

Adobe Substance 3D Collection for Transportation

Quickly model concepts and create high-quality visualizations
with deep customization for color, materials and finishes.

The icon for Substance 3D Modeler, featuring the letters 'Md' in a bold, white, sans-serif font on a dark blue rounded square background.

Substance 3D
Modeler

The icon for Substance 3D Sampler, featuring the letters 'Sa' in a bold, white, sans-serif font on a dark blue rounded square background.

Substance 3D
Sampler

The icon for Substance 3D Designer, featuring the letters 'Ds' in a bold, white, sans-serif font on a dark blue rounded square background.

Substance 3D
Designer

The icon for Substance 3D Painter, featuring the letters 'Pt' in a bold, white, sans-serif font on a dark blue rounded square background.

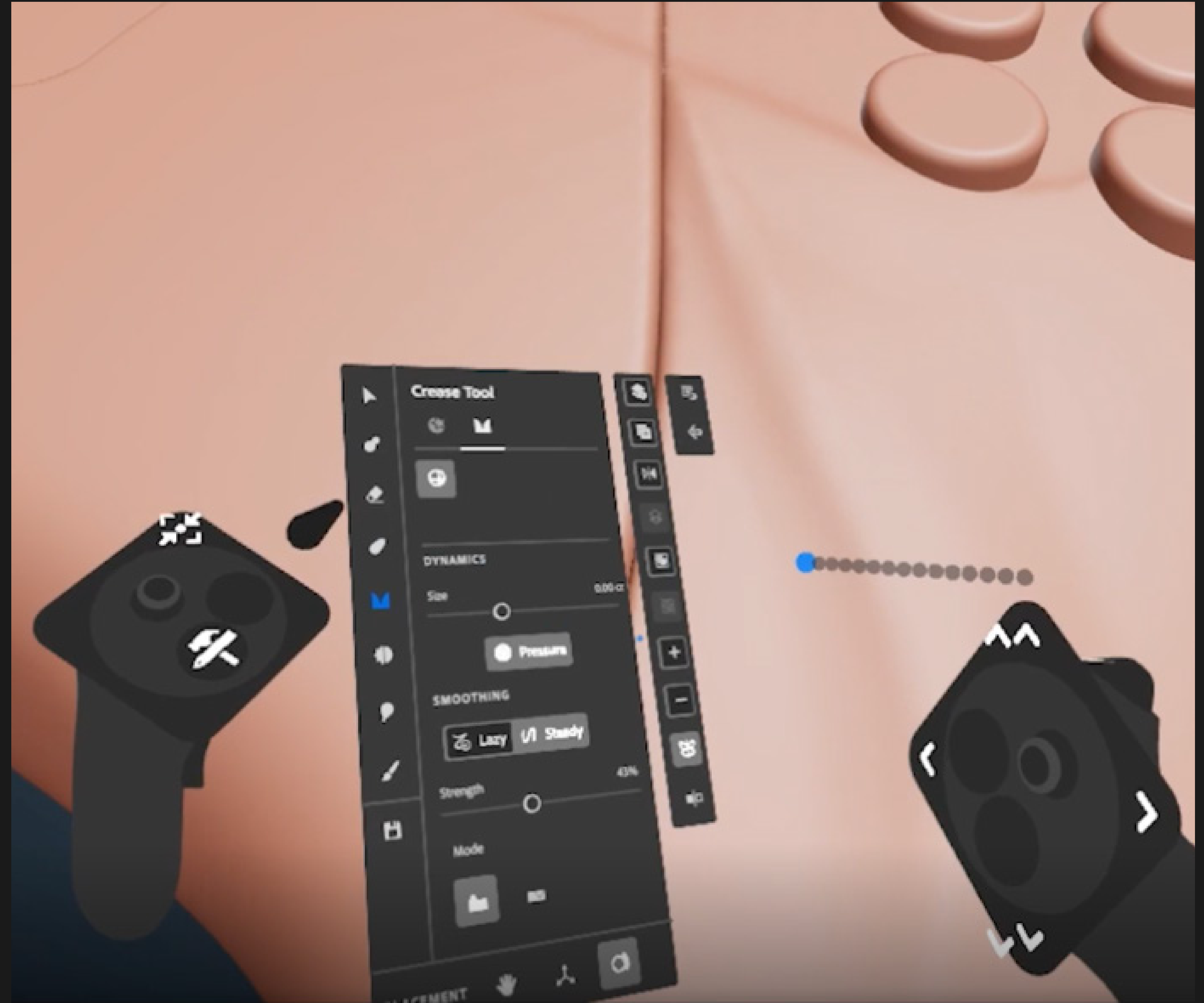
Substance 3D
Painter

The icon for Substance 3D Stager, featuring the letters 'Sg' in a bold, white, sans-serif font on a dark blue rounded square background.

Substance 3D
Stager



Substance 3D
Assets

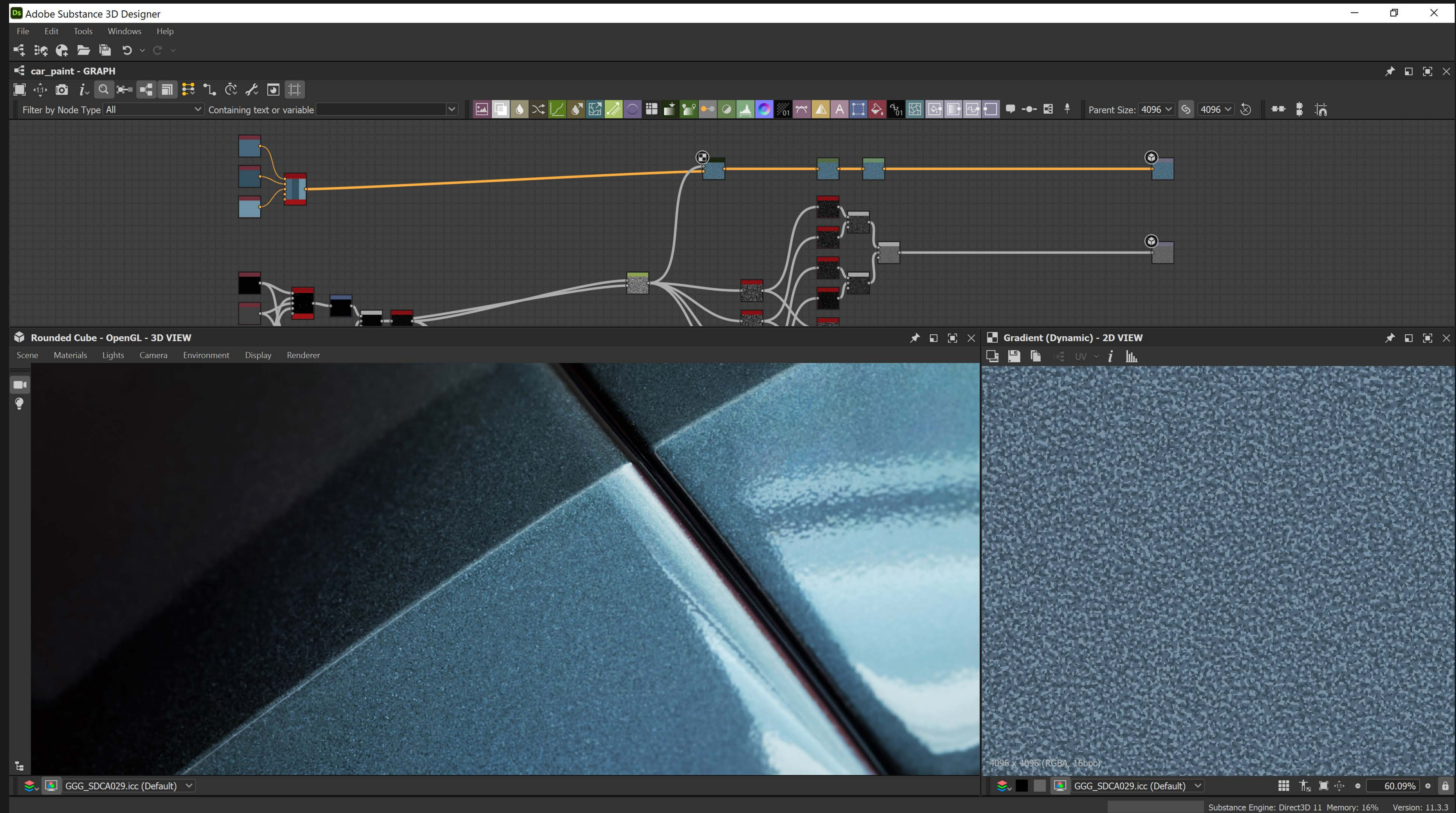




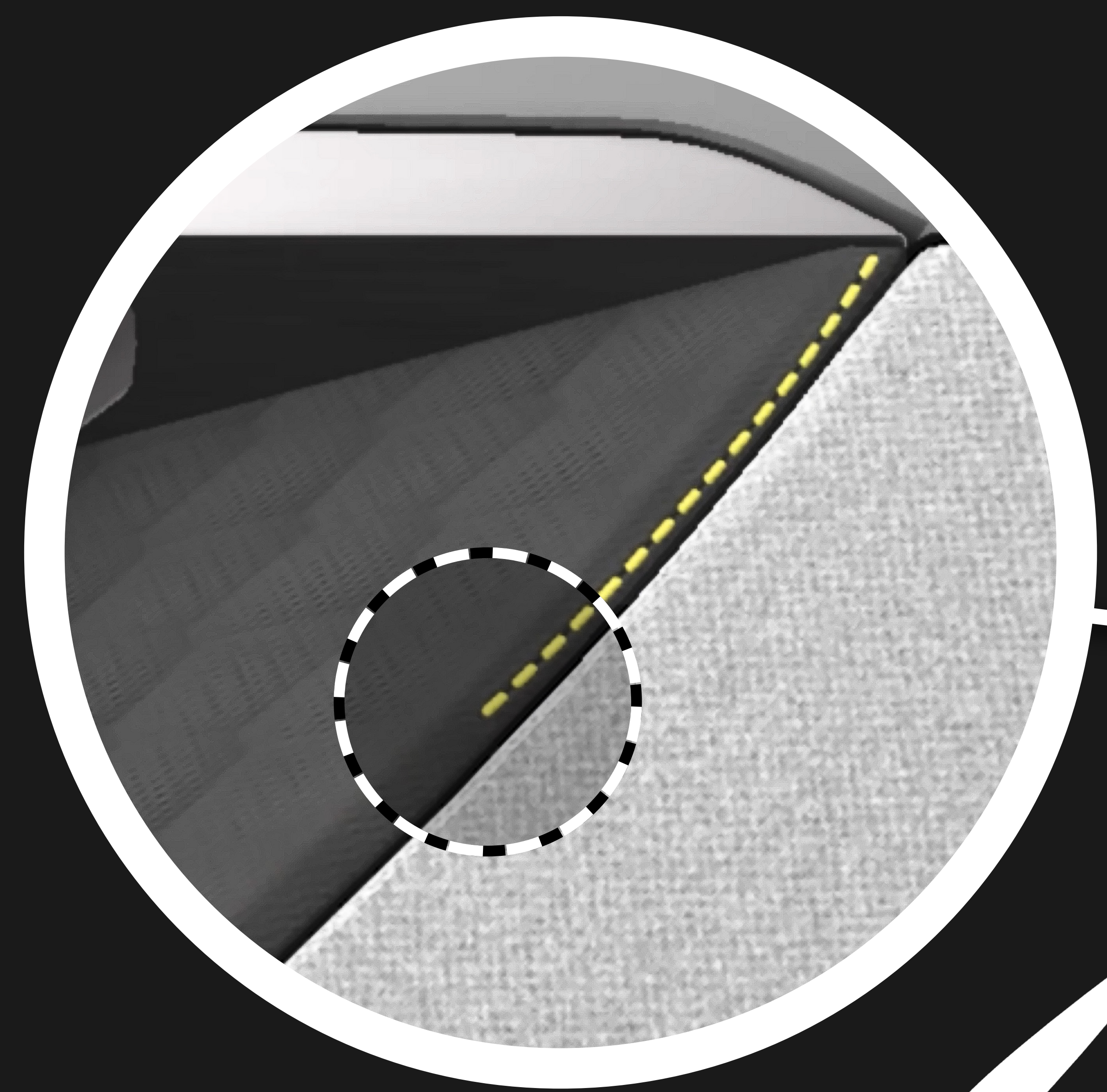
1 PHOTOGRAPH ONLY

DRAG & DROP

The screenshot shows the Adobe Substance 3D Sampler interface. At the top, there's a menu bar with 'File', 'Edit', 'Window', 'Help', and 'License'. Below it, the title bar says 'Adobe Substance 3D Sampler' and 'Untitled Project*'. The main workspace shows a 3D cube with a leather texture applied. On the right, there's a 'LAYERS' panel with a list of layers: 'Normal', 'Hue/Saturation', 'Height To Normal', 'Tiling', 'Equalize', 'Image to Material (AI Powered)', 'AdobeStock_40914492.jpeg', and 'Base Material'. Below the layers is a 'PROPERTIES' panel for the selected 'Hue/Saturation' layer, showing 'Basic parameters' with 'Input Channel' set to 'Base Color', and sliders for 'Hue' (0), 'Saturation' (-0.04), and 'Lightness' (0). A 'Reload' button is visible below the layers panel. At the bottom, there's a status bar showing '226 ms' and some navigation icons.



Paint your 3D models with materials



The screenshot displays the Adobe Substance 3D Painter interface. The main viewport shows a 3D model of a car interior with a yellow stripe on the dashboard. The interface includes a top menu bar (File, Edit, Mode, Window, Viewport, Python, JavaScript, Help), a toolbar with various tools, and a right-hand panel with 'LAYERS' and 'TEXTURE SET SETTINGS' sections. The 'LAYERS' panel lists several material layers like 'Technical Fabric Scales', 'Cross Brushed Metal IronClad', etc. The 'ASSETS' panel shows a search bar and a grid of material preview spheres, with 'Technical Fabric Scales' selected. The bottom status bar shows 'Cache Disk Usage: 46% | Version: 7.4.1'.



Substance 3D
Stager

Render virtual photographs of your products

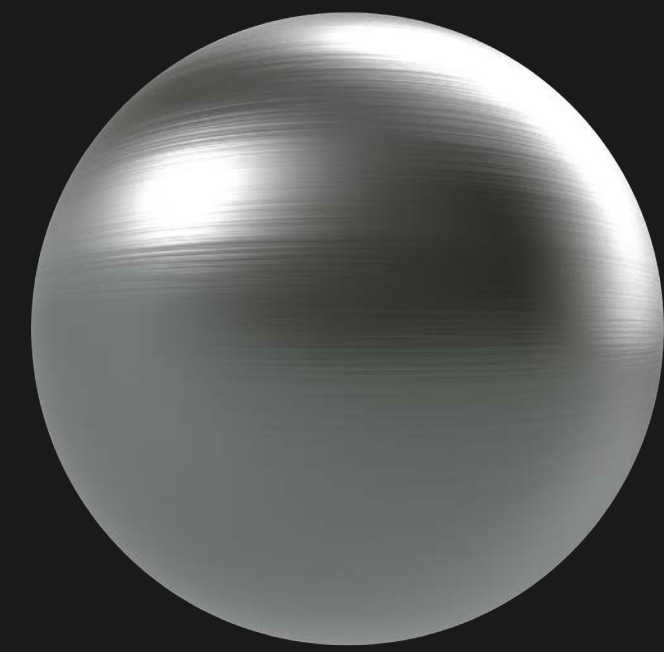




Substance 3D Assets

Download ready-to-use photorealistic materials

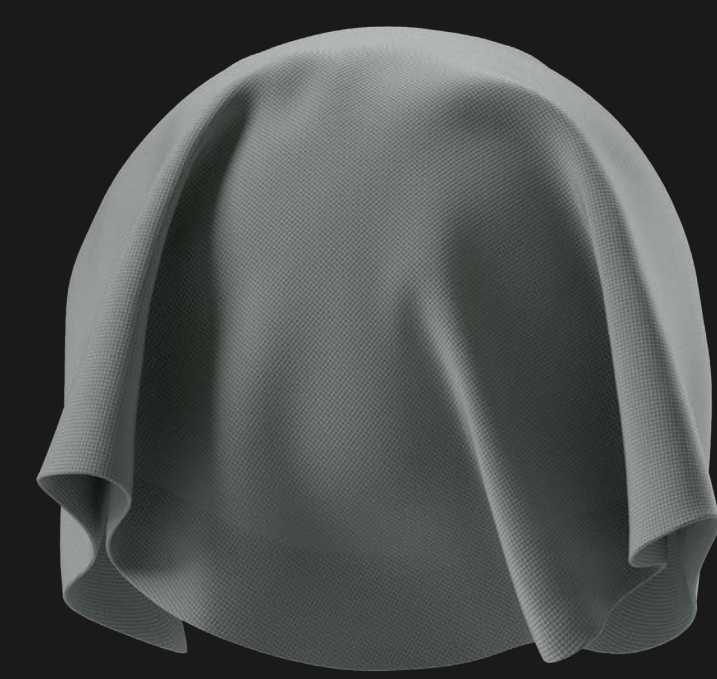
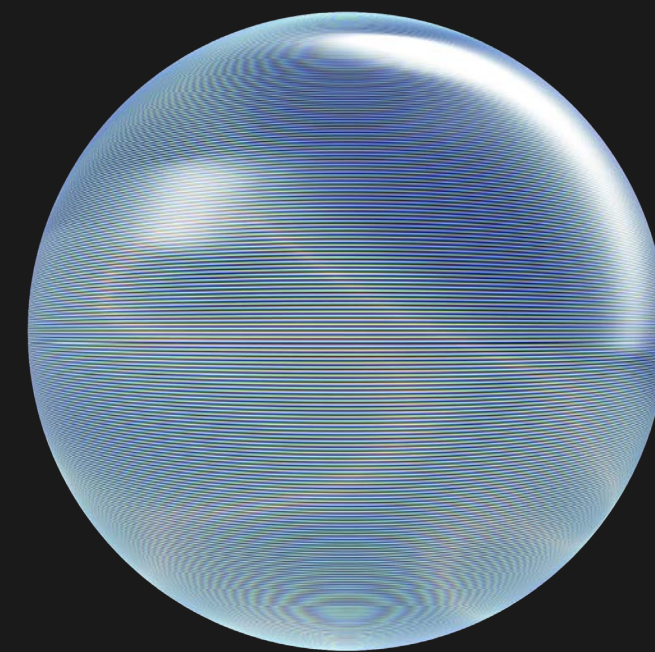
Metal Machined



Nubuck Perforated Dots



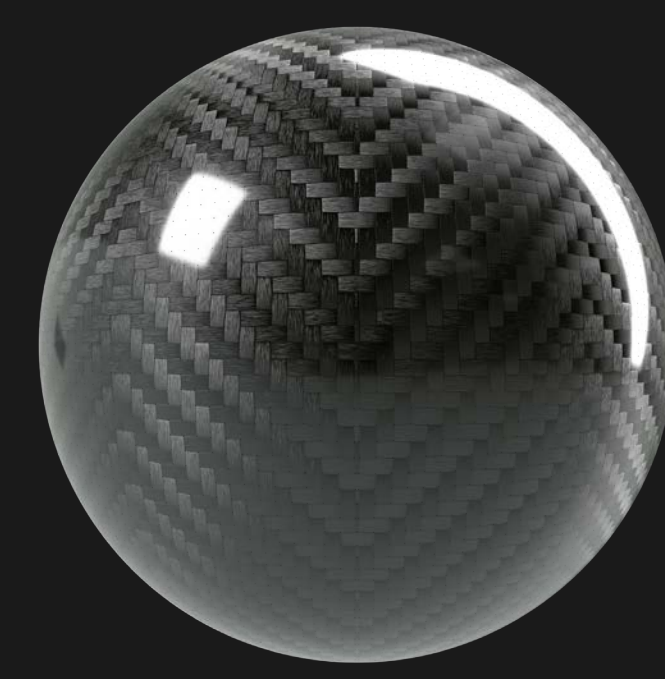
Oled Dashboard Screen



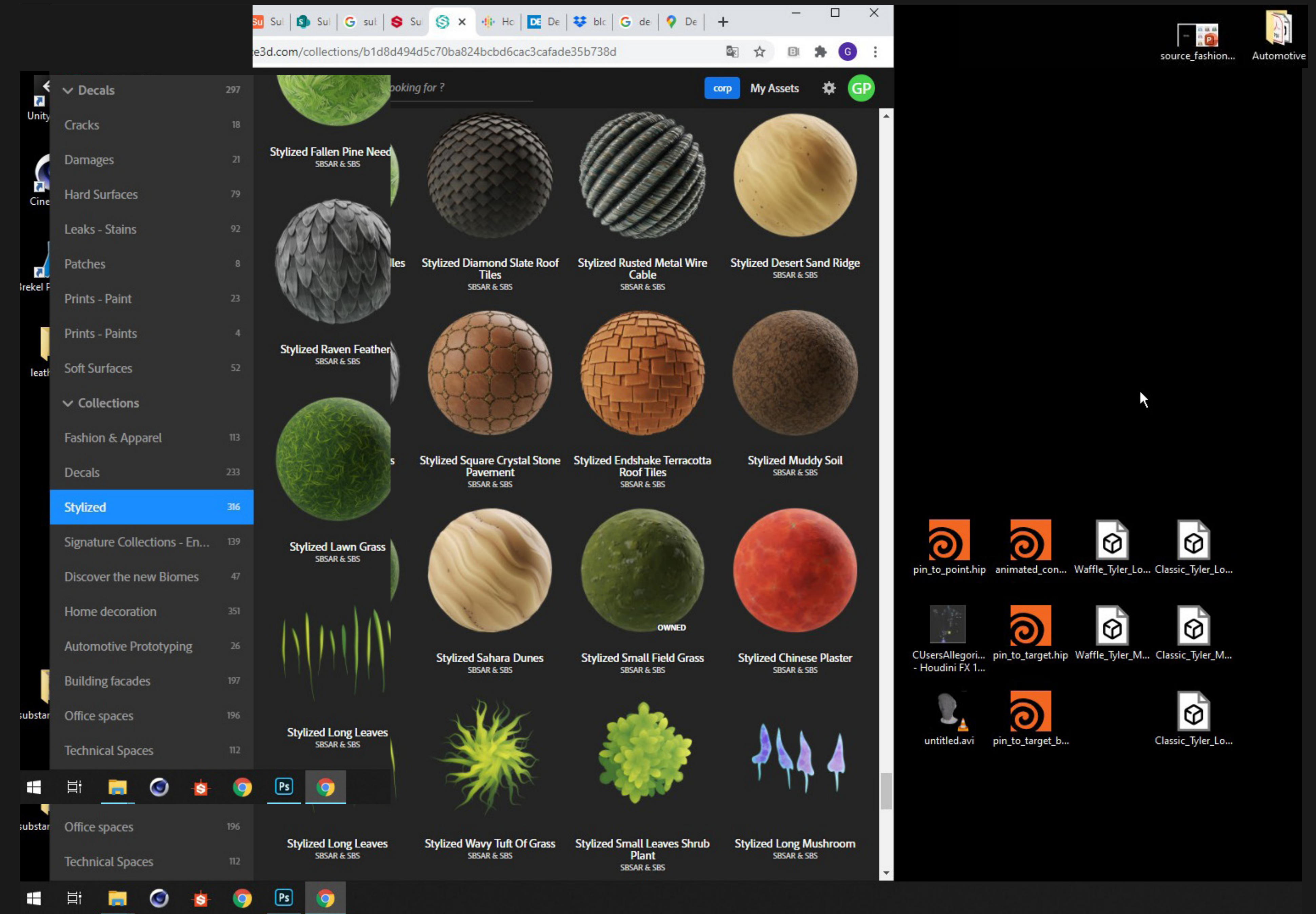
Car Headliner Fabric



Leather Fine



Carbon Fiber V Twill Weave



Plug Substance materials into your favorite apps

**Substance 3D Plugins are available for
Unreal Engine, DeltaGen, CATIA, 3ds Max,
Cinema 4D, Blender, and more.**

The screenshot displays the Adobe Substance 3D Tutorials website interface. At the top, the Adobe logo is on the left, and navigation links for '3D & AR', 'Products', '3D Assets', 'Magazine', 'Community', 'Learn & Support', 'Free Trial', and 'Buy now' are on the right. Below the navigation bar, a secondary menu includes 'Tutorials', 'Documentation', 'Livestreams', 'PBR Guide', and 'Start 3D'. A search bar is located in the top right corner.

On the left side, there is a 'FILTERS' sidebar with the following sections:

- Level:** All levels (selected), Foundation, Advanced, Expert
- Software:** (expandable)
- Integrations:** (expandable)
- Media:** (expandable)
- Duration:** (expandable)

The main content area is titled 'All tutorials' and shows 'FOUNDATION (42)' results. The tutorials are displayed in a grid of cards, each featuring a video thumbnail, a software icon, a title, a duration, and a brief description.

Thumbnail	Software	Title	Duration	Description
	Sa	Create Cloth Weave Materials	04:42	Foundation Create Cloth Weave Materials in Substance 3D Sampler
	Sa	Using Physical Size With Scans	06:56	Foundation Using Physical Size with scans in Substance 3D Sampler
	Ds	Designer Quicktips	36:03	Foundation Designer Quicktips
	Ds	Creating a simple bookshelf Using Substance Models	59:07	Foundation Substance 3D Designer- Creating a simple bookshelf
	Sg	Rendering assets from Substance Painter	17:24	Foundation Rendering assets from Substance Painter
	Ds	FIRST STEPS WITH DESIGNER	39:04	Foundation FIRST STEPS WITH DESIGNER
	Sa	FIRST STEPS WITH SAMPLER	26:53	Foundation FIRST STEPS WITH SAMPLER
	Pt	FIRST STEPS WITH PAINTER	36:46	Foundation FIRST STEPS WITH PAINTER

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