

Course : Master the art of 3D modeling with Adobe Substance Designer

Practical course - 3d - 21h00 - Ref. SUC

Price : 1630 CHF E.T.

In this training course, you'll explore advanced 3D modeling with Adobe Substance Designer. You'll learn how to create sophisticated textures, manipulate materials and generate realistic designs. You'll master the tools you need to produce striking visuals for a variety of media.

Teaching objectives

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

- ✓ Getting to know Substance 3D Designer
- ✓ Mastering textures and materials
- ✓ Use the library to create materials
- ✓ Explore rendering and lighting functionalities
- ✓ Optimize and manage performance

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 Introduction to Substance 3D Designer

- Introducing Substance 3D Designer.
- User interface and management of tools and palettes.
- Display window options and optimization.
- 2D and 3D displays.

Hands-on work

Detailed interface walkthrough

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 Textures and materials

- The main texture channels.
- Introduction to Substance graphs.
- MDL (Materials Definition Language) graphs.
- The basics of PBR (Physically Based Rendering).
- Graph models to create materials.

Hands-on work

Creating a simple PBR graph

3 Substance 3D Designer windows and options

- Discover the Explorer.
- Using the graph.
- Settings tab.
- Dependency management with the dependency manager.
- Understanding knots and using frames.
- Pins for efficient organization.

Hands-on work

Update previous graph with new data.

4 The Substance 3D Designer library

- Discover the different types of knot.
- Application of filters for specific effects.
- Use generators to create procedural patterns.
- Introduction to predefined PBR materials.
- Import and use MDL graphs.

Hands-on work

Importing and browsing a library node

5 Creating materials

- Create a simple material using knots.
- Modification of an existing material.
- Add editable parameters for a customized material.
- Application of materials with specific options (bricks, wood, etc.).

Hands-on work

Creation of a detailed tiling material.

6 Substance Designer and other 3D software

- Import Substance materials into other Substance suite software.
- Using Substance 3D Designer with other 3D modeling software.

Hands-on work

Import a material into Substance Painter.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

7 Rendering in Substance 3D Designer

- Setting rendering options with Iray.
- Export results to Photoshop for post-processing.
- Export to coursr for 3D staging.
- Manage links with other Substance software.

Hands-on work

Setting up the various resources in Substance Stager

8 Applying rendering

- Final rendering with Iray.
- Export rendering to Photoshop for adjustments.
- Export rendering to coursr for realistic staging.

Hands-on work

Setting up the various resources in Substance Stager.