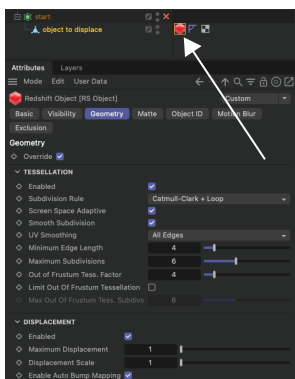
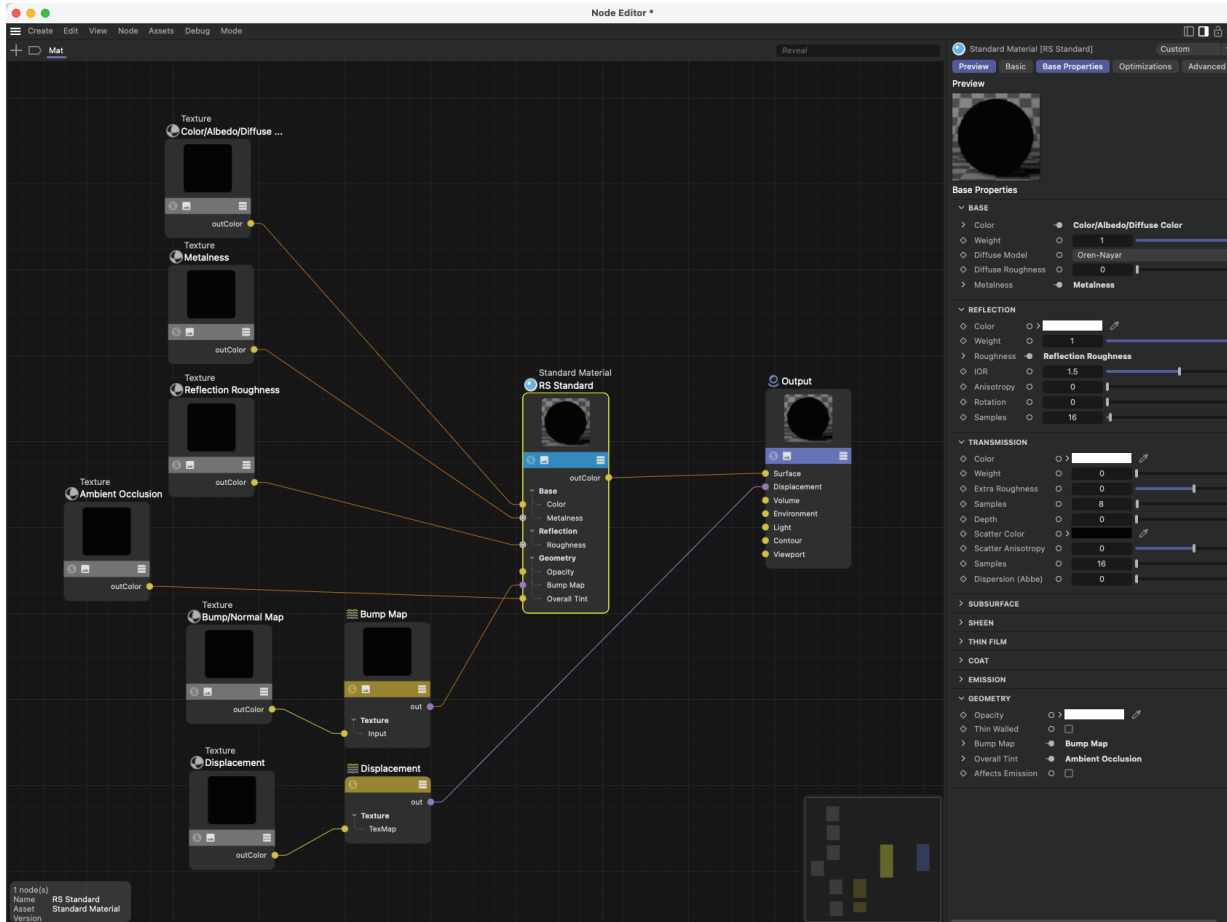


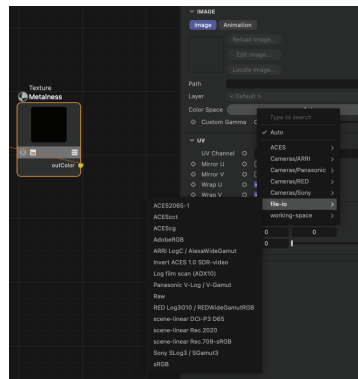
Texture Nodes for:	Additional Nodes	RS Standard Input	Color Space	Settings
Color		Base > Color	sRGB	(aka diffuse, albedo)
Metalness		Base > Metalness	RAW	
Roughness		Reflection > Roughness	RAW	(aka specular roughness)
Ambient Occlusion		Geometry > Overall Tint	RAW	
Normal Map	Bump Map Node (change input type to Tangent Space Normal for Normal maps, keep as Height Field for Black and Weight files)	Geometry > Bump Map	RAW	(aka bump)
Displacement	Displacement Node (see notes below to activate displacement at render time)	Skip (Connect to Output Node)	RAW	Output Node > Displacement



Redshift Object Tag - For Displacement:

Geometry > Override > ✓
 Tessellation > ✓
 Displacement > ✓

Adjust Maximum Displacement
 Adjust Displacement Scale



Changing Color Space

Select Node > Color Space > file-io

sRGB for Color Texture Nodes
 RAW for all other Texture Nodes