Hybrid VR/Desktop sculpting with Adobe Substance 3D Modeler

Session
Real-Time Live!

Event Type
Real-Time Live!

Presentation Types

Interest Areas

Arts & Design Gaming & Interactive
New Technologies
Production & Animation
Research & Education

Registration Categories

Keywords
Augmented Reality Games Metaverse
Modeling Pipeline Virtual Reality
Visual Effects

Time
Wednesday, 10 August

20225:26pm - 5:39pm PDT

Location
West Building, Ballroom C/D

Description

Giovanni will demonstrate 3D sculpting, switching seamlessly between VR and desktop UI, highlighting the differing strengths of each approach, and how Modeler encourages the creative flow with minimal interruption. This demonstration will show in real time how harmonious the creative workflow can be when using VR and desktop together.

Contributor

Giovanni NakpilAdobe