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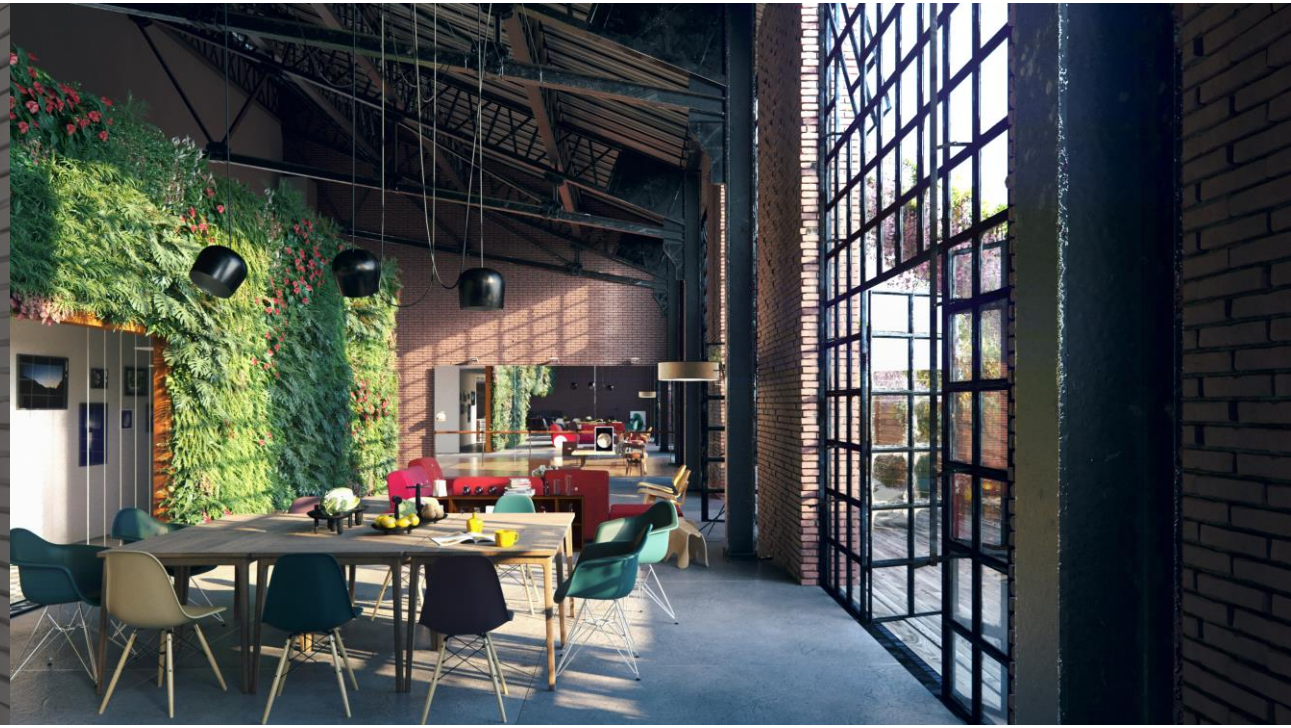
THE INDUSTRY STANDARD FOR MATERIAL CREATION AND TEXTURING

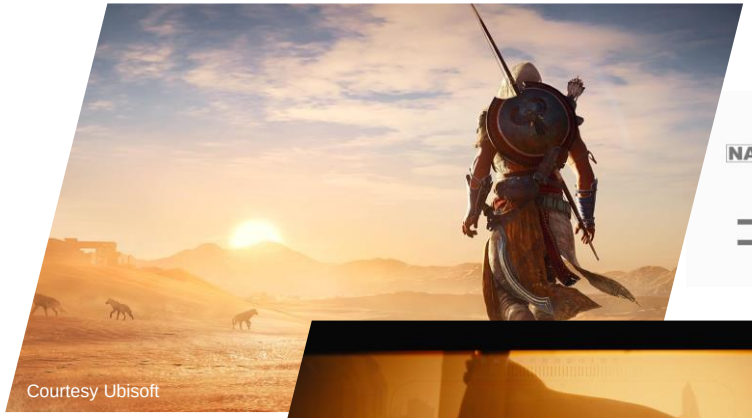
Romain Rouffet
-
Creative technologist

WHAT IS 3D TEXTURING?



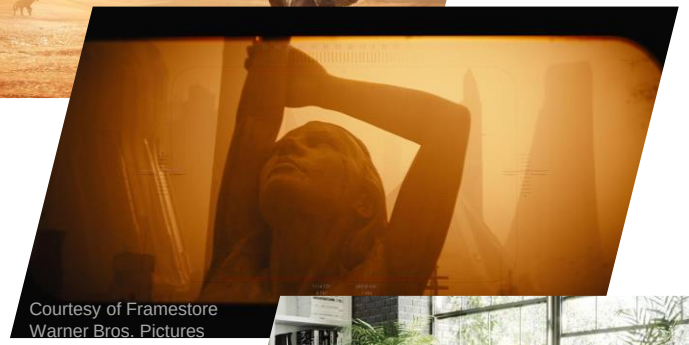
THE STANDARD IN

Video Game


Courtesy Ubisoft

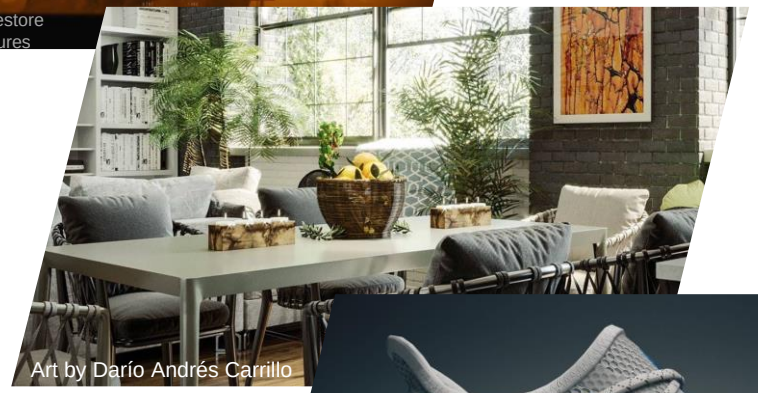
NAUGHTY DOG · GUERRILLA · treyarch · UBISOFT · SUCKER PUNCH · CAPCOM · DICE · SQUARE ENIX · GAMELOFT · TURN 10 · 343 INDUSTRIES · CD PROJEKT RED

Film & Animation


Courtesy of Framestore
Warner Bros. Pictures

double negative visual effects · MPC · Blue Sky STUDIOS · ILLUMINATION MACGUFF · FOX

Architecture


Art by Darío Andrés Carrillo

Foster + Partners · UE4ARCH · ARUP · HNTB

Industrial Design

Art by Josip

JAGUAR · LAND ROVER · SAMSUNG · BOEING · LOUIS VUITTON

WE ARE

15 year-old company

140 employees

- **Europe**
  Clermont, Paris, Lyon, London

- **North America**
  Los Angeles, Cleveland, Montreal

- **Asia**
  Singapore, Seoul, Tokyo, Mumbai, Adelaide
  Shanghai

AND A COMMUNITY OF 200,000 ACTIVE USERS

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HOW SUBSTANCE IS USED IN THE INDUSTRY

Courtesy of Hyunda

SUBSTANCE

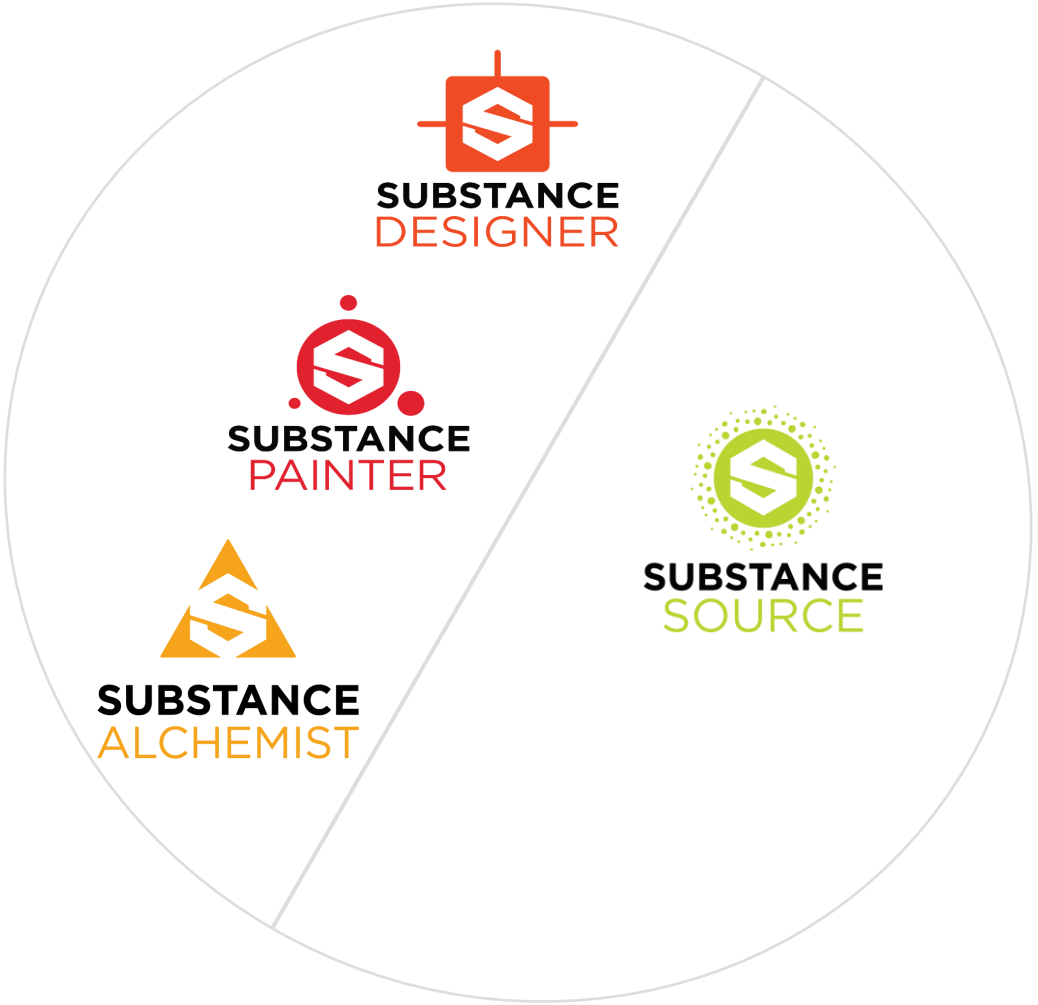
faurecia

Courtesy of Peter Ko

Courtesy of Valery Damnon

A COMPREHENSIVE TOOLSET

SOFTWARE



CONTENT

SUBSTANCE

Substance format is supported by all major engines and tools

The industry standard for PBR materials in real time and raytracing

GAME ENGINES

UNREAL ENGINE

unity

CRYENGINE

MODELING & ANIMATION

MAYA

3DS MAX

CINEMA 4D

MODO

CATIA

Houdini

and many more

RENDERERS

NVIDIA Iray

V-ray

octanerender

corona

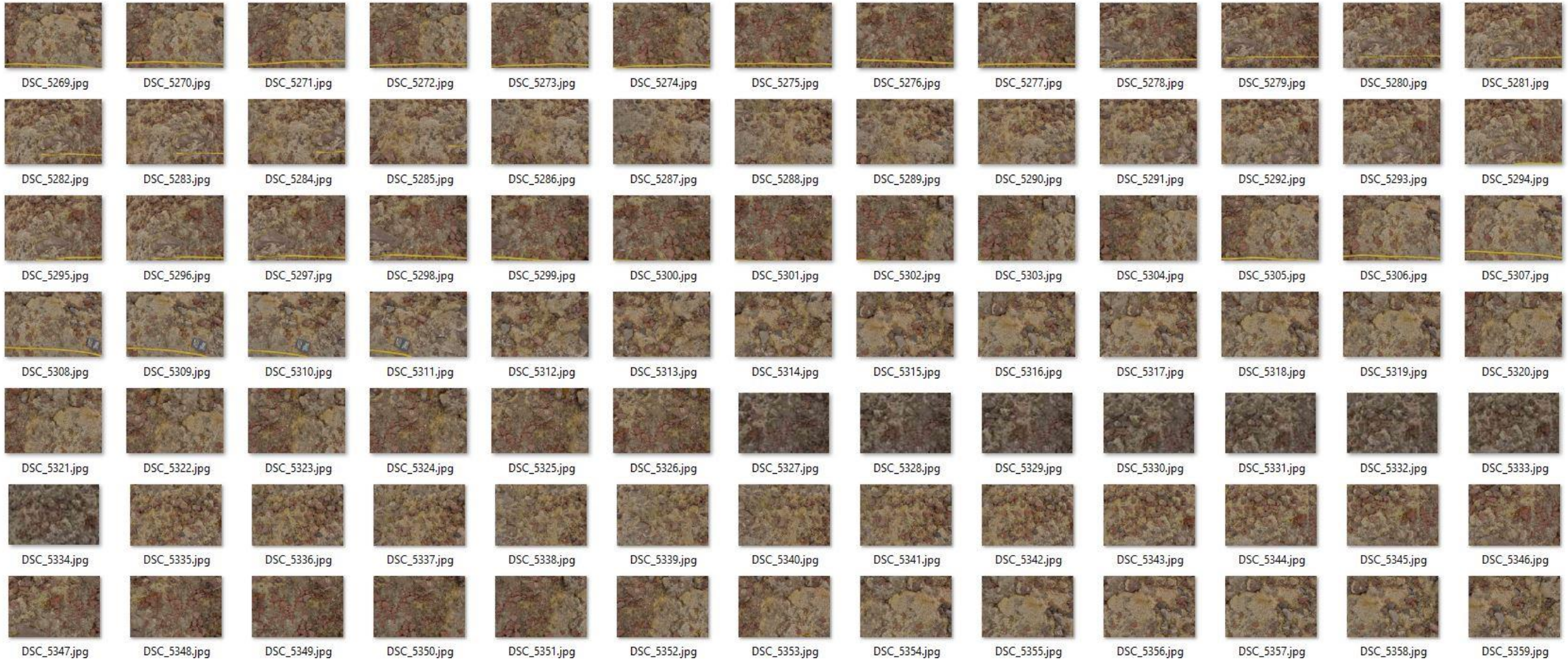
REDSHIFT

arnold

and many more

Material scanning at Lemptegy

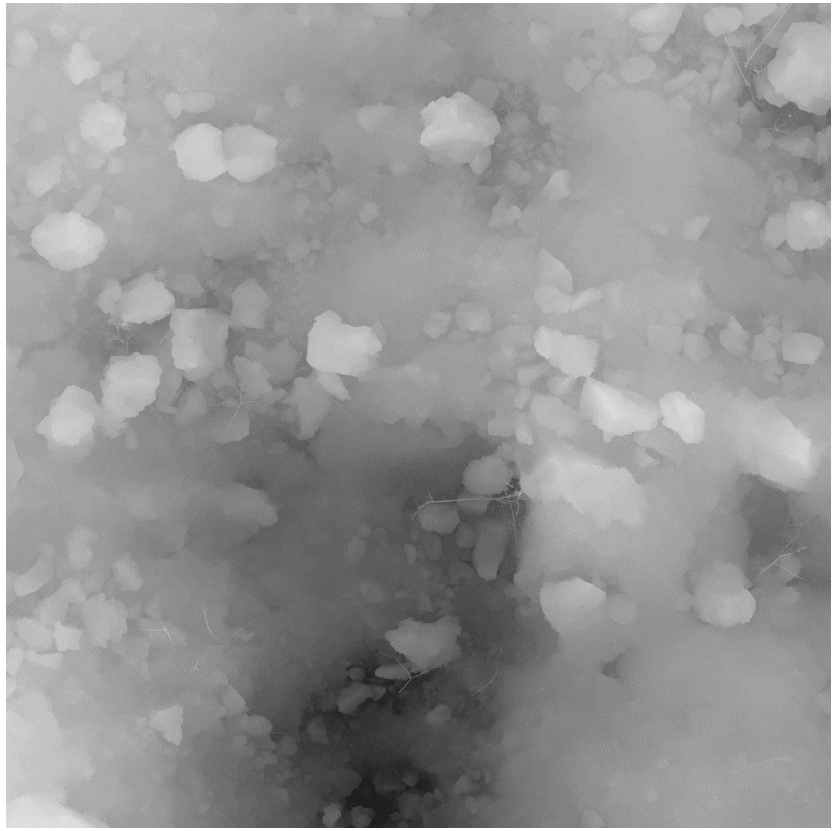
Photogrammetry - Material scanning



Photogrammetry - RECONSTRUCTION

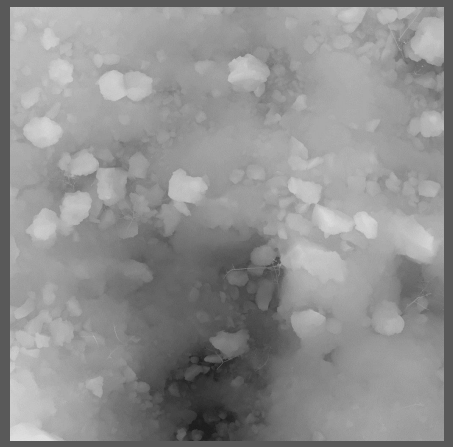
CapturingReality

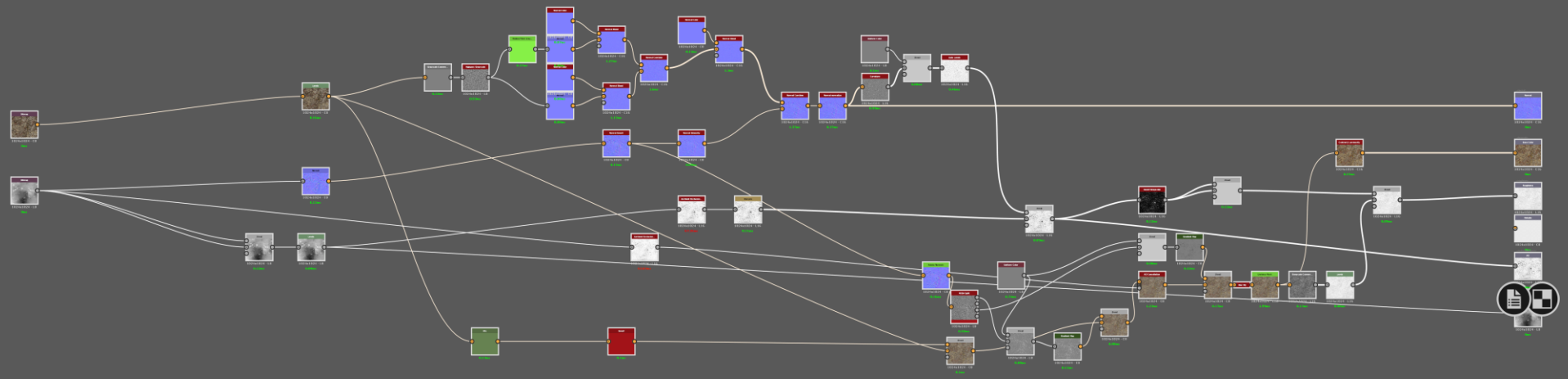
Color texture (16K*16K pixels)



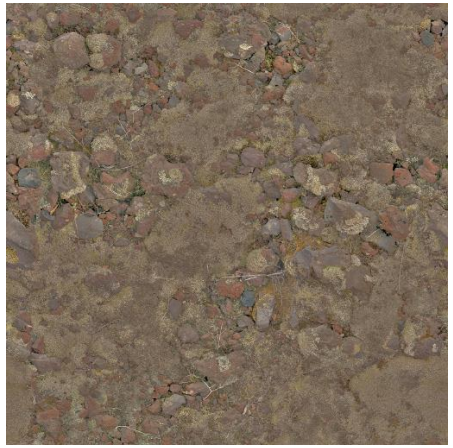
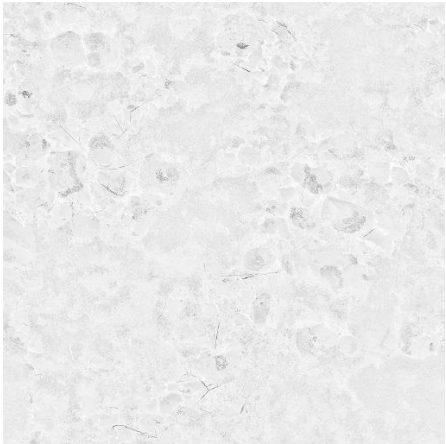
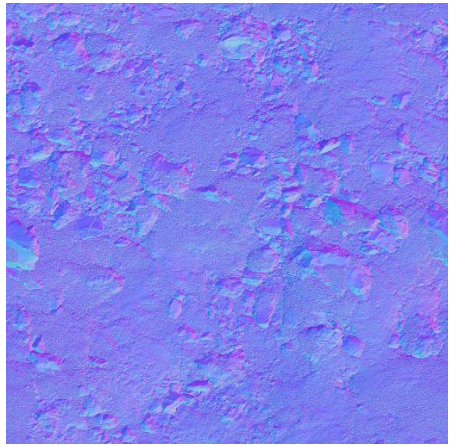
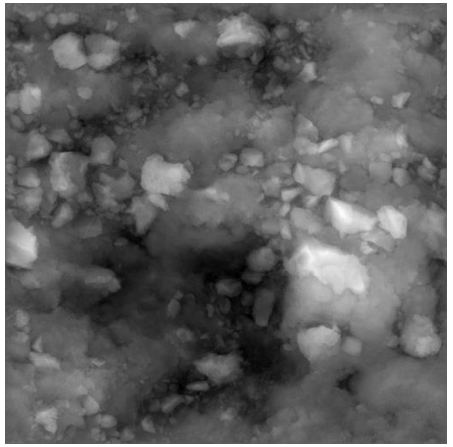
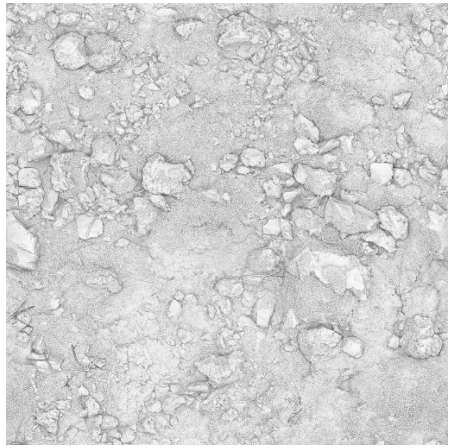
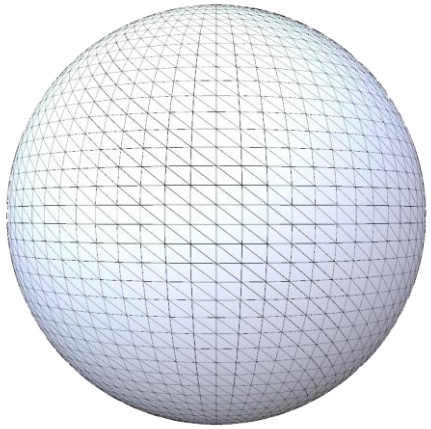
Height texture (16K*16K pixels)

Substance Designer – Node based image editing





SUBSTANCE
DESIGNER

SUBSTANCE
DESIGNER

SUBSTANCE
DESIGNER

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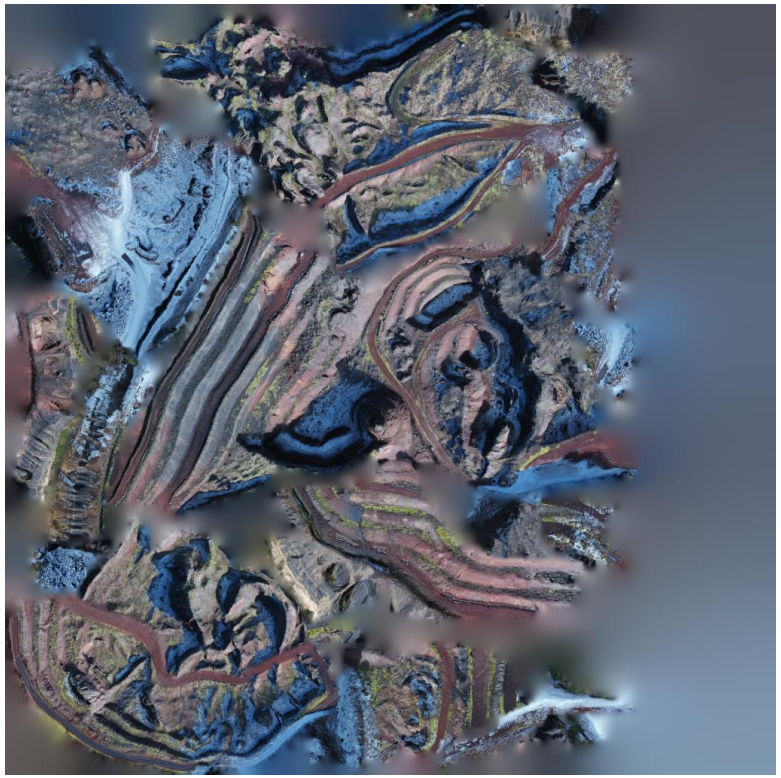
ALCHEMIST

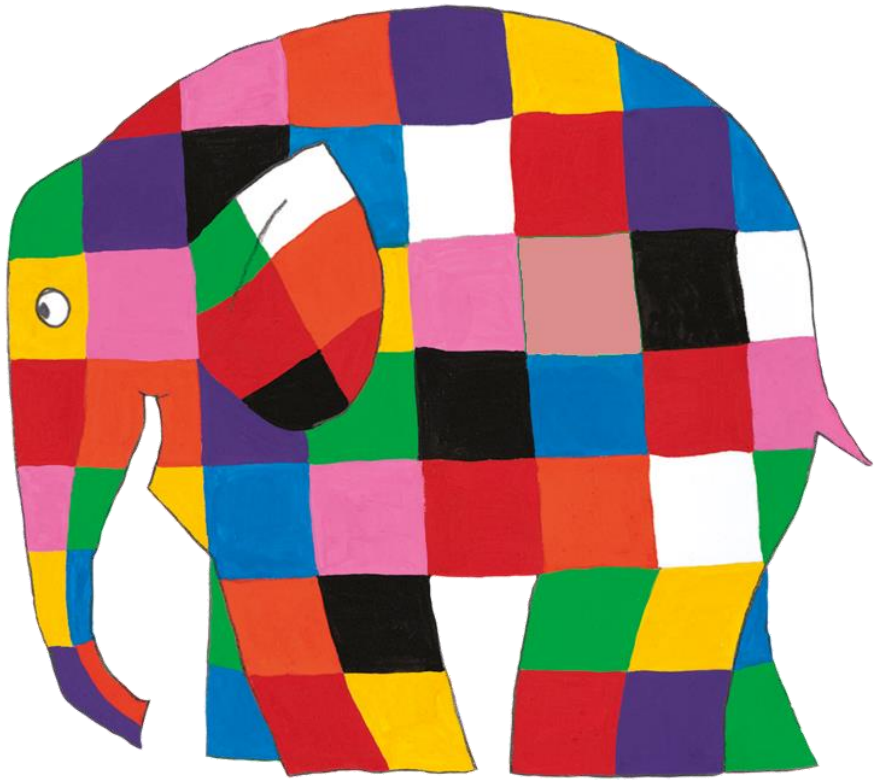
Photogrammetry - Landscape scanning (drone)

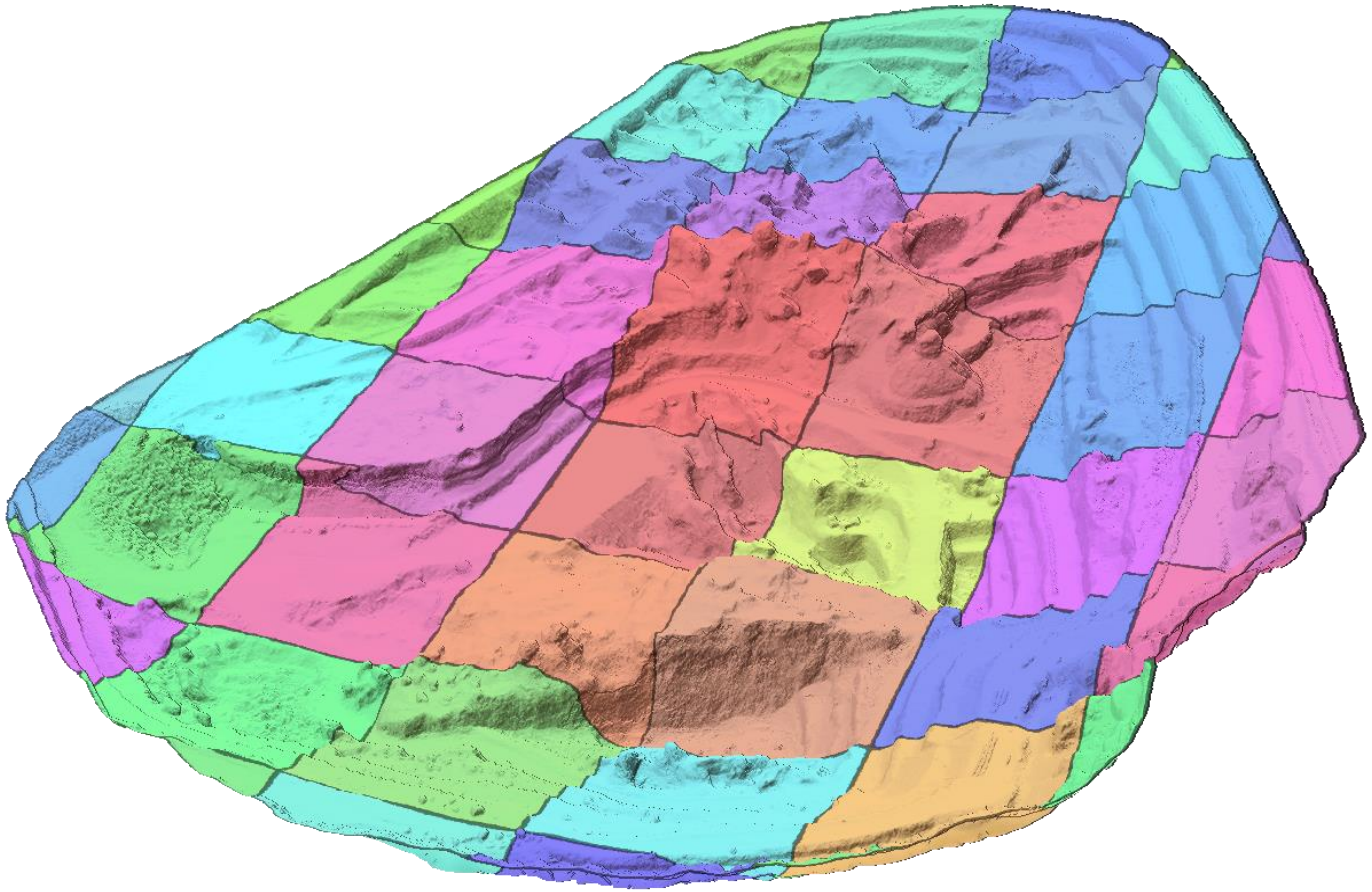


4096*4096 pixels

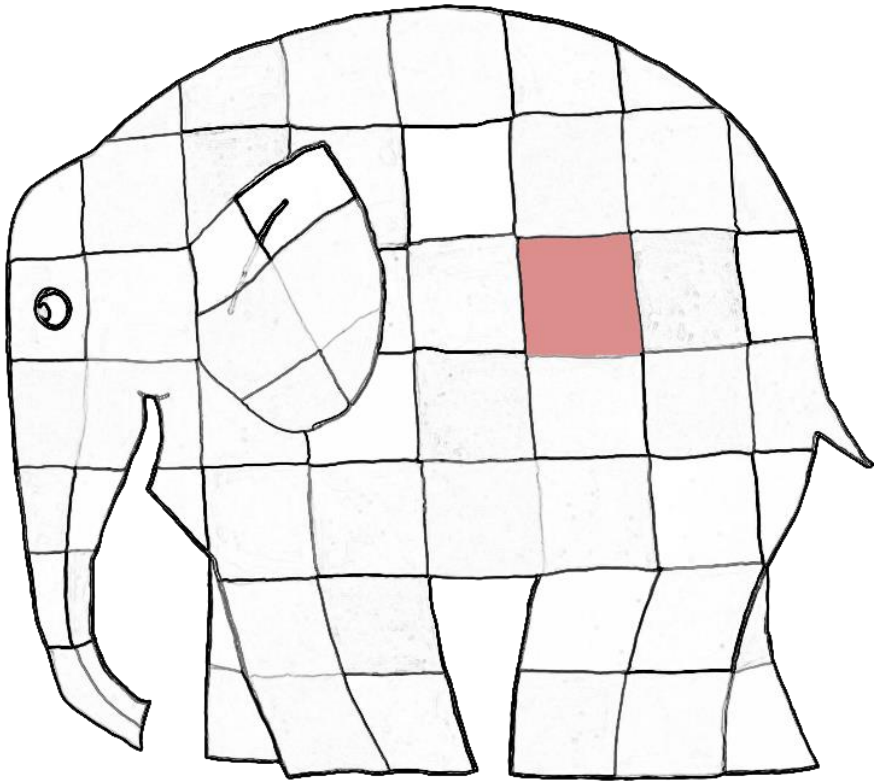
10 millions de triangles

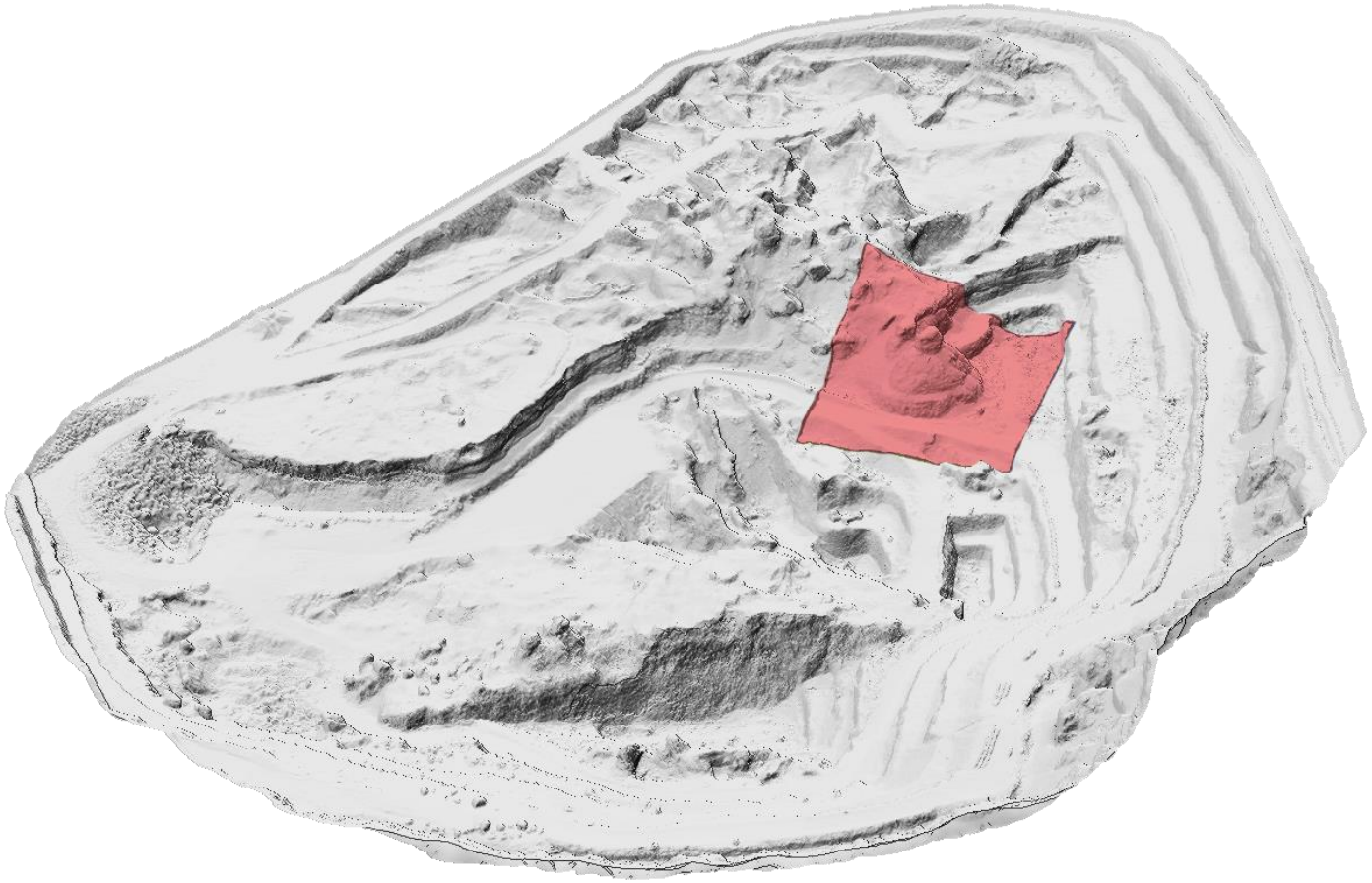
3D model segmentation



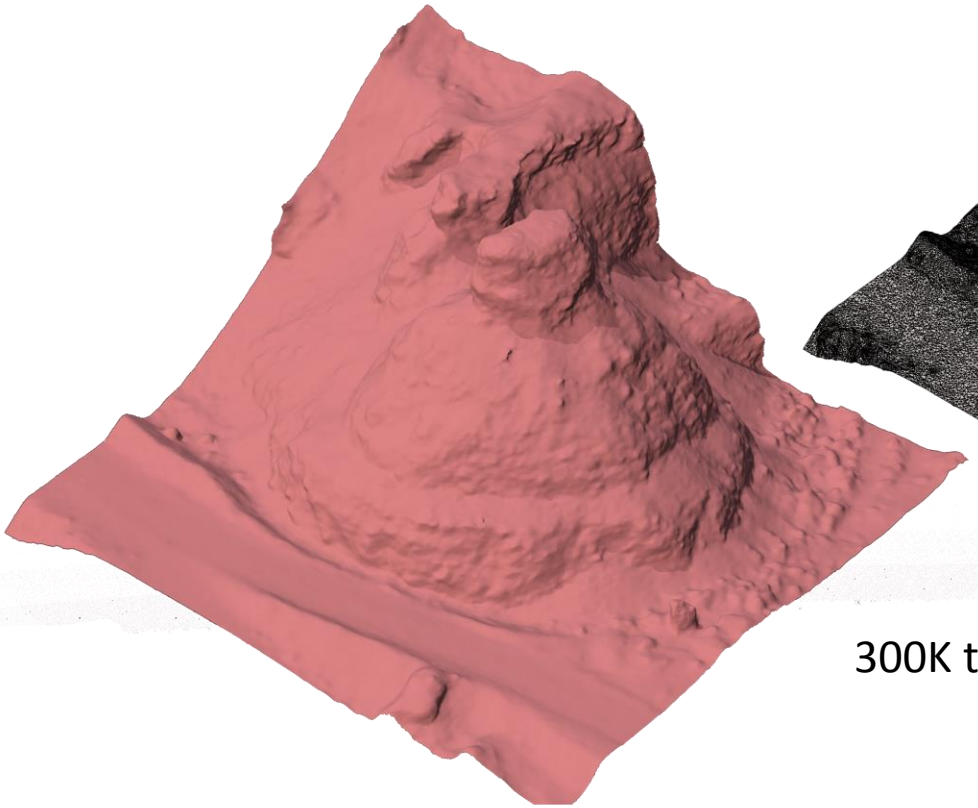


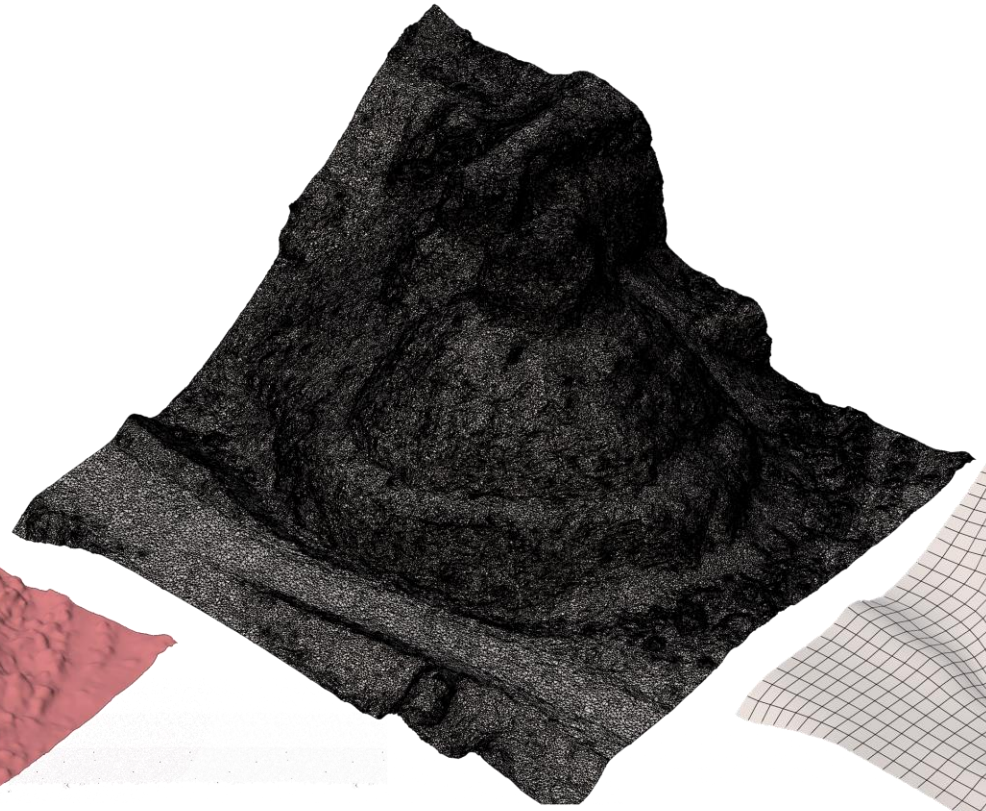
3D model segmentation (focus)



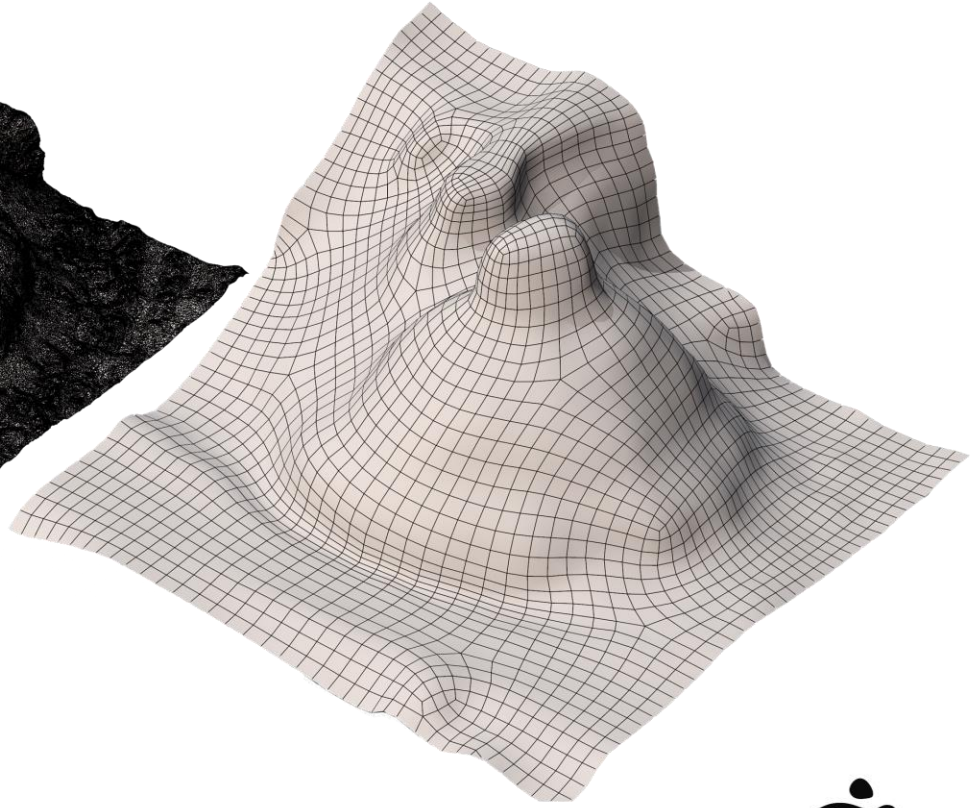


3D model optimisation





300K triangles



3K triangles

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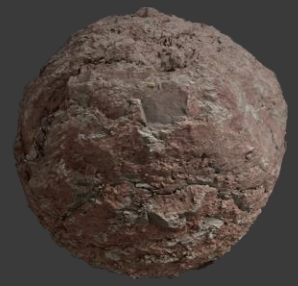

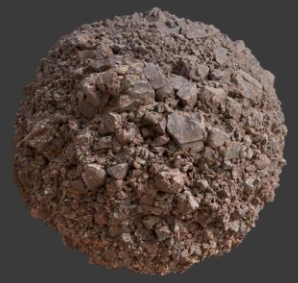

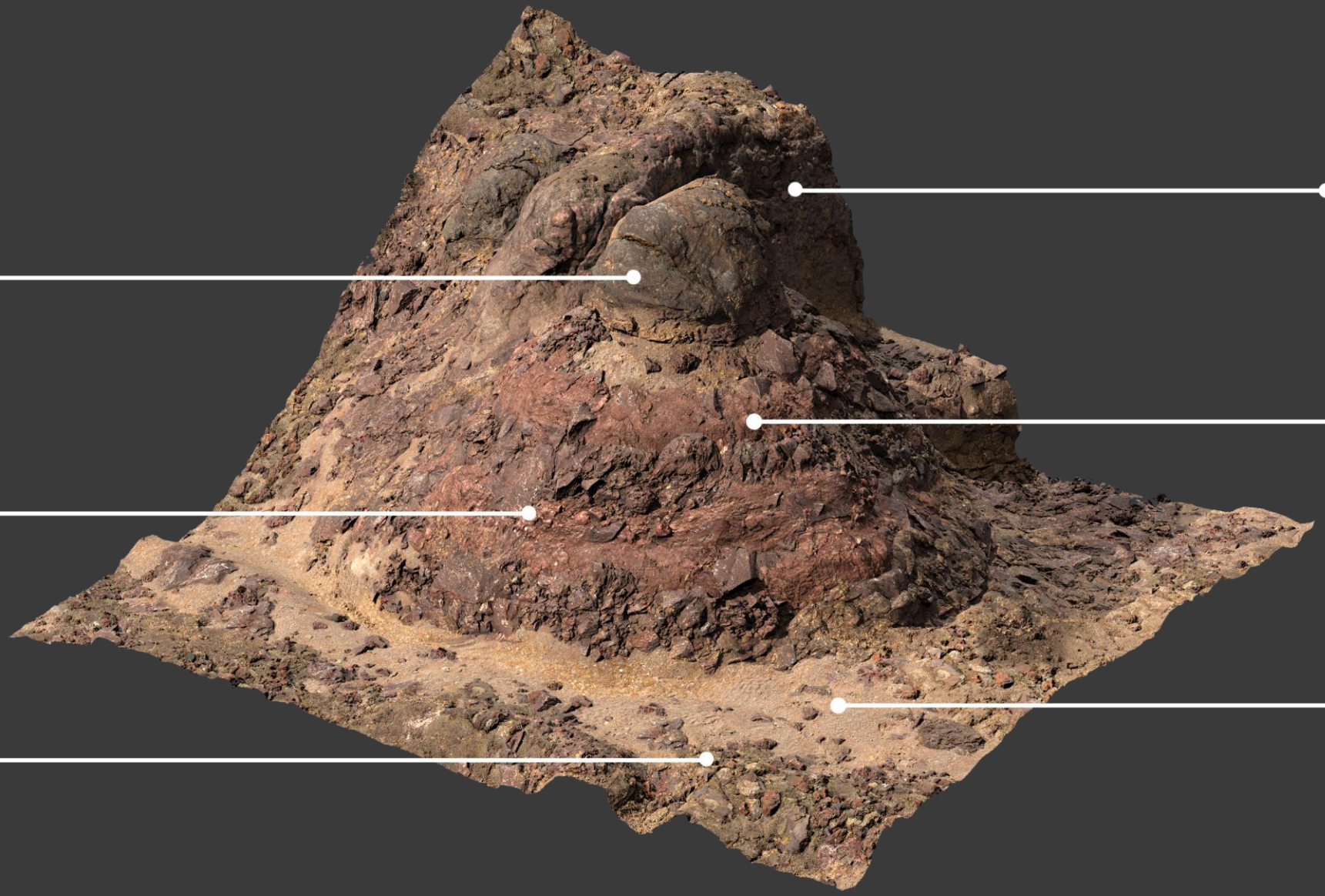

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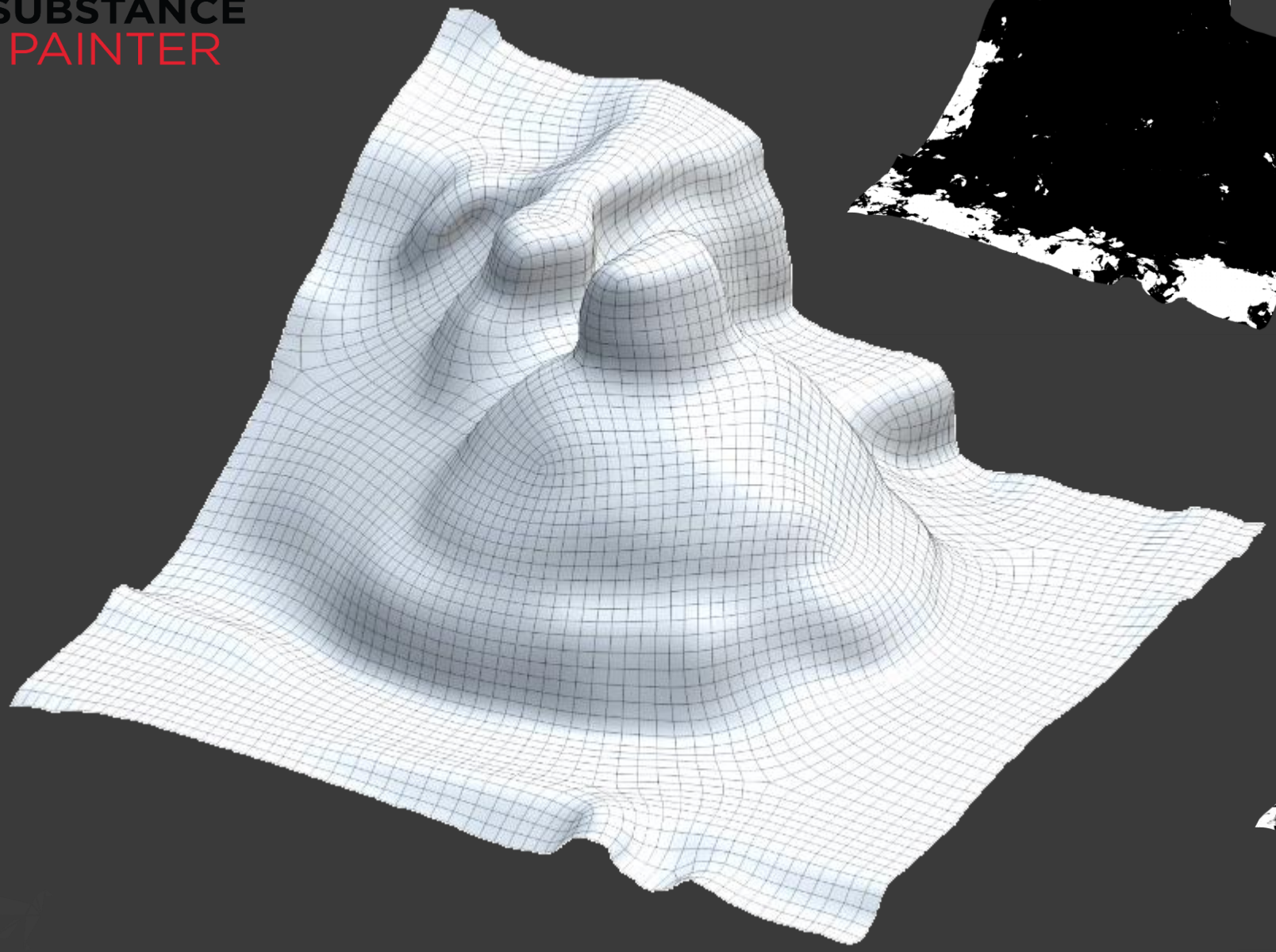
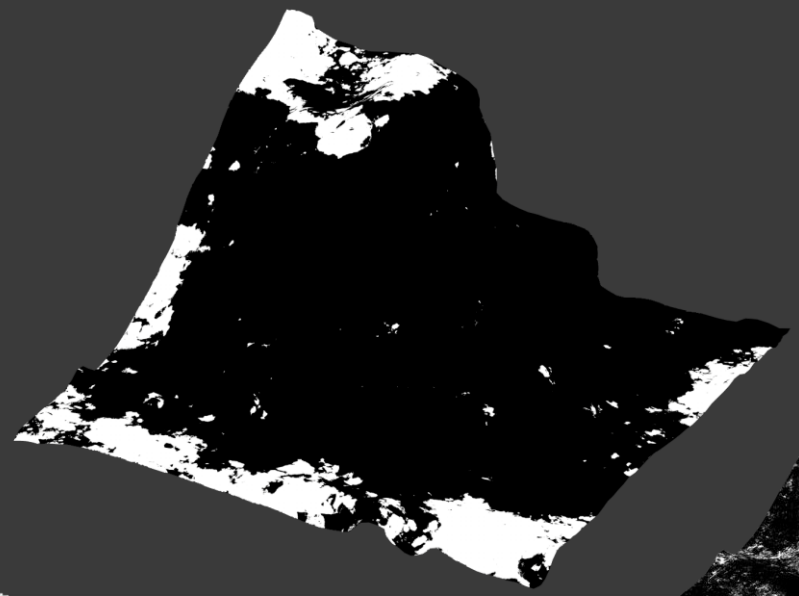
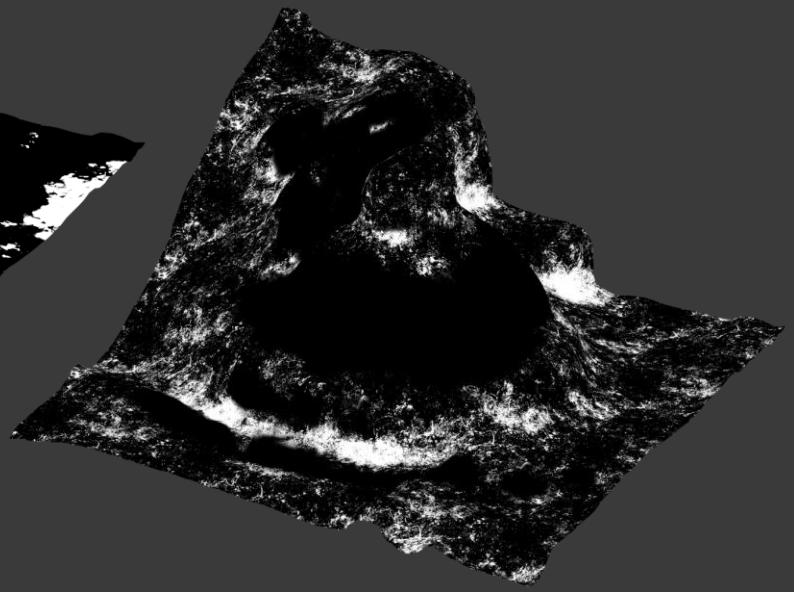
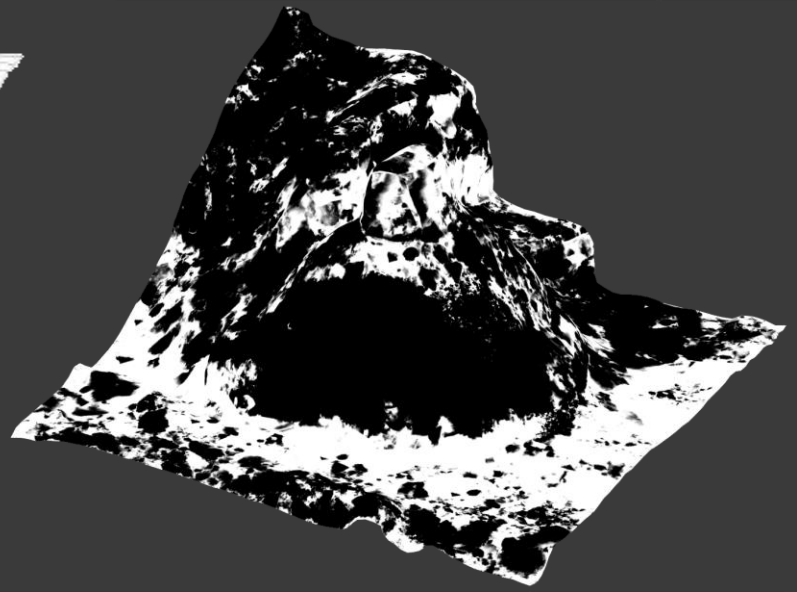
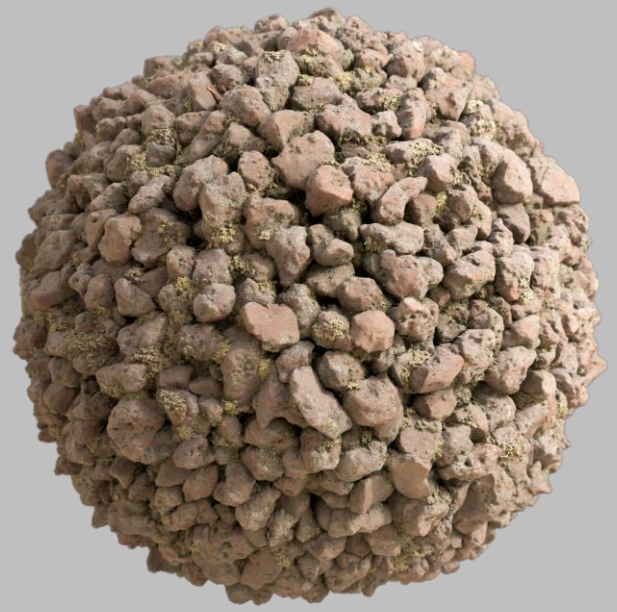
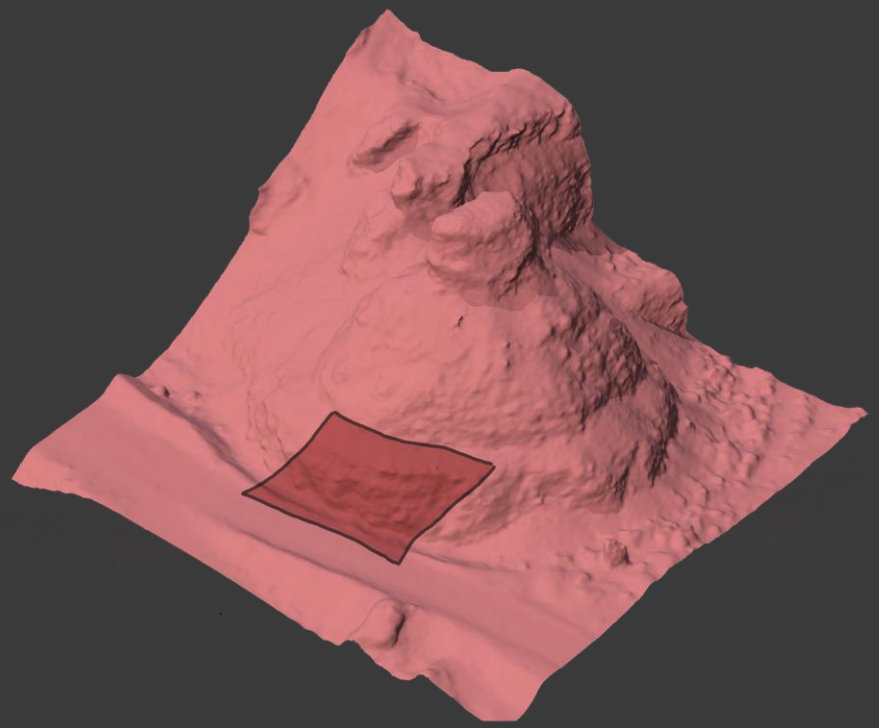








Thank you for your attention

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