![orsys TRAINING 50 YEARS]

Course : Adobe Substance Sampler 3D, create realistic textures

Practical course - 3d - 21h00 - Ref. SUS
Price : 1390 € E.T.

This course will introduce you to advanced techniques for capturing, creating and manipulating textures. Using Adobe Substance Sampler 3D, you'll explore innovative tools for producing immersive textures, tailored to the needs of industries such as video games, film and virtual reality.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Manipulate and adjust captured textures
- ✓ Apply advanced effects and modifications
- ✓ Understanding advanced properties and settings
- ✓ Integrating textures into a 3D creation pipeline
- ✓ Master the Adobe Substance 3D interface

Intended audience

Graphic designers, 3D artists, animators, product designers, texture designers, advertising and digital marketing industry professionals.

Prerequisites

No special knowledge required.

Course schedule

(1) Introducing Adobe Substance 3D Sampler

- Location and management of tools and palettes.
- Display window options and optimization.
- 2D and 3D views.

Hands-on work
Discovering the interface

PARTICIPANTS
Graphic designers, 3D artists, animators, product designers, texture designers, advertising and digital marketing industry professionals.

PREREQUISITES
No special knowledge required.

TRAINER QUALIFICATIONS
The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS
The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.
Participants also complete a placement test before and after the course to measure the skills they've developed.

2 Navigation in 3D and 2D space

- Using the camera to visualize textures.
- 3D Orbit tool for exploring 3D objects.
- Move and zoom in 2D and 3D for precise control.
- Adjust display parameters for better viewing.

Hands-on work
Practice navigating the program.

3 Adobe Substance 3D Sampler tools

- Use the Crop tool to adjust texture dimensions.
- Perspectives to correct perspective distortions.
- Transformation to manipulate and distort textures.
- Duplication stamp for cloning texture elements.

Hands-on work
Putting the various tools into practice.

4 Using Adobe Substance 3D Sampler tools

- Using tools to make adjustments to a texture.
- Application of the various cropping, perspective, transformation and duplication buffer functions.

Hands-on work
Practical application of the various functions.

5 Adobe Substance 3D Sampler internal resources

- Explore the basic materials available in the software.
- Use environmental lighting to visualize textures under different lighting conditions.
- Filters to enhance and optimize textures.

Hands-on work
Using filters to enhance an existing texture.

6 Advanced texture creation in Adobe Substance 3D Sampler

- Modification of textures generated by Adobe Substance 3D Sampler.
- From Adobe Substance 3D Sampler.
- From Adobe Substance 3D Assets.
- Import external textures for use as a base.
- Creation of materials from scans for specific materials (fabrics, leather, etc.).
- Management of different channels for complex effects.
- Material options to adjust material properties.

Hands-on work
Putting the various tools into practice.

(7) Advanced texture creation

- Modification of textures generated by Adobe Substance 3D Sampler.
- Import and use external textures as a base.
- Application of scans to create specific materials.
- Experiment with different channels for complex effects.

Hands-on work
Creating a patterned fabric

(8) Finalization and export

- Export preparation.
- Export created materials for use in other 3D software.
- Export for various uses.

Hands-on work
Export a material to Substance Designer.

Dates and locations

PARIS LA DÉFENSE
2026 : 18 May, 12 Oct., 30 Nov.