Adobe

Adobe Substance 3D
A collection of apps for 3D content creation

With the Adobe Substance 3D Collection, smart creative apps and high-end assets give you everything you need to make photorealistic 3D content.

What is the Adobe Substance 3D Collection?
The Adobe Substance 3D Collection gives businesses a powerful and connected toolset for creating 3D content with uncompromised detail and realism, from asset creation to scene design and rendering.

What is included in the Adobe Substance 3D Collection plan?
The Adobe Substance 3D Collection includes the following:

Apps included	Sg Substance 3D Stager	Sa Substance 3D Sampler
	Pt Substance 3D Painter	Ds Substance 3D Designer
Plan Type	**Teams VIP**	**Enterprise VIP**
3D asset library access	100 assets per month including models, materials, and lights. Asset allowance is pooled across total users, so 10 licenses will give 10 users access to 1,000 assets per month.	
Cloud storage	1TB (180 days versioning)	1TB (365 days versioning
Business features	Easy license management Advanced support	Comprehensive API to automate content creation CAD format imports Easy license management Advanced support

What are the different Substance 3D products?
Substance 3D Stager—An intuitive rendering and layout tool that enables users to create both stylized and photorealistic renders by compositing assets into a 3D scene for creative professionals.

Substance 3D Painter—Painter has all the tools you need to seamlessly texture your 3D assets, from advanced brushes to Smart Materials that automatically adapt to your model. Painter is the best-in-class authoring app that enables creative pros to paint 3D textures on models and meshes in real time.

Substance 3D Sampler (previously Substance Alchemist)—An intuitive authoring tool to create materials for 3D, by leveraging real-life images.

Substance 3D Designer—The industry-standard parametric authoring tool, giving users unparalleled artistic control over the creation of materials, image filters, and dynamic geometry.

3D assets—Download thousands of high-quality, fully customizable 3D assets for your diverse project needs. Explore and use models, lights, and materials created by specialists and world-class guest artists. Use the assets inside your major digital content creation apps, in both real-time and offline renderers.

Learn more: *www.adobe.com/creativecloud/3d-augmented-reality.html*

Frequently asked questions

Q: Are Substance 3D apps included in the Creative Cloud All Apps plans?
A: No. Substance 3D apps are sold exclusively in the Substance 3D plan.

Q: Is there a cost to use 3D assets with the Substance 3D apps?
A: Your Substance 3D plan includes high-quality 3D assets, available to download every month. All assets are royalty free and usable across all your commercial and creative projects.

Q: What type of hardware, operating systems, and GPU do I need?
A: More powerful hardware and graphics processors improve the experience with the Substance 3D apps.

Recommended system requirements

SPECS	MINIMUM	RECOMMENDED
LINUX		
OS	CentOS 7.0/Ubuntu 18.04 (Steam only)	CentOS 7.6/Ubuntu 18.04 (Steam only)
WINDOWS		
OS	Windows 10 v1909	Windows 10
CPU	Intel Core i3 or AMD Ryzen 3	Intel Core i7 or AMD Ryzen 7
GPU	NVIDIA: GeForce GTX 1060 or Quadro M2000 AMD: Radeon RX 580	NVIDIA: GeForce RTX 2080 or Quadro RTX 4000 AMD: Radeon RX 6700 XT
VRAM	4GB	8GB
RAM	8GB	16GB
Hard drive	10GB HDD	25GB SSD
MAC		
Model	MacBook Pro 2019	MacBook Pro 2020 or iMac Pro 2020
OS	macOS v10.14 (Mojave)	macOS v10.15 (Catalina)
CPU	Intel Core i7	Intel Core i9
GPU	Radeon Pro 5300M	Radeon Pro 5600M or Radeon Pro Vega 56
RAM	8GB	16GB
Hard drive	10GB HDD	25GB SSD

Interactive raytracing will be Windows only. Stager does not currently support Apple Silicon (M1) devices. Support is planned and under investigation.

Learn more: *www.adobe.com/creativecloud/3d-augmented-reality/discover/hardware.html*