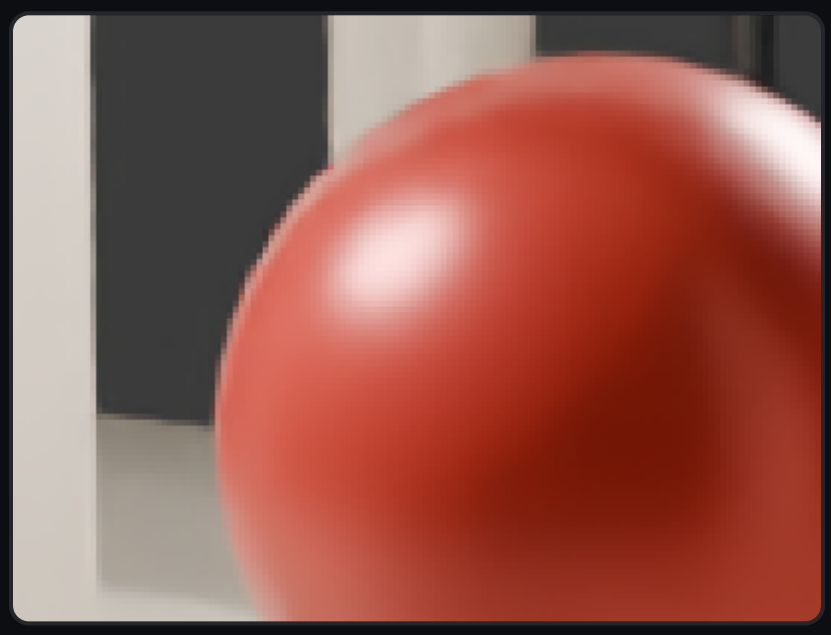
SHADOW · BEFORE



SHADOW · AFTER



SURFACE · BEFORE



SURFACE · AFTER

Same crops at 300%. Shadow grain goes, edges hold — fine sphere texture goes with it.

SHORTCUT 01 · BLENDER + OIDN

COMPARE AT 100%.

01 Open both frames at 100% zoom and flip between them in one window. Fit-to-screen hides noise and smearing alike.

02 Park on a shadow edge, a texture, a silhouette line.

THE CHECK

Pass At 100%, edges stay sharp and the texture you wanted survives.

Fail Detail smears to plastic — raise samples and denoise again.

One clean frame proves the still, not the shot: render a short sequence and watch for flicker.

SOURCE openimagedenoise.org

PHOTO IN. MAPS OUT.

INPUT

One flat, evenly lit surface photo you own.

→

OUTPUT

Base color, normal, roughness, height. Tileable.

01 Shoot flat-on in even light. No flash, no hard sun, no angle.

02 In Sampler, drop the photo into a new project and apply Image to Material.

03 Open base color next to the photo. Shading belongs in the normal map, not the color.

04 Put it on a plane, tile it 4×, move a light across it.

SHORTCUT 02 · SUBSTANCE 3D SAMPLER

MOVE THE LIGHT.

A photo remembers its lighting. Drag a light across the material and watch what moves.

THE CHECK

Pass	Highlights follow your moving light, and 4× tiling shows no repeats, seams or scale drift.
Fail	Shadows from the photo sit frozen in the color map while the light moves, or tile edges band.

No example pair yet — nothing we're cleared to publish. When we shoot our own surface, this page gets the before/after.

SOURCE experienceleague.adobe.com

FILM IT.
RETARGET IT.

INPUT

One phone clip: full body in frame, one clean step.

→

OUTPUT

Editable body motion in Rokoko Studio.

01 Film one full-body step. Camera still, feet visible, even light, plain background.

02 Upload the clip through Video Input in Rokoko Create, in the browser.

03 Open the processed take in Rokoko Studio on desktop.

04 Scrub frame by frame around the foot plant.

SHORTCUT 03 · ROKOKO VIDEO INPUT

WATCH THE FEET.

Arms forgive. Feet don't. Scrub the frames either side of the plant and stare at the contact.

THE CHECK

Pass	The planted foot holds one spot for the whole contact.
Fail	The foot slides, skates or sinks while planted — plan cleanup, or reshoot with a stiller camera and better light.

No capture pair on this page: ours isn't cleared to publish. Rokoko's article walks the flow end to end, with footage.

SOURCE support.rokoko.com · Motion from a video prompt

VOICE IN. FACE IN MOTION.

INPUT		OUTPUT
One clean dialogue recording. One voice, no music.	→	Facial animation, editable in Unreal.

01 Record or export one clean spoken line.

02 In Unreal, run MetaHuman Animator's audio-driven path on the clip.

03 Process it onto your MetaHuman and open the result in the editor.

04 Find an M, B or P and step through it frame by frame.

READ THE LIPS.

M, B and P only work with closed lips. That makes them the frame-exact test of any audio-driven face.

THE CHECK

Pass	Lips fully close on M, B and P, on the frames the sounds land.
Fail	The mouth hovers open through closed-lip consonants, or the jaw lags the audio.

No synced clip from us yet — and a still can't prove lip sync, so we won't show one as if it did. Epic's documentation shows the workflow with footage.

SOURCE dev.epicgames.com · Audio-driven animation

ONE RULE. WHOLE BATCH.

INPUT	OUTPUT
A folder of mixed names and one naming rule.	Every file on the rule: SM_Crate_001 to 003.

01 Write the rule before any code. Prefix, asset name, padded number.

02 Have your assistant draft it from the rule and two examples. Read every line first.

03 Dry-run on copies: print old to new, rename nothing, count collisions.

04 Zero collisions? Then run the real folder.

DRY RUN FIRST.

THE RULE

SM_ + asset name + padded number

Crate_final2.obj	→	**SM_Crate_001.obj**
crateCopy.obj	→	**SM_Crate_002.obj**
CRATE_new.obj	→	**SM_Crate_003.obj**

```
python3 rename_dryrun.py --dry-run Crate_final2.obj
crateCopy.obj CRATE_new.obj
DRY RUN - nothing will be renamed
Crate_final2.obj -> SM_Crate_001.obj
crateCopy.obj -> SM_Crate_002.obj
CRATE_new.obj -> SM_Crate_003.obj
3 files, 3 unique targets, 0 collisions, 0 existing targets
```

Actual output from our run on copies, 2026-11-18.

BEFORE YOU RUN IT.

- **Don't rename imported Unreal assets on disk — references break.** Rename in the Content Browser, so Unreal updates everything that points at them.

THE CHECK

Pass	The dry run prints one unique, rule-matching target per file. Zero collisions, zero existing targets.
Fail	Two files map to one name, or a target already exists — fix the rule, not the files.

AI-drafted scripts are suggestions — GitHub's own guidance says review before you run. That's what the dry run is for.

SOURCE docs.github.com · Copilot, responsible use

WHICH ONE SHIPS FIRST?

Run one check on a real asset this week. If it fails, DM us the frame — the fails are the interesting part.

See the work

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