Updated on 22/05/2024

Sign up

Adobe Substance 3D training
3 days (21 hours)

Presentation

Would you like to know how to create and manipulate 3D content? Our Adobe Substance 3D training course will teach you how to master this powerful suite of modeling, texturing and animation tools.

In this course, you'll create customized 3D materials with Adobe Capture and Substance 3D Sampler, and apply them to 2D graphic compositions in Photoshop.

You'll also explore the creation of 3D models from vector shapes in Illustrator, using 3D tools and material panels for more complex designs, with export of 3D models.

Thanks to this training, you can acquire skills in 3D design, animation of 3D scenic environments and virtual and augmented reality.

As with all our training courses, this one will include the latest tool features.

Objectives

- Mastering the creation of 3D material applications
- Be able to compose 3D animated images with After Effects
- Understand the fundamentals of 3D design
- Produce 3D models from vector shapes

Target audience

- Graphic designers

- Graphic designers
- Illustrators
- Designers

Prerequisites

- Basic understanding of graphic design principles
- Familiarity with Adobe software (Photoshop, Illustrator, After Effects)
- Previous knowledge of 3D concepts

ADOBE SUBSTANCE 3D TRAINING PROGRAM

INTRODUCTION

- Three-dimensional design analysis
- Handling and managing 3D assets
- Overview of Adobe Substance 3D tools and interfaces
- Examples of practical 3D applications in various sectors
- Exchange on additional recommendations for 3D work

3D CUSTOMIZATION: MAKE YOUR OWN MATERIALS

- Creating basic materials using Adobe Capture
- Advanced techniques with Substance 3D Sampler
- Explore material libraries
- Application and adjustment of materials on 3D models
- Practical workshop for creating materials

FUSION OF 3D MATERIALS AND 2D GRAPHICS

- Using 3D tools in Adobe Photoshop
- Techniques for integrating 3D materials into 2D compositions
- Advanced material handling and adjustments
- Workshop for designing a graphic work with 3D elements
- Review of best practices and tips

VECTOR SHAPES AND 3D MODELS

- Introduction to 3D tools in Adobe Illustrator
- Create and manipulate basic 3D shapes
- Techniques for creating sophisticated 3D models
- Produce models for various applications
- Practical session on vector-based modeling

MOTION GRAPHICS

- Setting up After Effects projects for 3D integration
- Strategies for animating moving graphics with 3D elements
- Using cameras and light in 3D space
- Exporting compositions for multiple media
- Workshop to create a short animated sequence

3D IMMERSIONS: EXPLORE SCENIC ENVIRONMENTS

- Exploring Adobe Substance 3D Stager
- Using Adobe Substance 3D Painter for texturing
- 3D scene composition and lighting
- Finalizing and rendering a scenic environment
- Case study analysis and practical application

3D ASSETS IN AUGMENTED REALITY

- Creating augmented reality (AR) experiences with Adobe Aero
- Design and interaction of 3D AR assets
- Sharing and disseminating AR experience
- Practical workshop on designing a simple AR experience
- Discussion on the challenges and future of AR

CREATING INTERACTIVE VIRTUAL REALITY EXPERIENCES

- Introduction to creating VR experiences with Adobe Animate
- Manipulating 3D objects in VR space
- Virtual reality storytelling methods
- Publish and share VR projects
- Creating a small VR project in an interactive session

MOTION GRAPHICS

- Techniques for designing motion content with 3D models
- Integrate 3D rendering in After Effects for advanced effects
- Compositing and rendering techniques in motion design
- Design of an advertisement or promotional sequence
- Review of tools and techniques for optimizing the motion design workflow

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology or to

acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.