Give graphic designers the power to design with 3D.
Services for Adobe’s 3D Ecosystem

Cloud first solutions that meet customer demands

3D Modeling  Materials/Texturing  Scene Staging  Lighting  Export

Cloud Rendering Service
Publishing a Dimension Scene
Recent glTF Extensions

- KHR_lights_punctual
- KHR_texture_transforms
- EXT_lights_image_based
- ADOBE_materials_thin_transparency
  - Absorption, scattering, refraction
- KHR_draco_mesh_compression
Dimension This Year

Dimension 2.2 - April
- Substance materials (.sbsar)
  - glTF Export
- Importing glTF/GLB

Future 2019 Releases
- Web Viewer out of beta
- Animation pass-through
- More export/publish routes
- CTTF textures
"PBR Next"

- New extension(s) to support advanced material features
  - Clearcoat
  - Sheen
  - Displacement
  - Transparency – thin film and volume
  - Anisotropy, etc.
Thank you

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Adobe Dimension Pre-Release
https://adobe.ly/2ybZj17

Microsoft glTF SDK
https://github.com/Microsoft/glTF-SDK