Adobe Substance 3D

A collection of apps and content that empowers you to design in 3D

From product and packaging designs to 3D rendering, 3D painting and 3D modeling, bring a whole new perspective to your work with Adobe Substance 3D.

What is the Substance 3D Collection?

The Substance 3D Collection gives businesses proven and powerful tools for creating highly detailed and realistic 3D content, and a design workflow connected with Adobe Creative Cloud.

What is included in the Substance 3D Collection?

Apps included		
	Md Substance 3D Modeler	**Sa** Substance 3D Sampler
	Ds Substance 3D Designer	**Pt** Substance 3D Painter
	Sg Substance 3D Stager	Substance 3D Assets

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 Modeler—An intuitive 3D ideation, concepting, and asset creation tool for desktop and VR (Windows only).

Substance 3D Sampler—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.

Substance 3D Painter—The best-in-class authoring app that enables creative pros to paint 3D textures on models and meshes in real time. 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.

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 tool for creative professionals.

Substance 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 in your major digital content creation apps in both real-time and offline renderers.

Learn more: https://www.adobe.com/products/substance3d/business.html

Frequently asked questions

Q: Are Substance 3D apps included in the Creative Cloud All Apps plan?

A: No. Substance 3D apps are sold exclusively in the Substance 3D Collection plan.

Q: Is there an additional cost to download 3D assets for use with the Substance 3D Collection?

A: No. Your Substance 3D Collection plan allows you to download assets from thousands of high-quality 3D models, materials, and lights each month. All assets are royalty free and usable across commercial and creative projects.

Q: What type of hardware, operating systems, and GPU do I need?

A: The Substance 3D Collection is available on both macOS and Windows and optimized to run on standard hardware configurations. At this time, 3D Modeler is only available on Windows.

Supported systems

Platform		Minimum	Recommended	Optimal
Windows	OS	Windows 10 (64 bit, version 1909)	Windows 10 (64 bit)	Windows 10 (64 bit)
	CPU	Intel Core i3	Intel Core i7	Intel Core i9
		AMD Ryzen 3	AMD Ryzen 7	AMD Ryzen 9
	GPU	NVIDIA GeForce GTX 1060	NVIDIA GeForce RTX 2080	NVIDIA GeForce RTX 3080
		NVIDIA Quadro P2200	NVIDIA Quadro RTX 4000	NVIDIA Quadro RTX 6000
		AMD Radeon RX 580	AMD Radeon RX 5700 XT	
	VRAM	4GB	8GB	16GB
	RAM	8GB	16GB	32GB
	Hard drive	20GB HDD	30GB SSD	50GB SSD
mac OS	Model	MacBook Pro 2019	MacBook Pro 2020	Mac Pro
			iMac Pro 2020	
	OS	mac OS 10.15 (Catalina)	mac OS 11 (Big Sur)	mac OS 11 (Big Sur)
	CPU	Intel Core i7	Intel Core i9	Intel Xeon W9
	GPU	AMD Radeon Pro 5300M	AMD Radeon Pro 5600M	AMD Radeon Pro W5700X
			AMD Radeon Pro Vega 56	
	RAM	8GB	16GB	32GB
	Hard drive	10GB HDD	25GB SSD	50GB SSD

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

Learn more: https://substance3d.adobe.com/documentation/s3d/general-system-requirements-213064643.html