

SPA Material Baker V2– Known Issues & Workarounds

UE5.7 Baking Differences

Issue:

UE5.7 uses a different internal material baking algorithm, which may produce slightly different results.

Workaround:

Use consistent engine versions when baking or validate outputs after upgrading.

Dynamic Material Baking

Issue:

Dynamic materials may not bake correctly in some cases.

Workaround:

Ensure materials use local/object transform space instead of world space.

Overlapping / UDIM UV Issues

Issue:

Overlapping UVs or UDIM-style layouts may produce incorrect results.

Workaround:

Use Mesh UV mode for 0–1 UVs or validate UV layout before baking.

UDIM Output Limitation

Issue:

UDIM-style layouts are supported, but output is a single texture atlas.

Workaround:

Split meshes or bake per section if multiple UDIM textures are required.

Opacity Not Supported

Issue:

Opacity is not supported in the standard baking workflow.

Workaround:

Use the custom pass system to bake opacity or mask data.

Custom Pass Limitation

Issue:

Custom passes share AO output and cannot be baked simultaneously.

Workaround:

Bake each custom pass separately.

High Memory Usage

Issue:

High-resolution (4K+) batch baking may consume significant memory.

Workaround:

Bake in smaller batches or reduce texture resolution.

Unsupported Features

Issue:

Landscape materials and decals are not supported.

Workaround:

Use mesh-based materials instead.

UV Validation Before Baking

Issue:

Incorrect or out-of-bounds UVs can cause wrong or empty bake results.

Workaround:

Always check that mesh UVs are within the expected range and properly laid out before baking.

Normal Map Baking Issues

Issue:

Normal map may bake as flat blue or contain no detail.

Workaround:

Regenerate mesh tangents and normals, then rebake.

Transform Not Applied

Issue:

Transforms not applied may result in incorrect bake output.

Workaround:

Always apply/bake transforms before running the bake process.

Substrate Material:

Substrate materials are not supported in the current version.

For stable results, ensure Substrate is disabled in your project settings before baking.