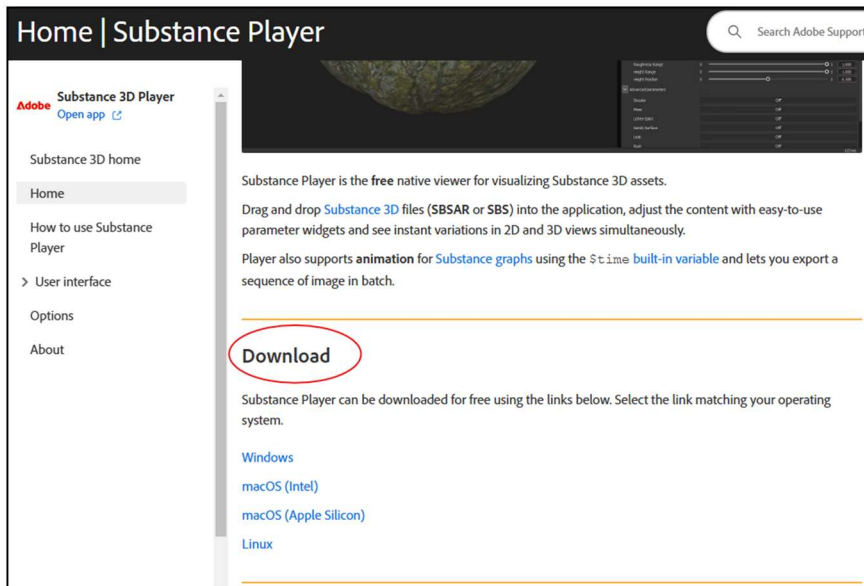


Instructions for “Chief_Architect_Tile_Builder.sbsar”

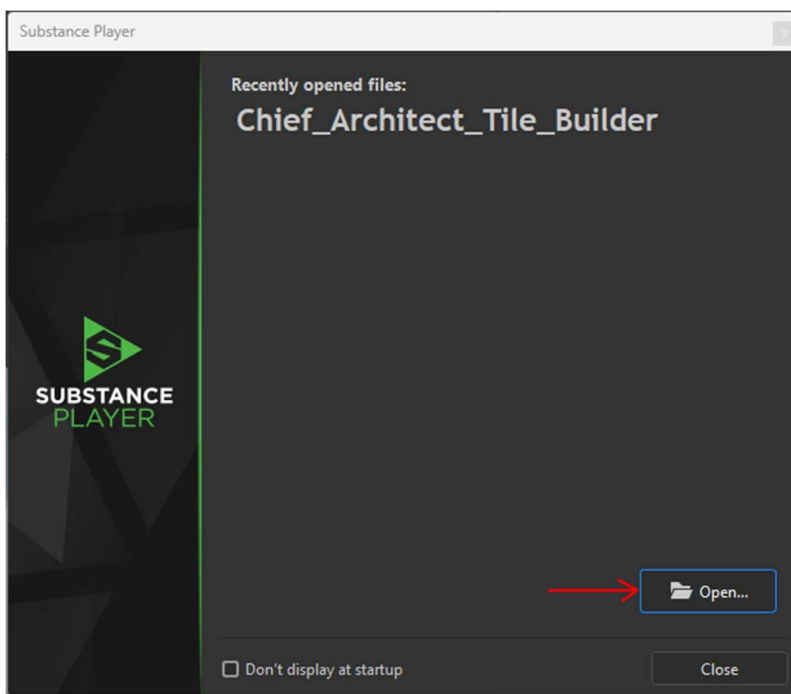
In this class we will be using Chief Architect custom built assets in an app called Substance Player (created by Adobe) to create custom materials.

Go to: <https://helpx.adobe.com/substance-3d-player/home.html>

Scroll down the page a bit and you’ll find the “Download” options for your operating system.



Choose the option that is appropriate for your computer and run the install. Once installed open the Substance Player app and click **Open** then browse to the “Chief_Architect_Tile_Builder.sbsar” file contained in your class handout.



We’ll discuss how to use this tool in class!