

Adobe Substance 3D Collection for VFX

Create and texture assets for television, film and animation with an industry-wide leader in 3D.

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



Substance 3D
Designer

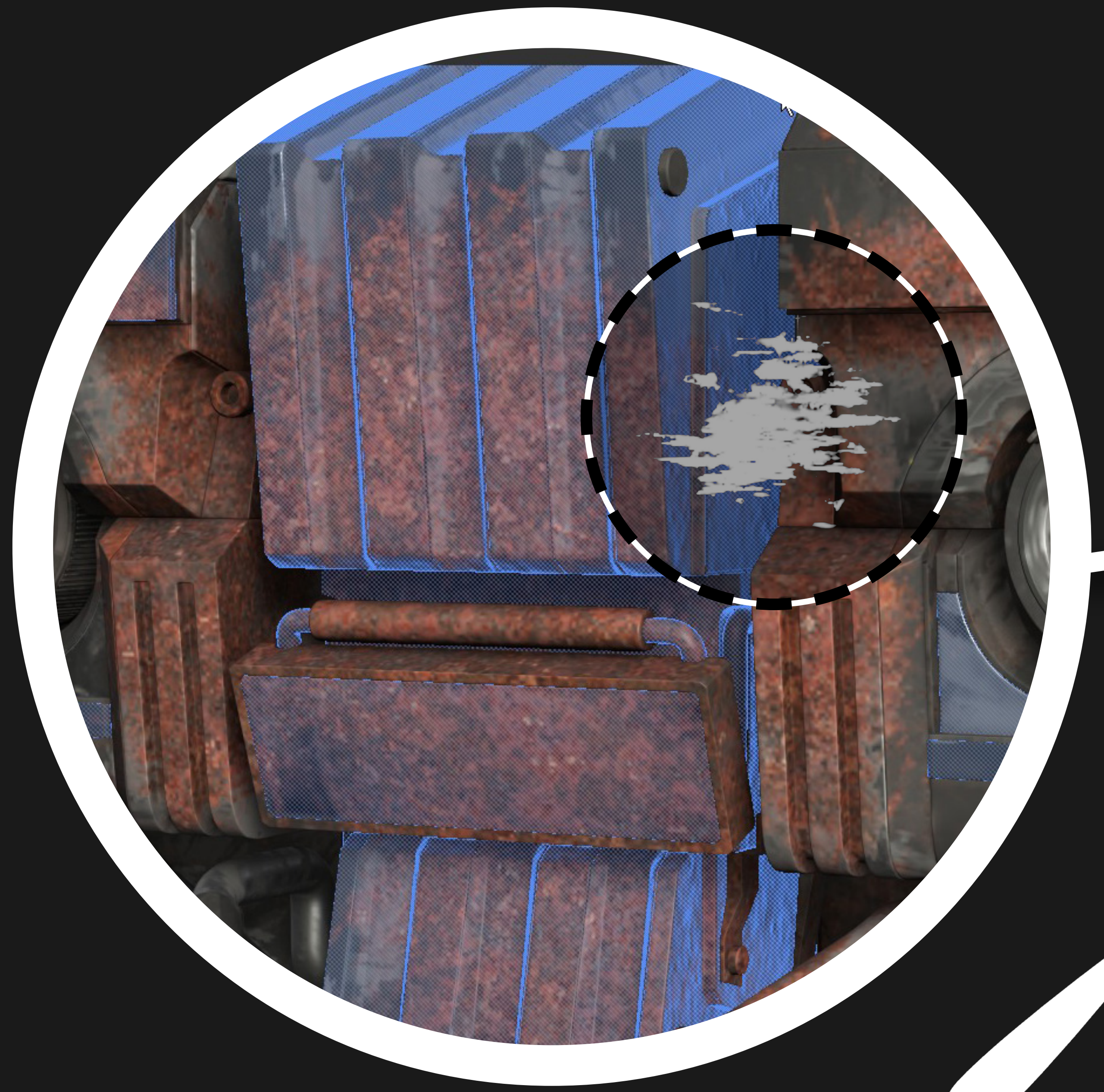
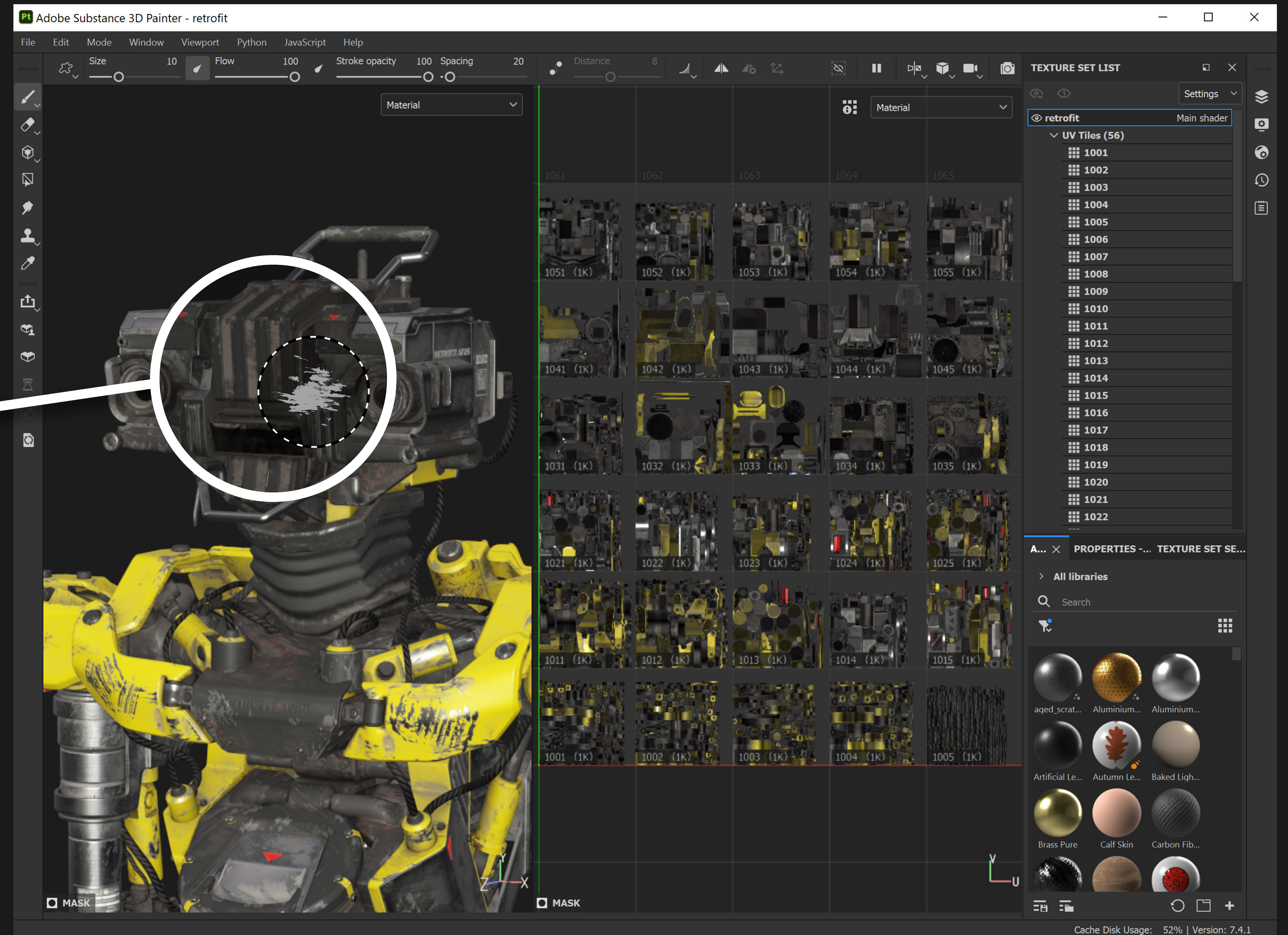
Design parametric 3D materials from scratch

The screenshot displays the Adobe Substance 3D Designer interface. At the top, the title bar reads "Adobe Substance 3D Designer". Below it is a menu bar with "File", "Edit", "Tools", "Windows", and "Help". The main workspace is divided into three panels:

- Top Panel: sci-fi_storage_unit_wall - GRAPH** - A complex node graph showing the material's construction. It includes various nodes like "Color", "Texture", "Blend", and "Material", connected by lines. A toolbar with icons for different node types is visible above the graph.
- Bottom Left Panel: glass - IRay - 3D VIEW** - A 3D perspective view of a sci-fi storage unit wall. The wall is composed of many yellow, rectangular panels with a textured surface. The panels are connected by grey cables. The view is rendered in a realistic style.
- Bottom Right Panel: Basecolor - 2D VIEW** - A 2D texture view of the basecolor map. It shows a grid of yellow panels with a textured surface, similar to the 3D view. The texture is labeled "PULL" in several places.

At the bottom of the interface, there is a status bar with the following information:

- File: GGG_SDCA029.icc (Default)
- Render: Photoreal, Iterations: 285/500, Time: 14s/1m0s
- Resolution: 4096 x 4096 (RGBA, 8bpc)
- Zoom: 11.72%
- Substance Engine: Direct3D 11, Memory: 45%, Version: 11.3.3

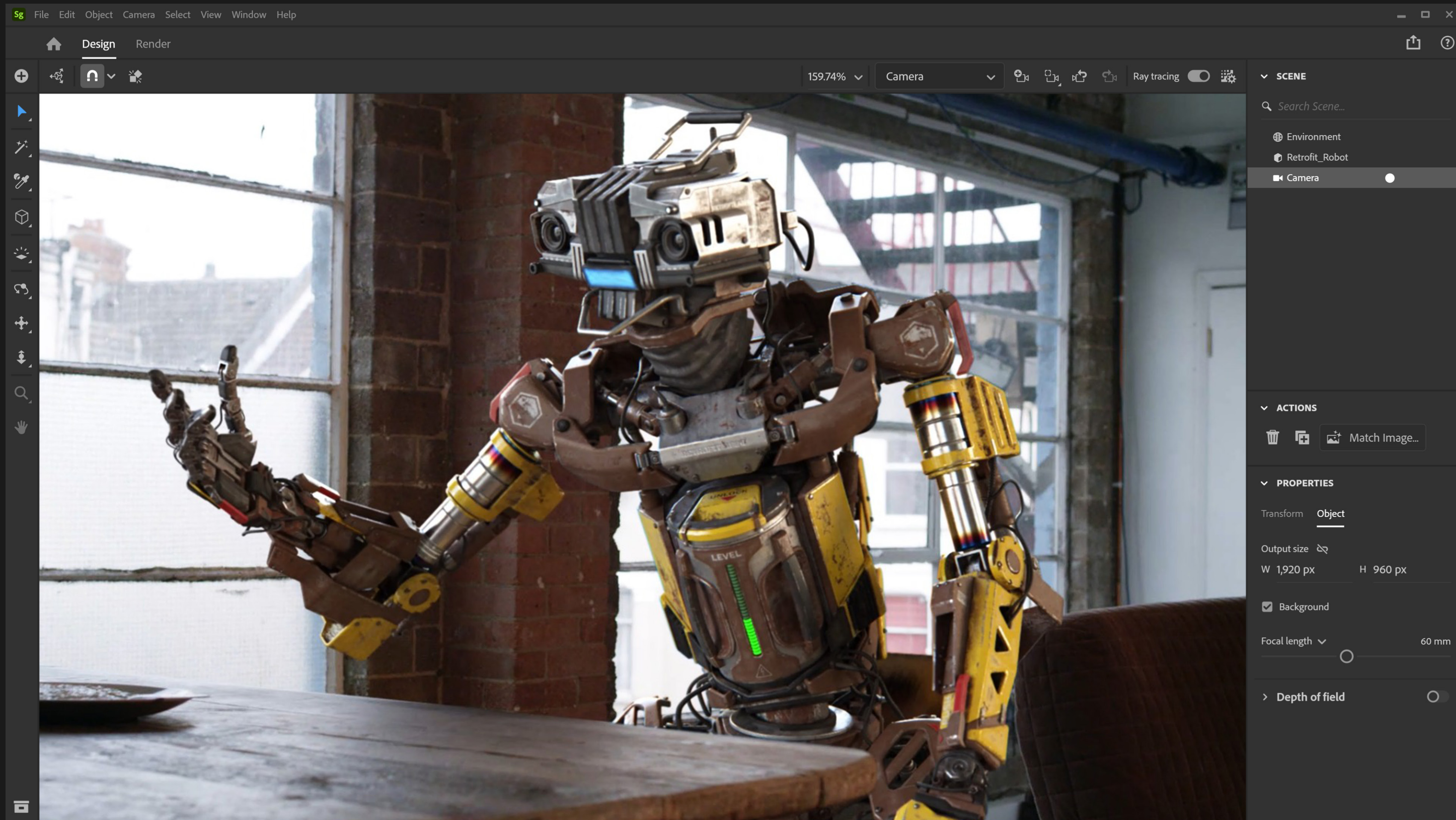


PAINT ACROSS UDIMS



Substance 3D
Stager

Lay out & render 3D scenes easily





Download ready-to-use photorealistic materials

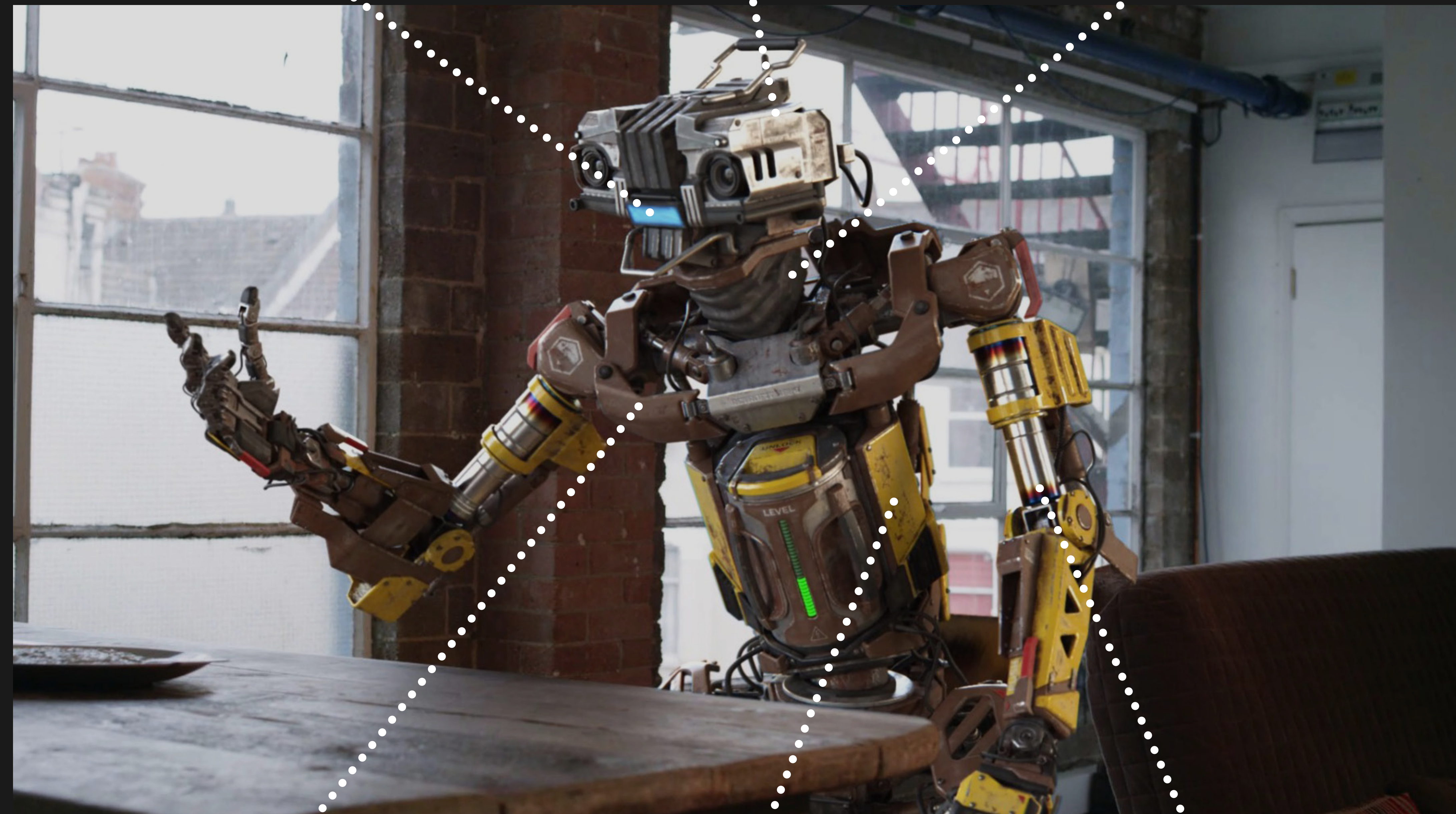
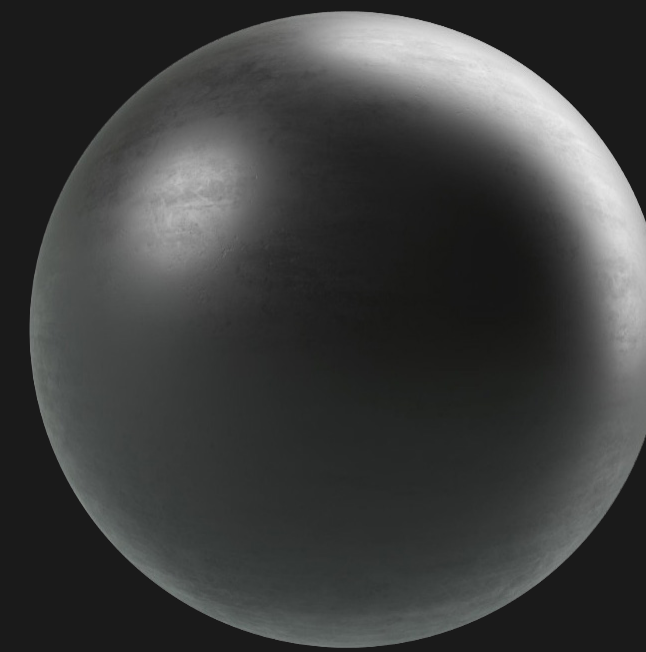
Oled Dashboard Screen



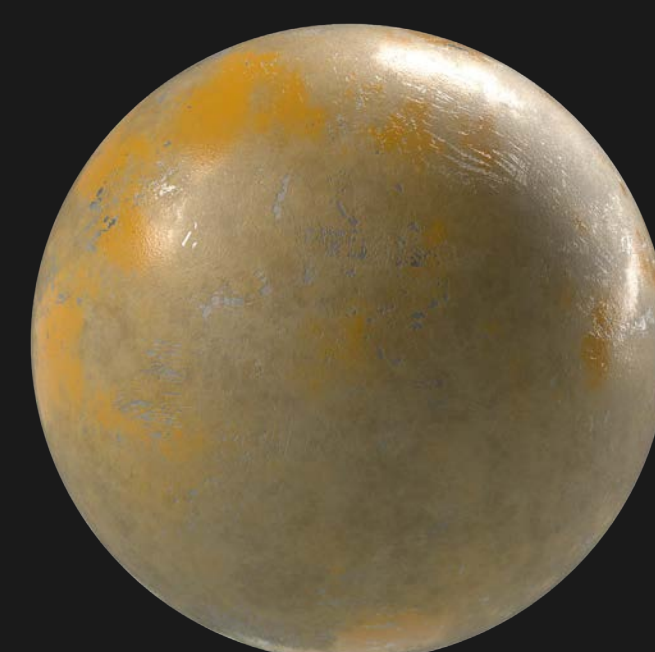
Sanblasted Zinc



Rubber Vulcanized



Rust Brown



Scrapped Paint




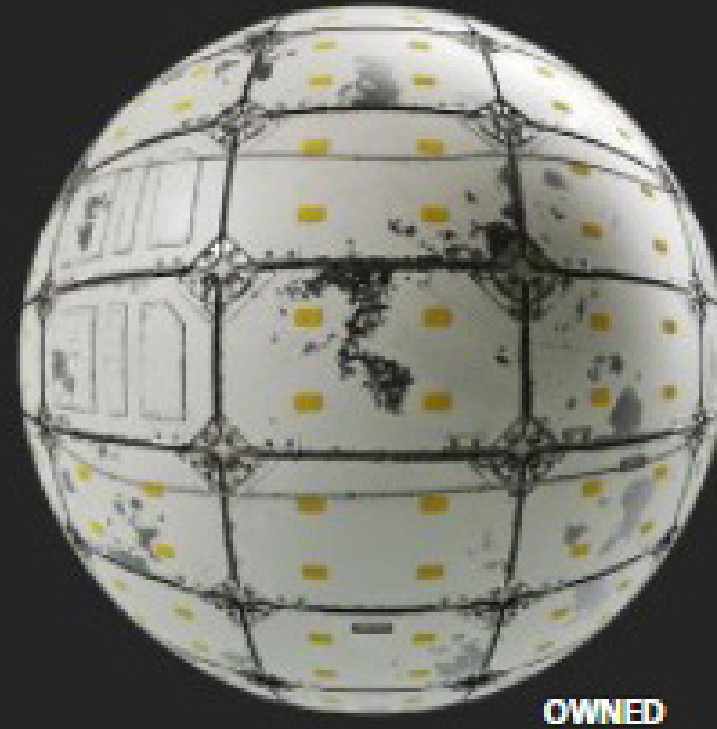
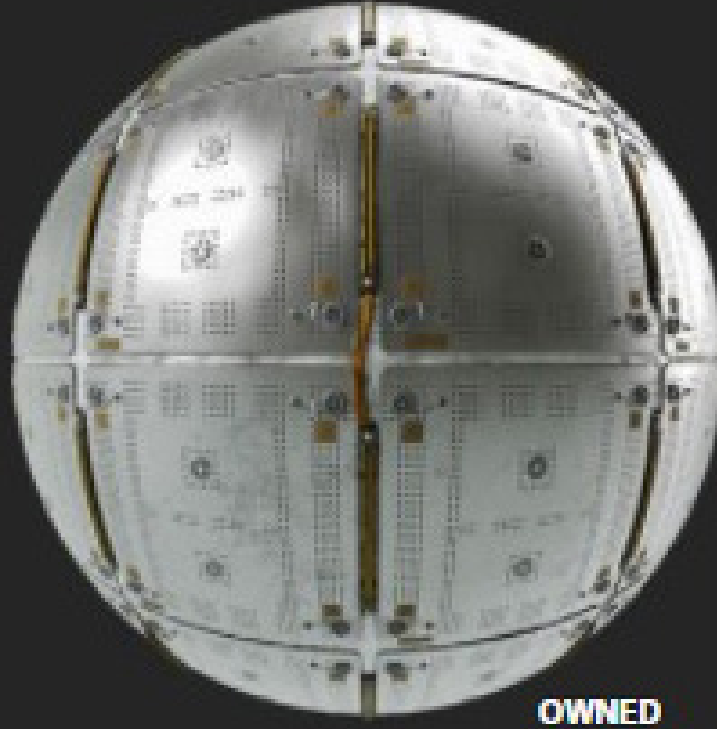

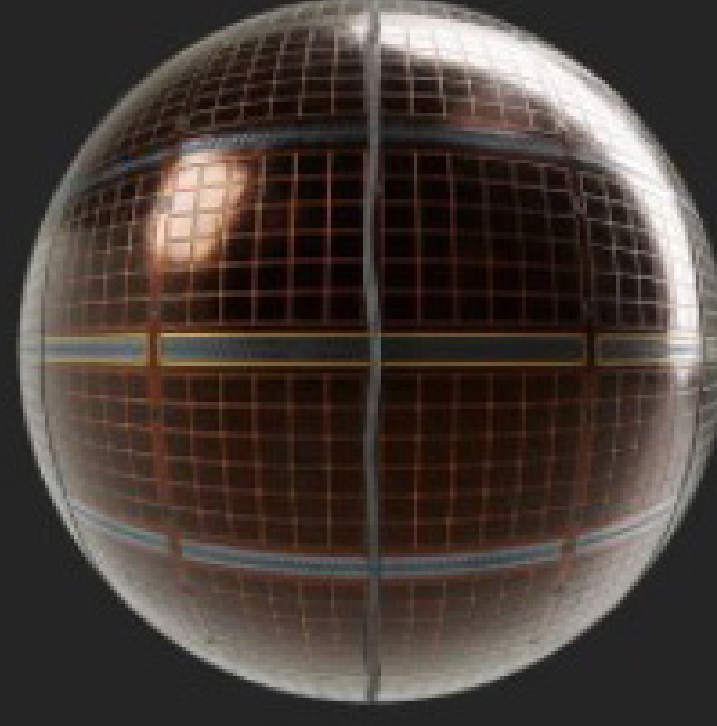







Steel Heat Treated Polished

All Assets	4111
New Assets	535
Updated Assets	137
Free Assets	35
Materials	3182
Ceramic	45
Concrete - Asphalt	220
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Marble - Granite	345
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Organic	164
Paint	84
Paper	31
Plaster	33
Plastic - Rubber	347
Stone	191
Terracotta	71
Translucent	106
Wood	262
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All formats All techniques

 OWNED Space Shuttle Tiles SBSAR & SBS	 OWNED Space Station Padded Fabric SBSAR & SBS	 OWNED Space Station Metal Panels SBSAR & SBS
 OWNED Space Station Interior Compartment SBSAR & SBS	 OWNED Space Station Outer Panel SBSAR & SBS	 OWNED Space Station Cargo Rack SBSAR & SBS
 OWNED Space Station Solar Array SBSAR & SBS	 OWNED Space Station Storage Modules SBSAR & SBS	 OWNED Space Station Thermal Padding SBSAR & SBS
 OWNED Sci Fi Spaceship Access Cover	 OWNED Sci Fi Painted Grating Tiles	 OWNED Alien Growth Flesh Rhizome

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

The screenshot shows the Adobe Substance 3D Tutorials website. 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. A search icon is also present. Below the navigation bar, a secondary menu includes 'Tutorials', 'Documentation', 'Livestreams', 'PBR Guide', and 'Start 3D'. On the left side, there is a 'FILTERS' sidebar with expandable sections for 'Level' (All levels, Foundation, Advanced, Expert), 'Software', 'Integrations', 'Media', and 'Duration'. The main content area features a search bar and a grid of tutorial cards. The first row is titled 'FOUNDATION (42)' and contains four cards: 'Create Cloth Weave Materials' (04:42), 'Using Physical Size With Scans' (06:56), 'Designer Quicktips' (36:03), and 'Creating a simple bookshelf Using Substance Models' (59:07). The second row contains four cards: 'Rendering assets from Substance Painter' (17:24), 'FIRST STEPS WITH DESIGNER' (39:04), 'FIRST STEPS WITH SAMPLER' (26:53), and 'FIRST STEPS WITH PAINTER' (36:46).

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FILTERS << Search...

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**

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