

SUBSTANCE SHARE

GETTING STARTED

Substance SHARE is a free exchange and sharing platform for the Substance Community. It is linked to your Allegorithmic account and allows you to upload and download assets and resources, as well as rate and comment on other user's work.

UPLOADING FROM A WEB BROWSER

- 1) Log in to SHARE.
The User-name and Password are the same you would use to log in to your regular Allegorithmic account.

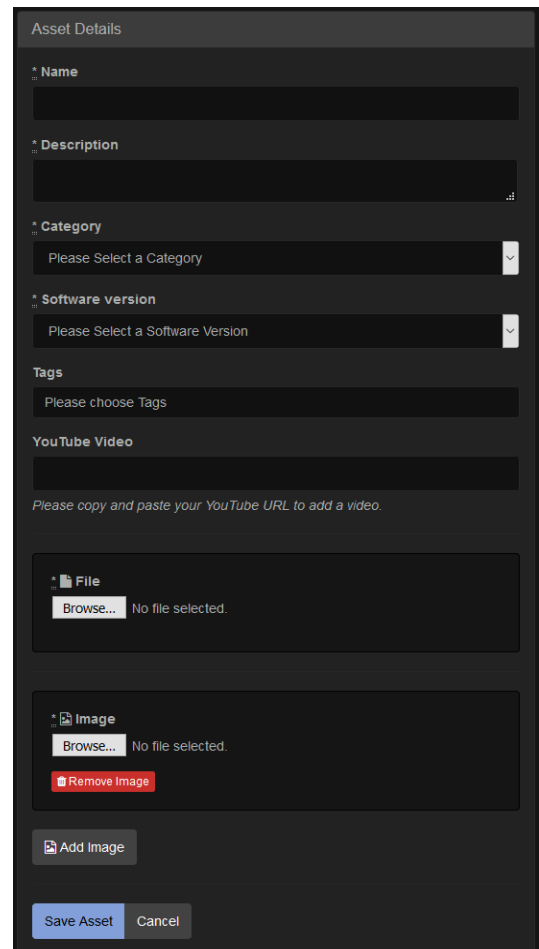
You will need to agree to Substance Share's EULA when you log in for the first time.

You can still browse SHARE without logging in but you won't be able to rate or comment on other people's assets.

A screenshot of the Substance SHARE login page. At the top is the Substance SHARE logo. Below it are two input fields: 'Email' and 'Password'. The 'Email' field has a single character 'l' entered. The 'Password' field is filled with dots. Below the password field is a checkbox labeled 'Remember me'. At the bottom is a blue button labeled 'LOGIN'.

2) Click the UPLOAD button and fill in the form

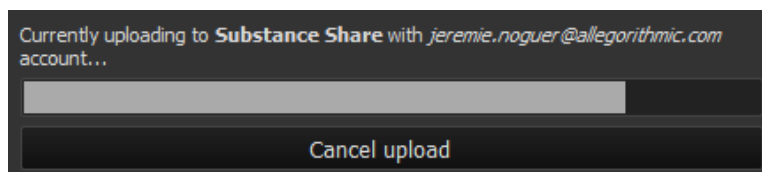
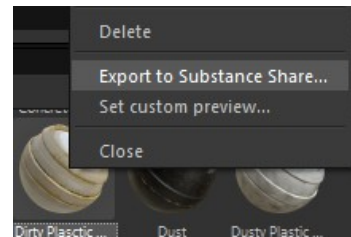
1. Name: Name of your asset as it will appear to other users.
2. Description: Describe the content of your asset or resource.
3. Category: The type of asset you are uploading. If you feel like a sub-category is missing, please let us know!
4. Software Version: Which Substance Software the asset was created for.
5. Tags: You can add tags to your asset
6. You can optionally include a link to a Youtube video link that will appear among the preview images.
7. File: The actual asset you are uploading. It can be a substance, a pdf, a zip, a Substance Painter asset, etc.
8. Image: The main preview for your asset. You can add additional images too.



The 'Asset Details' form is a dark-themed interface for uploading assets. It includes fields for Name, Description, Category (a dropdown menu), Software Version (a dropdown menu), Tags (a text input), and a YouTube Video URL (a text input with a placeholder). Below these are sections for File and Image uploads, each with a 'Browse...' button and a 'No file selected.' message. The Image section also has a 'Remove Image' button. At the bottom, there is an 'Add Image' button and 'Save Asset' and 'Cancel' buttons.

UPLOADING FROM SUBSTANCE PAINTER

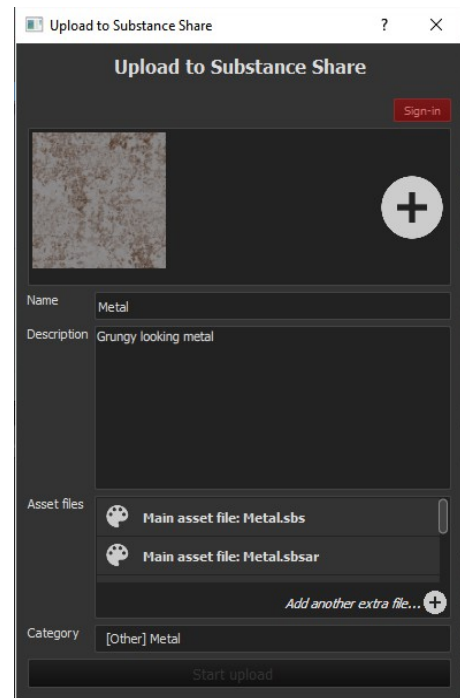
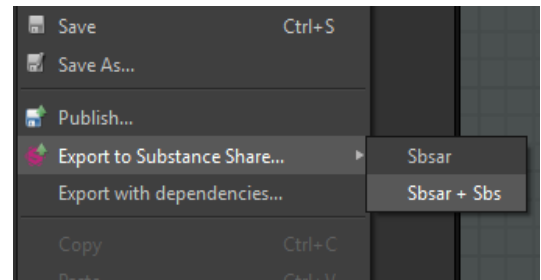
- 1) Right click on the asset you wish to upload in your shelf and choose "Export to Substance Share". Assets will be automatically uploaded to the right category depending on where it sits in your shelf.
- 2) Log in using your Allegorithmic account and fill up the required fields. You can add additional preview images in the top field and you can also add extra files like a read-me to your upload in the Asset Files section. You'll be able to edit this information later on through the Share website if you need to update the description or the thumbnails for example.
- 3) Hit Upload and wait for the upload to complete



UPLOADING FROM SUBSTANCE DESIGNER

- 1) Right click on the package you wish to upload in the package explorer choose “Export to Substance Share...”.
You can either export only the Sbsar file (a compiled version of your substance) or a zip file containing the Sbsar and the Sbs (source).
- 2) Log in using your Allegorithmic account and fill up the required fields. You can add additional preview images in the top field and you can also add extra files like a read-me to your upload in the Asset Files section.
- 3) Hit Upload and wait for the upload to complete.

NOTE: Substance Designer 5.2.5 does not yet generate 3D thumbnails. The first output will be used as the default thumbnail unless you import a new thumb in the upload dialog or if you added an Icon to your graph beforehand



ASSET APPROVAL

Each asset has to go through an approval process before being available for other users to download.

Your asset is pending staff review and will be published after approval.



The purpose of the approval process is not to assess on the quality of the asset but to make sure it doesn't violate the EULA or infringe on other people's or company's intellectual property.

When the asset is approved, you will receive a confirmation email.
If the asset is not approved, you will also receive an email explaining the reason(s) for the rejection and letting you edit your submission for a second review.

Your asset is approved and published.

MANAGING YOUR ASSETS

Click on the MY FILES button to access your files. A tab shows the files you downloaded, the other shows the files you uploaded.

Downloaded Files		Uploaded Files					
Name	Category	Updated	Downloads	Rating	Status		
 Blue Metal Robot Blue_Metal_Robot.spsm 465 KB	Smart Materials > Sci-Fi	about 3 hours ago	0	☆☆☆☆☆ (0)	Approved	<button>Edit</button>	
 Dirty Plastic Robot Dirty_Plastic_Robot.spsm 2.05 MB	Smart Materials > Plastic	9 minutes ago	0	★★★★★ (2)	Approved	<button>Edit</button>	

You can edit files you've already uploaded at any time (note that any significant update will trigger a new approval request. The previous version of the asset will still be available while we review the updated version).

You can also see how many people downloaded your file, the average rating and check its approval status.

Submitted for Approval

means the asset has been uploaded but is still awaiting approval.

Approved

means the asset is approved and available online.

New Version Submitted for Approval

means your updated asset is awaiting approval.

Rejected

Means your asset was rejected. You should have received an email with instruction on what to modify or fix to get your asset approved.

SPECIFIC ASSET GUIDELINES

- **When uploading substances:**
Please include the sbs and sbsar files in a zip. If you don't want to share the sbs, a single sbsar works too.
- **When uploading mask generators, Effects, Filters or Smart Materials**
Please use the [Template Substance Painter scene](#) or the [Template mesh](#) in Substance Designer if you don't have access to Substance Painter, to create the thumbnails. Substance Painter generates thumbnails automatically.
- **For any asset**
The background color of Share is 20,20,20 or #141414. You can use these values if your custom thumbnails have no transparency.

Your feedback is invaluable to us. Please let us know how Substance SHARE works for you and how we could improve the experience through share-beta@allegorithmic.com or on the Allegorithmic forum.