HairTG-Cards Edition Comparison	HairTG-Cards Mini	HairTG-Cards	HairTG-Cards Pro
Procedural Hair Card texturing inside Substance 3D Painter, in-context visualization on the hair model and 3D scene.	✔	✔	
Procedural modifications of multiple Hair Card textures at once inside Substance 3D Painter	✔	✔	
Artist-made Procedural Preset Texture Designs	1	40 + more in free update	
Hair Card texture resolution	Limited to 512x512	No limitation (up to 8K)	
Procedural Texturing Parameters	Basic parameters and options only	Full set of parameters and options	
Output Texture Maps	(generation using basic renderer) Opacity Color Height Normal Roughness Ambient Occlusion	(generation using either basic or higher quality renderer) Opacity Color Height Normal Roughness Ambient Occlusion ID Flow (Direction) Anisotropy Angle/Level Root Tip	
Texture Coloring Options	Color presets or custom color for the whole design, no extended coloring options.	Extensive coloring options: • Color presets, custom color or external color source. • Root/Tip tint or darkening. • Per-Hair coloring: each hair may have a specific color based on various grouping options.	
Procedural 3D hair modeling tools	✘	✔	
Tutorials	Getting Started tutorial video.	Several tutorial videos covering the entirety of the tool.	Same as HairTG-Cards plus Substance 3D Designer specific tutorials
Substance 3D Designer tools, procedural preset creation	✘	✘	✔
Preset data export from Painter for usage in Designer	✘	✘	✔
Multi Hair Card procedural hair material generation for usage in any Substance 3D host.	✘	✘	✔
Usage	Evaluation, Personal, non-commercial only.	Personal or Commercial depending on license.	Commercial