

# Course : 3D painting with Adobe Substance Painter: unleash your creativity

*Practical course - 3d - 21h00 - Ref. SUN*  
*Price : 1630 CHF E.T.*

This course will teach you how to bring your creations to life by manipulating textures and materials. You'll master advanced digital painting techniques to create stunning visuals suitable for diverse applications such as video games, virtual reality, animation and much more.

## Teaching objectives

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

- ✓ Apply advanced painting and texturing techniques
- ✓ Integrating skills into a 3D creation workflow
- ✓ Master advanced texture parameters
- ✓ Navigate and manipulate 3D models
- ✓ Creating artistic works in 3D

## 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 Painter

- Introduction to the Adobe Substance 3D Painter interface.
- User interface and management of tools and palettes.
- Display window options and optimization.
- 2D and 3D displays.

### 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 space

- Use the camera and Orbit tool to navigate the 3D scene.
- Move and zoom in 2D and 3D for easy painting.
- Change views for better visualization.

## 3 Substance 3D Painter basic tools and options

- Using the Paint tool.
- Using the Eraser tool.
- Project textures onto the object using the Projection tool.
- Apply fills to surfaces using the Fill tool.

### Hands-on work

Practical exercises on how to use these tools

## 4 Importing 3D models into Substance 3D Painter

- Place basic 3D elements on the scene.
- Manipulate the 3D object to position it correctly.
- UV optimization for easier painting.
- Explore UV window options for greater control.

### Hands-on work

Importing a simple knife and setting up the painting elements

## 5 Painting on a 3D object

- Application of different painting methods on the object.
- Understanding the notion of layers for efficient organization.
- Use resource materials to add detail.
- Use objects and options in the resource window to enrich the painting.
- Use adaptable materials, masks, filters and brushes.
- Create custom brushes for specific effects.

### Hands-on work

Complete knife painting

## 6 Advanced texture settings in Substance 3D Painter

- Explore general properties to adjust texture settings.
- Use channels to create complex effects.
- Generation of mesh maps to improve geometric detail.

### Hands-on work

Practice on Fortnite objects.

## 7 Advanced texture settings

- Manipulation of general properties to obtain desired results.
- Use different channels to create complex textures.
- Mesh map generation for further details.

### Hands-on work

Complete painting of a character

## 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.

- Review of the main concepts of Substance 3D Painter.
- Tips and tricks for efficient use of the software.
- Answers to questions and clarifications of important points.

**Storyboarding workshops**

Sharing best practices and key concepts