



# Substance 3D Stager

3D DESIGN AND RENDERING



**HOT TIP:** Using simple keyboard shortcuts make accessing the Orbit, Pan, and Dolly tools a breeze. The three tools can be selected by typing the numbers 1, 2, or 3. Spend a few minutes experimenting with these tools to see how to get the most from Stager.

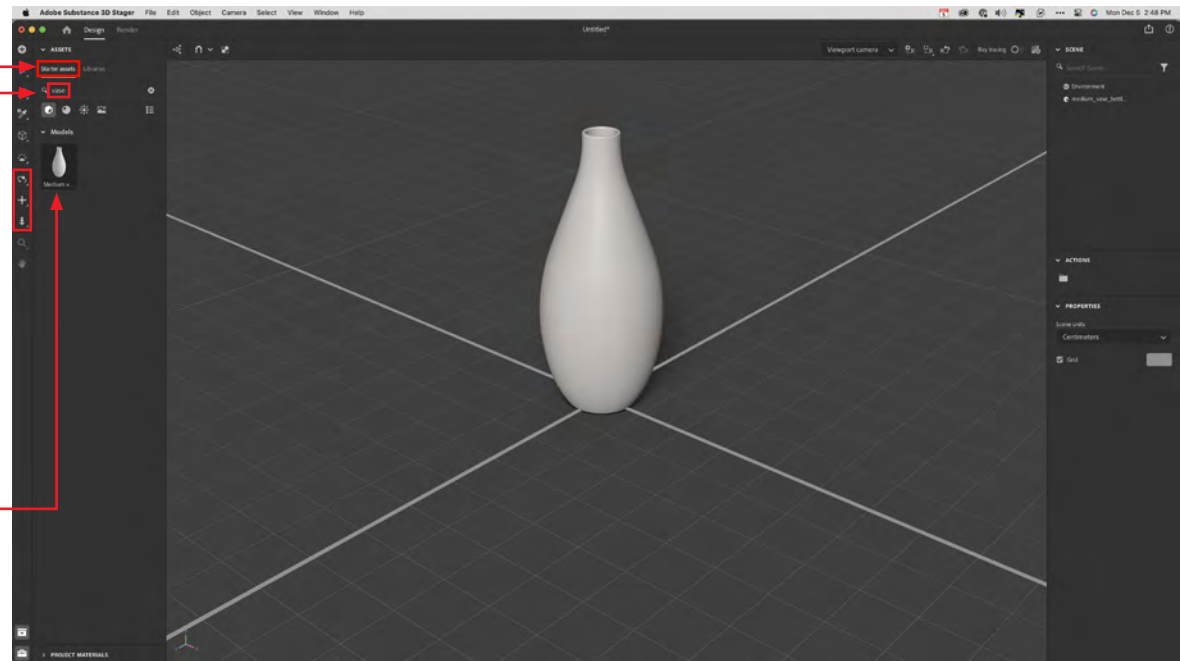


Import content, arrange your scene, apply materials and textures, adjust image-based and physical lighting, save cameras with different resolutions, and render photorealistic imagery — all in Adobe Substance 3D Stager.

## Apply images to models

Stager lets you easily place images like branding and pattern graphics onto any model as a layer in the material system. Each image layer can have it's own material settings and can be placed in a number of ways on the surface of the object.

1. Launch Stager and select File > New.
2. Select the Starter Assets panel.
3. In the Search field type *Vase*.
4. Select the model and click once to place it in the center of the grid.
5. Use either the Orbit, Pan, or Dolly tool (or a combination of all three) to adjust your view of the 3D model.





# Substance 3D Stager

3D DESIGN AND RENDERING

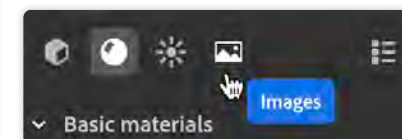
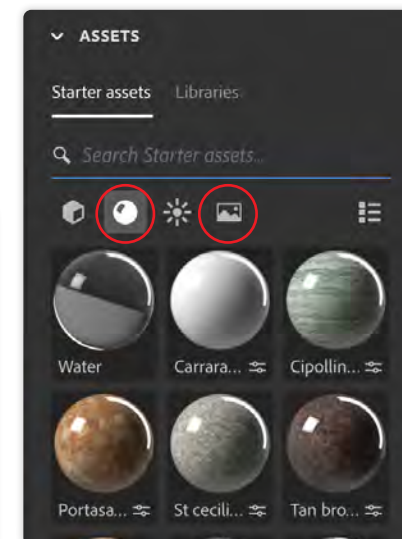
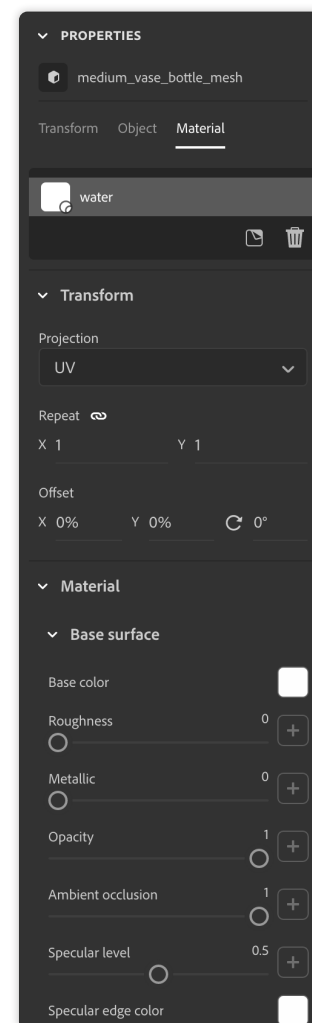


**HOT TIP:** Adobe Stock is a valuable resource for free and premium 3D objects, materials, and background images to use with Stager.

- With the vase selected (Move Tool - V) select the Materials icon. Click once to select Water from among the Basic materials proxies.
- Once Water is applied, notice the adjustments to the material in the Properties panel on the far right side of the screen. Spend some time experimenting once again with the various controls to see how they affect the vase.

Evaluating textures and lighting is hard when the model is seen on Stager's basic grid. Before continuing, we'll add a background image for context. Select the Images icon beneath the Search field in the lefthand column. Scroll through the thumbnails to see what backgrounds are currently available.

- Select *Exterior table 02* to place the couch and coffee table image into the scene. Adjust the position of the clear glass vase.
- With the vase still selected, tap select **Place image on model**.
- Navigate to a file to use as a label or decoration on the 3D vase. Items that can be positioned independently on the model's surface are known as *decals*.





# Substance 3D Stager

3D DESIGN AND RENDERING



**HOT TIP:** Rendering a 3D scene is highly intensive for your computer's processor, and could take several minutes (or more) to complete.

Before choosing a final render mode, render a Draft mode to see that everything looks correct. After completing any final tweaks, choose the High render preset and grab some lunch or a cup of coffee while Stager works its magic outputting your 3D scene.

11. Select the decal you've applied, and adjust its size and position on the glass vase.





# Substance 3D Stager

3D DESIGN AND RENDERING



**HOT TIP:** Stager can export a rendered scene as a flat PNG or layered PSD file.

Exporting as a PSD allows further editing in Adobe Photoshop to correct or improve Stager's native result.

- Continue trying various elements like backgrounds, surface materials, and lighting. Once you're happy with the final result, select Render.

