



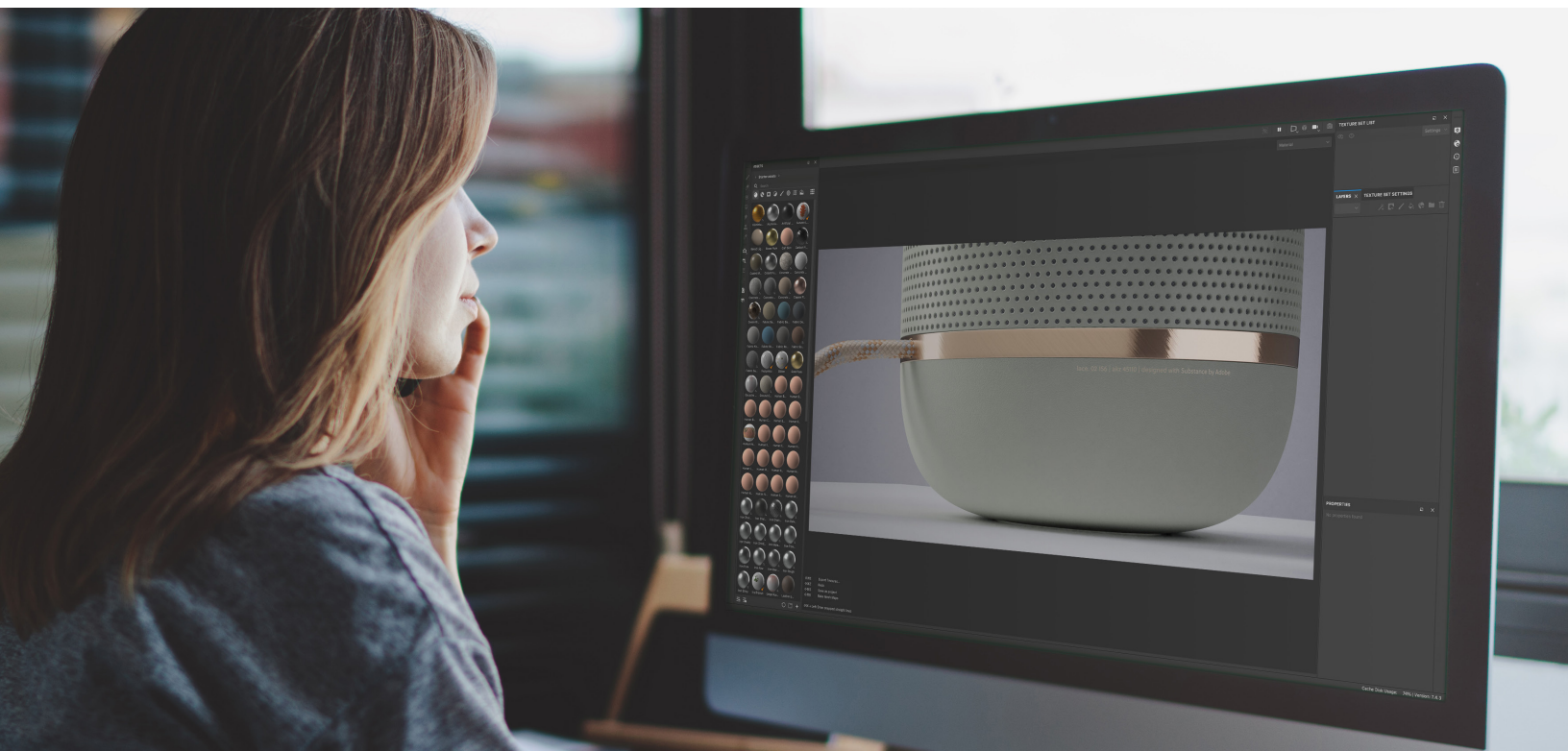
# Accelerate your 3D visualization pipeline with Adobe Substance 3D.

Creating realistic 3D assets takes dedicated time and focus. For many designers across many different industries, this heads-down time is hard to come by in a high-pressure environment where increasing content volume and quality requirements demand more of your team's bandwidth. Workflow inefficiencies, a disconnected design technology ecosystem, and complex, inflexible tools can cause further snags in your 3D pipeline. As a result, your team can struggle to keep pace with business needs, scale 3D content development, and maintain a high standard of creative output across projects.

To scale 3D content creation without sacrificing visual quality, teams need to invest in powerful design tools that accelerate each piece of the 3D pipeline while working seamlessly with the rest of their tech stack.

## The solution.

The Adobe Substance 3D Collection is a powerful suite of tools that allows designers to create high-quality, photorealistic 3D assets faster so your team can support your business's success. An extensive production-quality asset library, AI-enabled workflows, and integrated features let teams ideate, iterate, and edit quickly and smoothly. Whether you're working on a product design or creating product shots for use on your online and physical channels, this streamlined 3D visualization pipeline helps your business achieve exceptional creative results and develop innovative design assets—without adding to your budget and timelines..



# Create hyperrealistic 3D visualizations faster with task-based design apps.

The powerful creative capabilities of the Adobe Substance 3D Collection will help your team:

- **Speed up your current 3D production pipeline** with time-saving integrations, flexible file compatibility, and automated tasks.
- **Ideate and iterate faster** with a 3D asset library of over 11,000 high-quality customizable materials, models, lights, and more.
- **Easily integrate Substance 3D** with Adobe Creative Cloud apps such as Photoshop and Illustrator, as well as leading third-party 3D design platforms.
- **Use a universal file format** to send files between different apps without having to manage import and export issues.
- **Scale content creation** with non-destructive workflows. Take creative risks, try out unlimited ideas, and make last-minute changes easily.
- **Reduce your business's carbon footprint** by eliminating wasteful physical product samples and in-person photo and video shoots.
- **Re-create the real world digitally with photogrammetry.** Eliminate and automate tedious material creation, UV management, and modeling tasks with photo-based 3D textures and objects.
- **Heighten creative quality** and possibilities with powerful AI-enabled capabilities.

“ The typical creation-to-shelf timeline in the fashion industry is about a year. Using 3D models, we can reduce that timeline to six to eight weeks.

Sebastian Berg  
Vice President of Business Operations Excellence  
HUGO BOSS



Designers at HUGO BOSS use the Substance 3D Collection to create lifelike 3D design concepts that speed up development. Using powerful 3D texturing and material creation apps alongside Adobe Photoshop and Adobe Illustrator, designers can accurately capture how clothing and fabrics will look on real customers, and then create multiple product iterations in just minutes. They've also reduced the number of physical samples used per collection by more than 30%—reducing time, cost, and environmental impact.

# Unlock creative potential and business impact with the Substance 3D Collection.

**Md**

## Adobe Substance 3D Modeler

Sculpt your model the way you would in a real workshop and interact naturally with your art. Switch between VR and desktop any time.

**Sa**

## Adobe Substance 3D Sampler

Transform real-world pictures into 3D materials and models, plus combine materials and filters to create unique surfaces tailored to your design's needs. You can also create new lighting environments from 360-degree images.

**Ds**

## Adobe Substance 3D Designer

Design 3D materials and patterns, image filters, environment lights, and even custom models with full control and infinite possibilities.

**Pt**

## Adobe Substance 3D Painter

Paint life into your 3D models with the industry-leading texturing app. With a familiar layer-based interface and non-destructive filters and effects, Painter lets you achieve the look you want.

**Sg**

## Adobe Substance 3D Stager

Build and assemble 3D scenes in this virtual photography studio. Set up assets, materials, lights, and cameras. Export and share media, from images to web and AR experiences.



## Adobe Substance 3D Assets

Choose from thousands of 3D models, materials, textures, and lights to create photorealistic 3D assets and scenes quickly.

*Smart creative apps and an ever-growing library of production-quality assets combine in the **Adobe Substance 3D Collection** to make 3D design more approachable than ever. Easy to use and impossible to outgrow, these tools are transforming workflows for designers of all backgrounds and across industries, allowing them to create stunning content at warp speed.*

## Take your business further with 3D design.

[Learn more](#) by visiting the Adobe Substance 3D Collection home page.

We can also help you find a solution to fit your business.

[Request more information](#) to get started.



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