Give graphic designers the power to design with 3D.
More on Behance Dimension Gallery
Made for designers with no 3D experience

<table>
<thead>
<tr>
<th>Category</th>
<th>beginner</th>
<th>expert</th>
</tr>
</thead>
<tbody>
<tr>
<td>3D Knowledge</td>
<td></td>
<td>blue</td>
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<tr>
<td>Role</td>
<td>Graphic Designer</td>
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<tr>
<td>Education</td>
<td>BA in Design</td>
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<tr>
<td>Main Software</td>
<td>Photoshop, Illustrator, InDesign</td>
<td></td>
</tr>
</tbody>
</table>
STEP 1: RISING DISK

![Coca-Cola can]

Adobe Creative Suite icons: Photoshop (Ps), Illustrator (Ai), Design (Dn)
Key Workflow: Object Insertion

- Import & Arrange Models
- Apply & Edit Materials
- Add & Place Decals
- Add & Match Images
- Create Renders
- Edit in Photoshop
Services for Adobe’s 3D Ecosystem

Cloud first solutions that meet customer demands

3D Modeling
Materials/Texturing
Scene Staging
Lighting
Export

Cloud Rendering Service (beta)
glTF as a Scene Format

- Want to replicate Dimension scene
- By default, glTF doesn't include environment information
Pushing glTF Forward

- Helping define new extensions
- KHR_lights (hopefully ratified soon)
- KHR_environments
- Advanced materials
  - Translucency
  - Sub-surface
- Camera effects
  - DOF, bloom, etc.
- Backgrounds and ground planes
Thank you

Adobe Dimension Pre-Release

glTF Exporting coming next month.

E-mail me: mbond@adobe.com

Microsoft glTF Encoder/Decoder

https://www.nuget.org/packages/Microsoft.glTF.CPP