

Adobe Substance 3D Collection for Architectural Visualization

Create materials and photorealistic visualizations with rich contextual details to bring designs to life.

The icon for Substance 3D Modeler, consisting of the letters 'Md' in a bold, white, sans-serif font centered within a dark blue rounded square.

Substance 3D
Modeler

The icon for Substance 3D Sampler, consisting of the letters 'Sa' in a bold, white, sans-serif font centered within a dark blue rounded square.

Substance 3D
Sampler

The icon for Substance 3D Designer, consisting of the letters 'Ds' in a bold, white, sans-serif font centered within a dark blue rounded square.

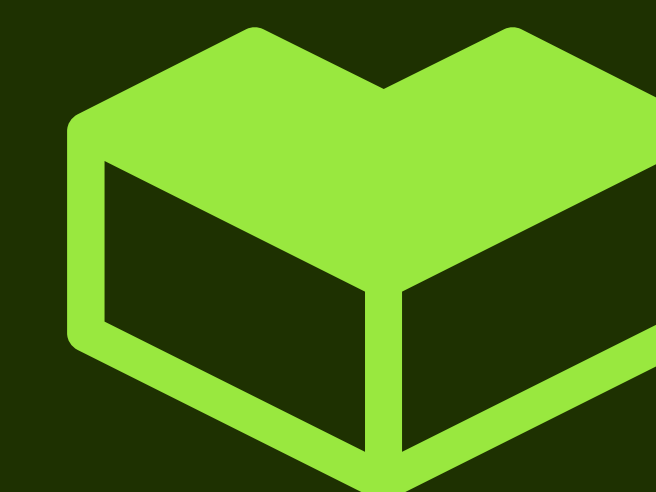
Substance 3D
Designer

The icon for Substance 3D Painter, consisting of the letters 'Pt' in a bold, white, sans-serif font centered within a dark blue rounded square.

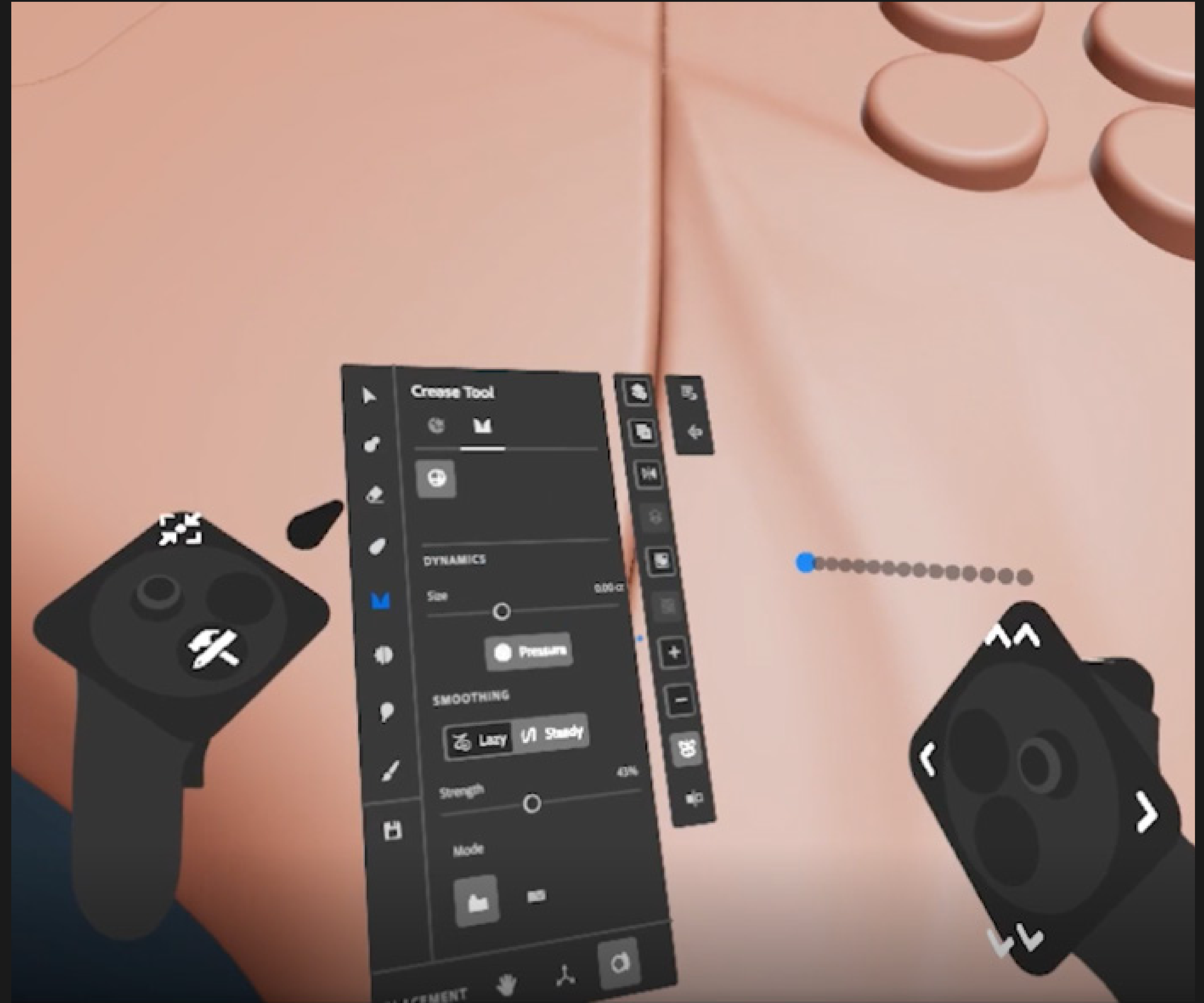
Substance 3D
Painter

The icon for Substance 3D Stager, consisting of the letters 'Sg' in a bold, white, sans-serif font centered within a dark blue rounded square.

Substance 3D
Stager



Substance 3D
Assets





1 PHOTOGRAPH ONLY

DRAG & DROP

Adobe Substance 3D Sampler

File Edit Window Help License

Untitled Project*

Untitled material w: 4096 h: 4096

LAYERS

- Normal
- Floor Tiles
- Hue/Saturation
- Clone Stamp
- Brightness/Contrast
- Brightness/Contrast
- Equalize
- terrazzo_grey.png
- Base Material

Reload

PROPERTIES

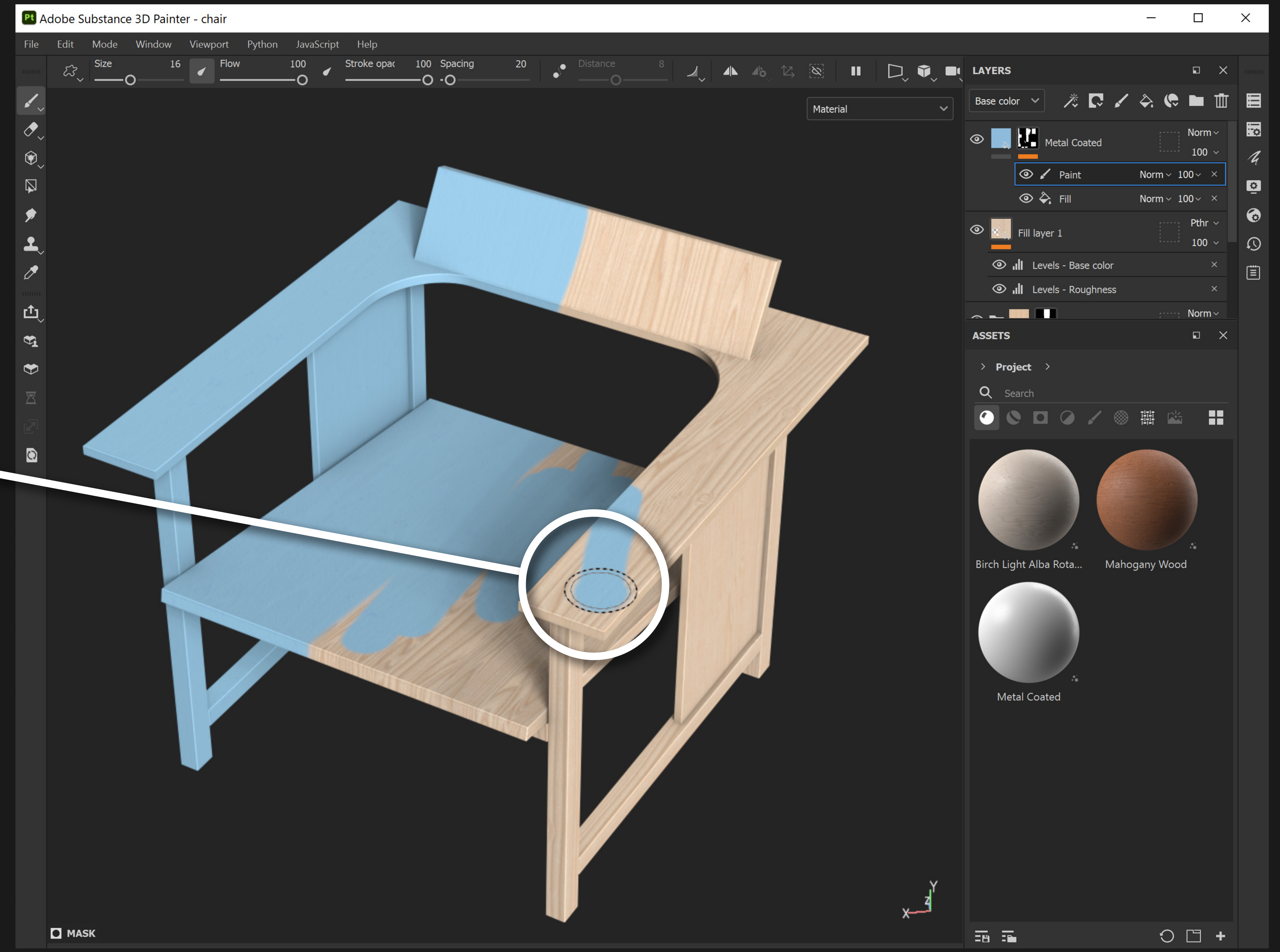
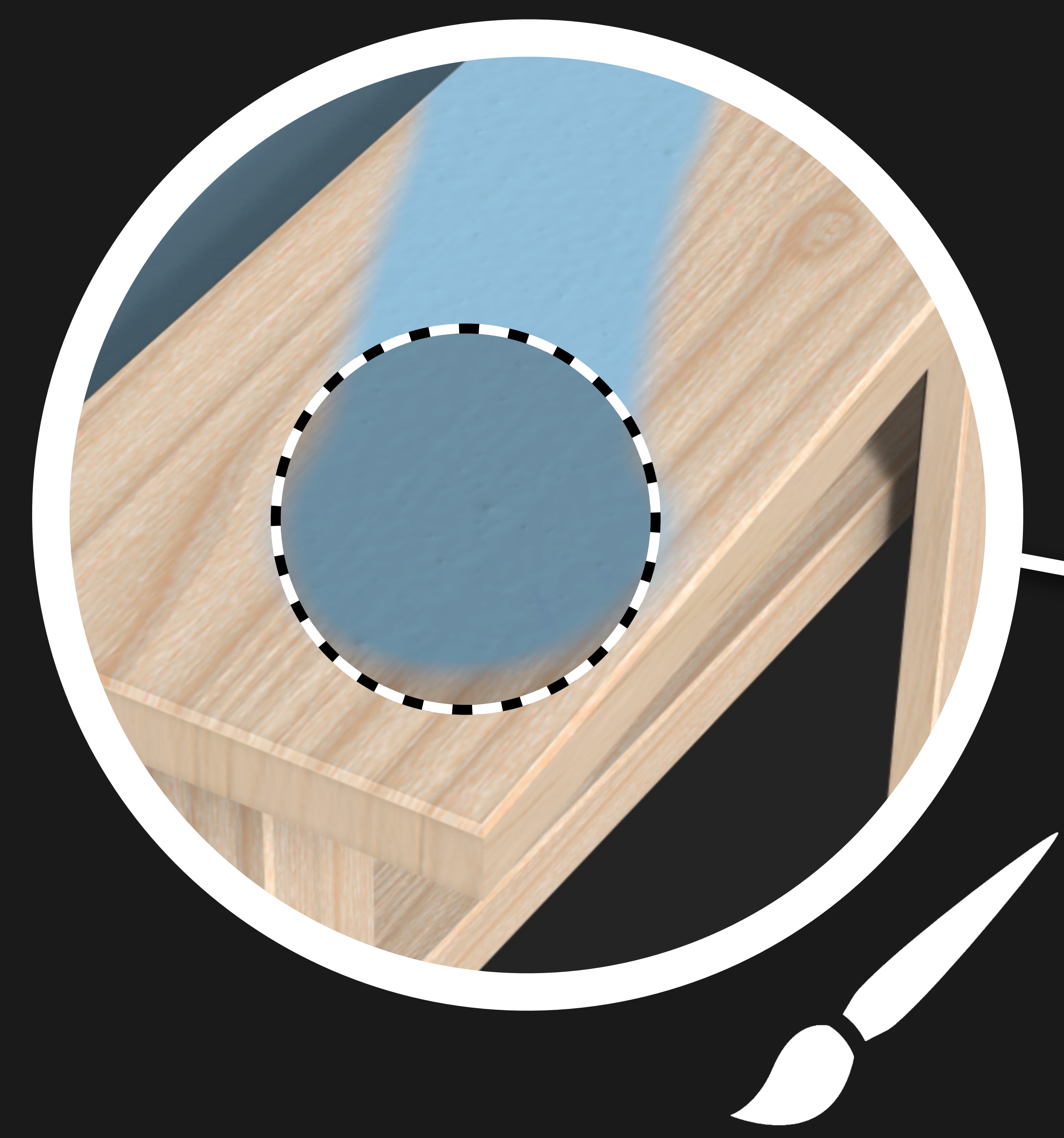
- Floor Tiles
- Pattern
 - Floor Pattern
 - Square Tiles
- Tile Amount
 - X: 2
 - Y: 2

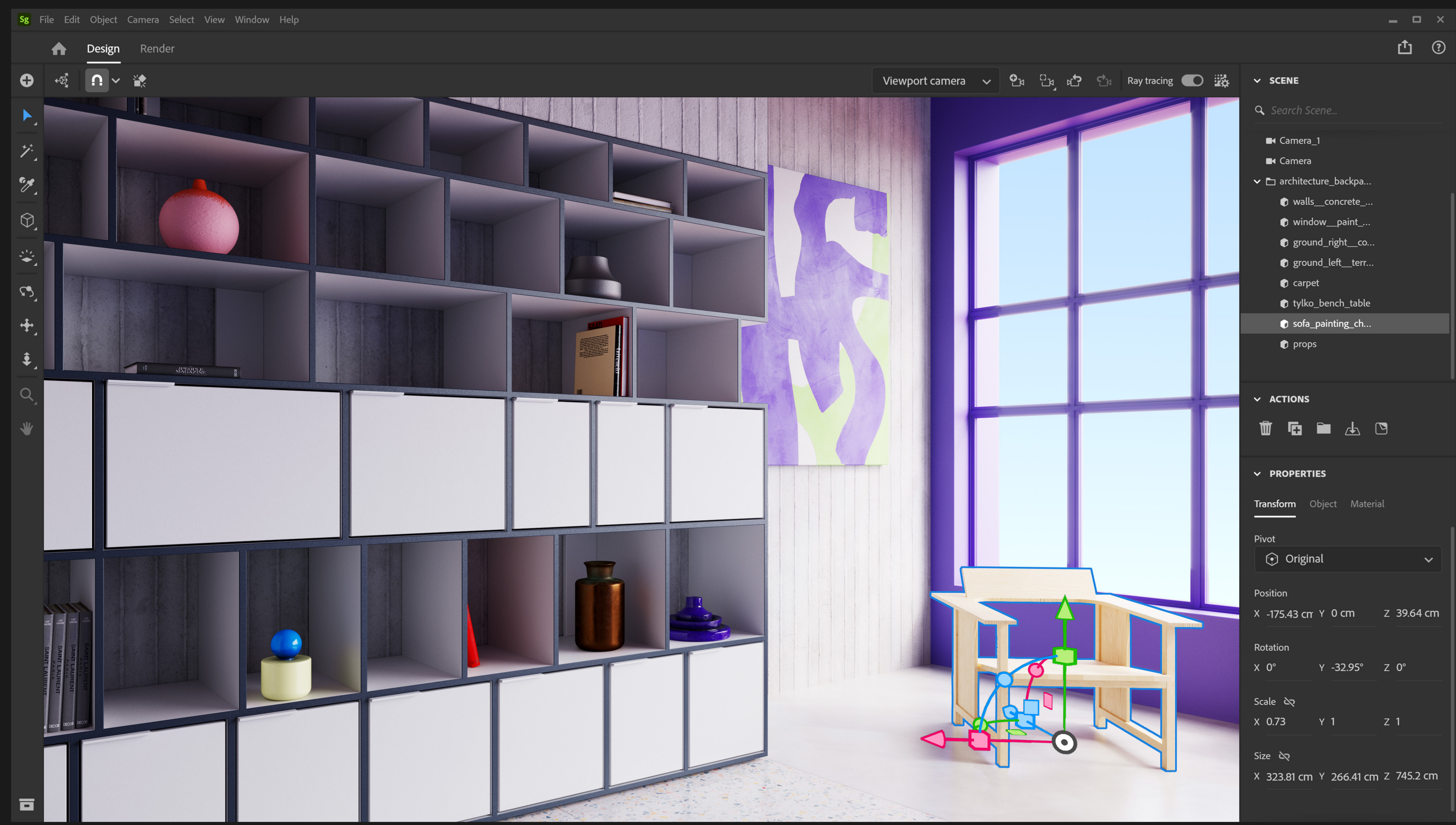
4,821 ms



The screenshot displays the Adobe Substance 3D Designer interface. At the top, the window title is "Adobe Substance 3D Designer" and the project name is "concrete_building_01 - GRAPH". The main workspace is a material graph with various nodes connected by lines, including "Frames Color", "Wall Roughness", "Frame Roughness", "Wall Vertical Stripes Metallic", and "Frame Vertical Stripes Metallic". Below the graph, there are two viewports: "half_sphere - Iray - 3D VIEW" showing a 3D perspective of a textured surface, and "Basecolor - 2D VIEW" showing a 2D UV map of the same texture. The 3D view shows a grid of rectangular patterns with varying shades of gray and black. The 2D view shows a similar grid pattern. The bottom status bar indicates "Substance Engine: Direct3D 11 Memory: 14% Version: 11.3.3".

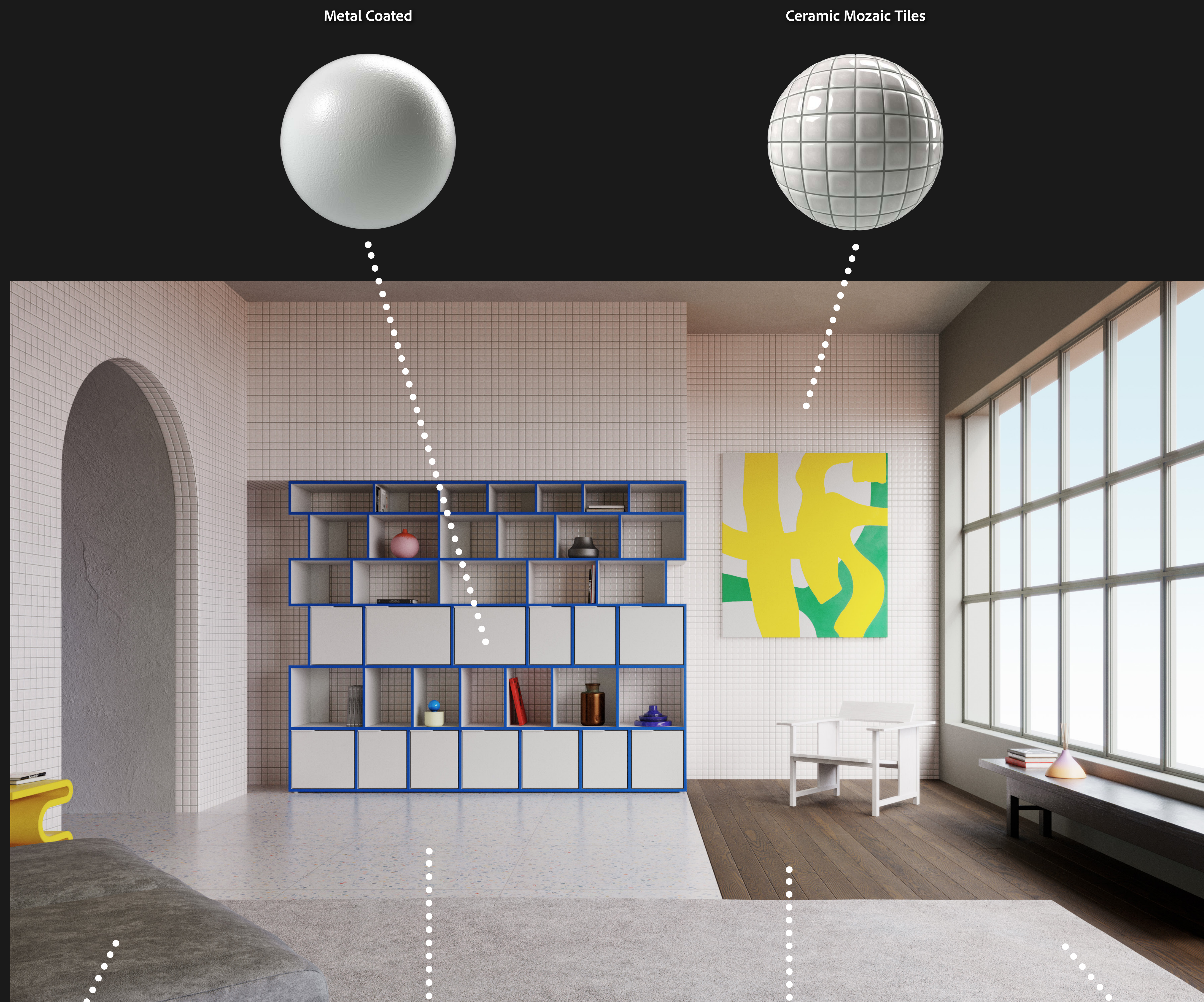
Paint your 3D models with materials



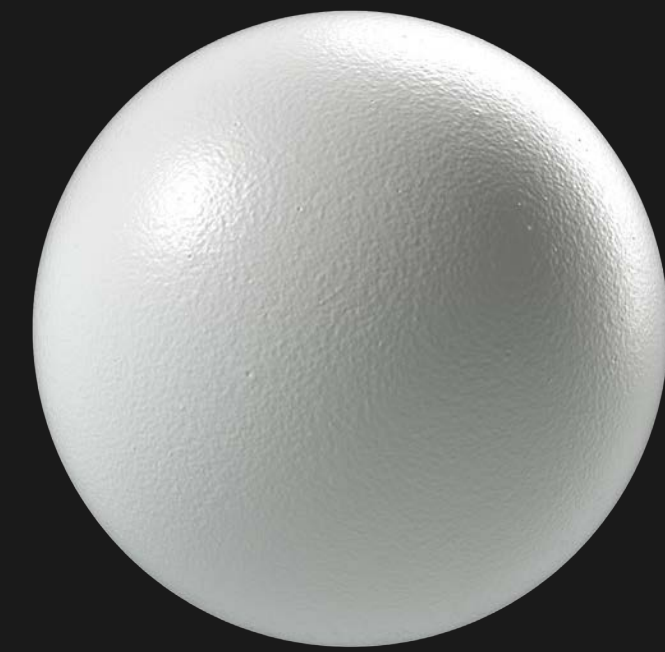




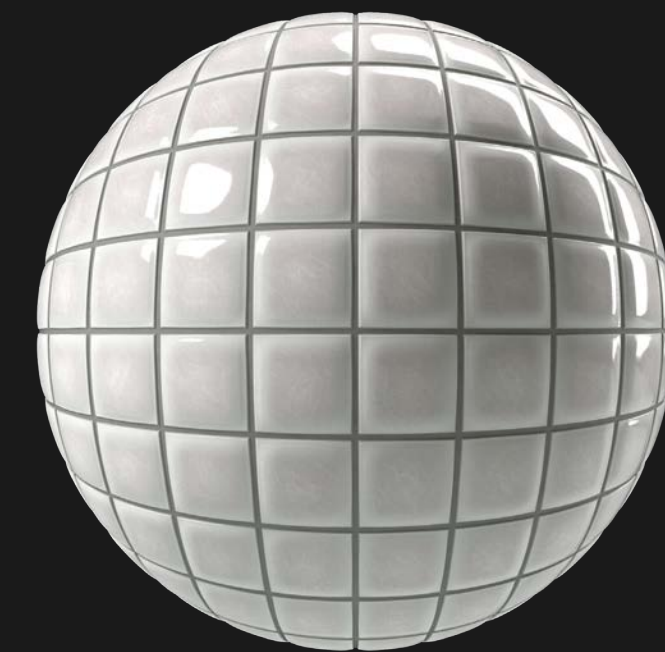
Download ready-to-use photorealistic materials



Metal Coated



Ceramic Mosaic Tiles



Suede Brushed Right Side



Medium Terrazzo Grid Tiles



Rough Ceramic Tiles



Carpet Shaved

All Assets	4111
New Assets	535
Updated Assets	137
Free Assets	35
Materials	3182
Ceramic	45
Concrete - Asphalt	220
Fabric	491
Ground	171
Leather	203
Marble - Granite	345
Metal	418
Organic	164
Paint	84
Paper	31
Plaster	33
Plastic - Rubber	347
Stone	191
Terracotta	71
Translucent	106
Wood	262
Atlases	672

What are you looking for ?

corp

My Assets



GP

All formats

All techniques



Lamb Leather
SBSAR



Leather Fine Grain Pebbled
SBSAR



Leather Fine Grain
SBSAR



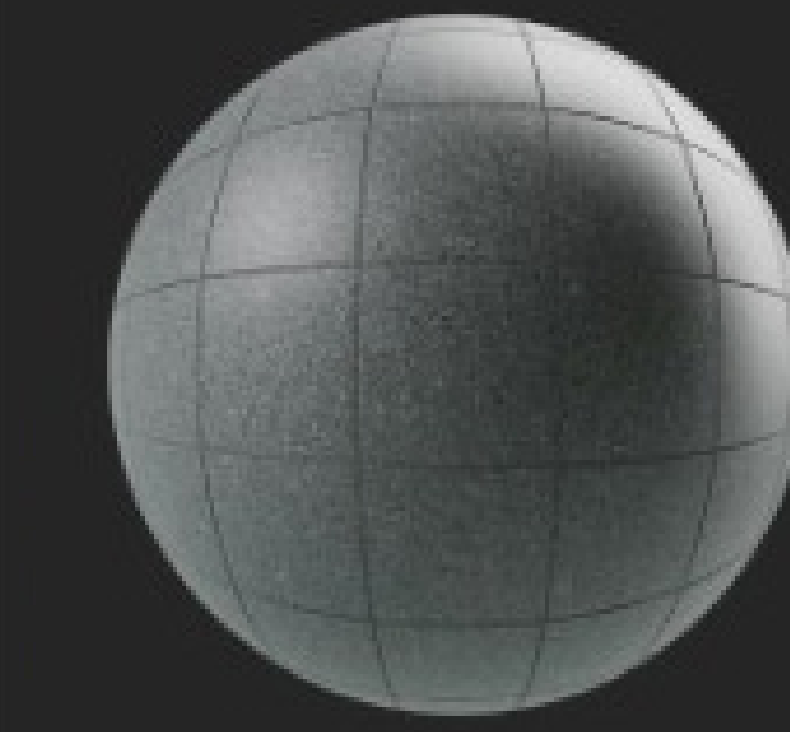
Parquet Olive
SBSAR & SBS



Parquet Brown Oak
SBSAR & SBS



Parquet Mahogany
SBSAR & SBS



Grey Tiles
SBSAR & SBS



Roughness Ceramic Tiles
SBSAR & SBS



Almond Ceramic Tiles
SBSAR & SBS



Plug Substance materials into your favorite apps

Substance 3D Plugins are available for Cinema 4D, Unreal Engine, Unity, Rhino, Blender, Thea, and more.

The screenshot shows the Adobe Substance 3D Tutorials website. At the top, there is a navigation bar with the Adobe logo, links for '3D & AR', 'Products', '3D Assets', 'Magazine', 'Community', 'Learn & Support', 'Free Trial', and a 'Buy now' button. Below this is a secondary navigation bar with 'Tutorials', 'Documentation', 'Livestreams', 'PBR Guide', and 'Start 3D'. On the left, a 'FILTERS' sidebar is visible with categories like 'Level' (All levels, Foundation, Advanced, Expert), 'Software', 'Integrations', 'Media', and 'Duration'. The main content area is titled 'All tutorials' and features a search bar. Below the search bar, there are two rows of tutorial cards. Each card includes a video thumbnail, a software icon (Sa, Ds, Sg, Pt), a title, a duration, and a level indicator (Foundation).

Level

- All levels
- Foundation
- Advanced
- Expert

Software

Integrations

Media

Duration

All tutorials

FOUNDATION (42)

Sa **Create Cloth Weave Materials** 04:42
Foundation **Sa**
Create Cloth Weave Materials in Substance 3D Sampler

Sa **Using Physical Size With Scans** 06:56
Foundation **Sa**
Using Physical Size with scans in Substance 3D Sampler

Ds **Designer Quicktips** 36:03
Foundation **Ds**
Designer Quicktips

Ds **Creating a simple bookshelf Using Substance Models** 59:07
Foundation **Ds**
Substance 3D Designer- Creating a simple bookshelf

Sg **Rendering assets from Substance Painter** 17:24
Foundation **Dt** **Sg**

Ds **FIRST STEPS WITH DESIGNER** 39:04
Foundation **Ds**

Sa **FIRST STEPS WITH SAMPLER** 26:53
Foundation **Sa**

Pt **FIRST STEPS WITH PAINTER** 36:46
Foundation **Dt** **Pt**

Substance 3D Ecosystem

Create

model



Modeler

Sculpt intuitively on desktop and in VR.

capture



Sampler

Create 3D materials and lights from real-world photos.

generate



Designer

Design parametric 3D materials and models with full control.

Beautify

texture



Substance 3D Painter

Texture 3D models in real time with advanced brushes and smart materials.

Stage & Render

stager



Substance 3D Stager

Assemble scenes using 3D models, materials, lights, and cameras to create photorealistic renders.



Substance 3D Assets

Access a library of thousands of materials, models, and lights at any point in your creative workflow.

Connect workflow to third-party 3D tools with plugins, APIs, and universal format support.



Connected to Creative Cloud