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| Task 10 – Extended Answer Allegorithmic – Substance 3D | | | | |
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| What type of License covers this package? Allegorithmic - Substance 3D is a suite of proprietary software (PRIVACY POLICY: ‘“Software”: means the Allegorithmic proprietary software products, licensed to You under the applicable Agreement.’) previously owned by the company Allegorithmic, however as of July 2021 further updates are placed under the adobe name as a 3D package, this is following Adobe’s acquisition of Allegorithmic on the 23rd of January 2019. It is classified as proprietary software due to the fact it is non free software what is closed source falling in line with the defined definition on Tokopedia. However, it should be said that the software is free to both students and teachers. The software included in this suite are graphics and media applications making designed for the purpose of texturing and UV unwrapping 3D models. List down the details of what is included within the software package The software included in Allegorithmic - Substance 3D:  Free Adobe Substance Painter Flat Icon - Available in SVG, PNG, EPS, AI &amp;  Icon fonts**Substance Painter –** Substance painter is a 3D texturing software that has ‘All the tools you need to texture your 3D assets in one application.’ This claim on their website is further backed up by the features included in the application being, (Substance) smart materials/ mask, allowing the ability to have adaptive materials that can change depending on normal curvature and other inputs with one click, integrated bakers for exporting the materials in the highest quality in a reasonable time, automatic UV re-mapping allowing for a fast-tracked workflow when needed. However, most importantly their state-of-the-art real-time viewport that can run real time ray tracing on the poorest of computers. Other features include export to any game engine, platform, or renderer with just a click, UDIM support, alembic, camera import, and more. Work effortlessly on film-quality assets, extract and bake any material from a 3D object in a few seconds with our GPU accelerated baker and paint using smart brushes, projection tools and even particles.  **Substance Designer –** Substance designer is a material authoring software for 3D. Substance designer along with the other tools included in the suite are often used in the industry, being ‘The industry standard for creating custom materials, Substance Designer gives you complete authoring control. Design tileable textures and patterns and edit complete texture sets. Use pre-made resources or create materials from scratch in this non-destructive, node-based environment, and take advantage of Designer’s ever-expanding scripting capabilities.’  **Substance Alchemist –** Substance alchemist is a piece of software designed for the creation on 3D material libraries. The purpose of the software is the create collections of materials by combining and tweaking existing resources, or by building new materials from photos and high-res scans. You can ‘Craft a specific catalogue of materials from real-world references, or simply experiment until you find results you love – in all cases, Alchemist brings phenomenal speed and ease of use to your workflow.’ This is backed up by amazing features such as click generators, that help create stuff such as synthetic materials with ‘phenomenal’ speed, the ability to combine 3D materials and the ability to convert 2D photos into 3D materials.    **Substance Source –** Substance source is stated as ‘your high-end material library’ consisting of thousands of customizable materials created by specialists and world-class guest artist. The textures have modifiable parameters permitting infinite variation. The materials are compatible with all major digital content creation apps and game engines. Substance 3D EULA  Discuss the intended use of the software package - that is the developers intention for the software and the limitations on using it depending on if the owner is a 'Private Entity' or 'Corporate Entity' The substance suite is mainly used for creative workflows irrespective of whether you are a ‘Private Entity’ or ‘Corporate Entity’ with the only difference consisting of the type of plan that is applied for. Substance 3D’s intended uses include:  **Substance in games -** Today, most video games are brought to life using the Substance toolset. With a non-destructive workflow wrapped in user-friendly applications and supported by a large community, Substance helps 3D artists achieve their full potential. Whether you need to put together a quick prototype, dive into an Indie project or power a massive AAA production, Substance is the reference toolset for 3D materials.  Substance materials are cross-platform by definition — your assets and materials will integrate seamlessly in every game engine out there, including Unreal Engine 4 and Unity.  **Substance in film -** The Substance toolset is on its way to become an integral part of every film creation. From advertisement to feature film and TV shows, Substance tools and materials have already been used on two Academy Award winners for best special effects. Whether you need previsualization, look development or precise surfacing of hero assets, Substance is the reference toolset for 3D materials. Substance materials are cross-platform by definition — your assets and materials will integrate seamlessly in every DCC and renderer out there, including Vray, Renderman and Arnold.  **Substance in design -** As real-time design, including VR and AR, is becoming the new immersive way to present projects, more and more artists are adopting Substance. Whether you need quick, iterative, inspirational tools and content, or massive production engines, Substance is the reference toolset for 3D materials. Take your product visualization to a new level of realism. Substance materials are cross-platform by definition — further integrations include V-Ray, Maya, Blender and CATIA.  **Substance in e-commerce -** As 3D and AR technologies redefine the boundaries of the shopping experience, more and more artists are adopting the Substance suite of tools to achieve true photorealism and replace the need for photoshoots. Whether you need to create an inspirational marketing shot or massive catalogue imagery, Substance can deliver your 3D material needs. Take your retail visuals to a new level of realism, all while lowering your production costs and increasing customer engagement. Substance parametric materials are cross platform and supported by all major engines and tools.  **Substance in fashion, apparel, and luxury -** As real-time design, including VR and AR, is becoming the new immersive way to present projects, more and more designers are adopting Substance. Whether you need quick, iterative, inspirational tools and content, or massive production engines, Substance is the reference toolset for 3D materials. Take your product visualization to a new level of realism. Substance materials are cross-platform by definition.  **Substance in architecture -** As real-time architecture visualization, including VR and AR, is becoming the new immersive way to present projects, more and more architects and designers are adopting our software which integrates seamlessly with Unreal Engine and Unity. Substance materials are cross-platform by definition and further integrations include V-Ray, Corona, 3ds Max, Blender and Cinema 4D.  **Substance in transportation -** As real-time design, including VR and AR, is becoming the new immersive way to present projects, more and more artists are adopting Substance. Whether you need quick, iterative, inspirational tools and content, or massive production engines, Substance is the reference toolset for 3D materials. Take your car visualization to a new level of realism. Substance materials are cross-platform by definition — further integrations include V-Ray, Maya and CATIA. Are there any extra expenses of using the package in a business? The plans for Substance 3D are simple, students and teachers are completely free with the ability to claim a year’s subscription annually. Then there is an INDIE LICENSE ($19.90 USD per month) which is for primarily individuals that intend to use the suite for a hobby and yet intend to earn some cash from it, this licence requires you to earn under $100K USD. Then there is the PRO LICENSE ($99.90 USD per month) also targeted at individuals however mainly with a required revenue between $100K to $100M USD this is mainly targeted at individuals that are working in the industry outside of a company. However, if you are earning over $100M USD (mainly targeted at companies), the monthly/yearly price, the number of available seats and other details will vary from subscription to subscription as ENTERPRISE LICENSE is a tailored solution that varies depending on stuff like the size of your company, revenue, publicity and so on. How many seats does the license for the package included or how many computers can it be installed on? When it comes to the subscription for students/teachers, indie, and pro there is not a set number of seats, this is due to the fact that it is expected that you will be only using it on one computer at a time. This means you can have it installed on every computer you own however if you try to run it on multiple at once an error message will be presented. If you do wish to have multiple seats it is assumed, you are working in a professional environment and in such case an ENTERPRISE LICENSE would apply. If this is not the case, not to worry, all ENTERPRISE LICENSES are custom tailored to fit you situation and will be decided on upon contacting Substance 3D directly via their websites. If you are a school, you can apply for a subscription like ENTERPISE LICENSE but for a much greater discount price, a school license varies from a student or teacher license as both of those are assumed to be individuals rather than an education environment. Can the software be legally mounted on a network drive and accessed by multiple operators? While it is not against any terms of service, it does not make a difference as the way that the application is developed means that for every computer the application is run on it must log into the server, use a local license key, or have a license file. This means that even if the application was to be accessed over the network you still wouldn’t be able to gain access to it even if you had something like their substance launcher installed on the computer and logged in, as they are separate. However, if you are doing it the intent of spreading altered or cracked versions of said software in the hopes of getting around buying a license, it is against the terms and conditions put in play by Substance and depending on the severity could range anywhere form a cease-and-desist letter to a court case from ether Substance 3D themselves or Adobe. Bibliography: Legal | Substance 3D 2021, Substance 3D, viewed 26 August 2021, <https://www.substance3d.com/legal/>.  Substance becomes Adobe Substance 3D 2021, Substance 3D, viewed 26 August 2021, <https://www.substance3d.com/>.  Substance 3D Community Assets Community Guidelines | Substance 3D 2021, Substance 3D, viewed 26 August 2021, <https://substance3d.adobe.com/substance-share-community-guidelines/>.  Substance becomes Adobe Substance 3D 2021, Substance 3D, viewed 26 August 2021, <https://www.substance3d.com/>.  Privacy Policy | Substance 3D 2021, Substance 3D, viewed 26 August 2021, <https://www.substance3d.com/legal/privacy-policy/>.  (a lot of the other sources used the creation of this extended answer come from web pages that have since been deleted as of July 2021 as part of the Adobe merger and there for can’t be referenced and are being now being acknowledged) |