



LEVERAGING THE ADOBE-TO-UNITY PIPELINE

Take your Adobe Creative Cloud projects to the next level by integrating them into Unity.



WHAT IS UNITY?

Unity is the world's leading platform for creating and operating real-time 2D and 3D content. Creators – ranging from game developers to artists, architects, automotive designers, filmmakers, and others – use Unity to make their imaginations come to life.

With Unity, you can transform your photography, video, design, web, and UX creations into immersive experiences and deploy them across over 20 platforms.



HOW DO ADOBE TOOLS FEED INTO THE REAL-TIME PIPELINE?

Photoshop is used to:

- Create 2D sprites for real-time 2D experiences
- Create UI/UX elements for Unity applications
- Create textures for 3D objects

Illustrator is used to:

- Create UI/UX elements for Unity applications

Premiere is used to:

- Export 360° video for augmented reality (AR) experiences
- Create video loops for loading screens

After Effects is used to:

- Create 2D effects for Unity applications
- Create transitions and motion graphics for Unity experiences

The Substance Suite is used to:

- Create materials and textures for 3D characters, environments, and more

Mixamo provides:

- Rigged 3D characters for interactive experiences

CREATE	DEPLOY	ENHANCE
Photoshop Illustrator Substance Suite Mixamo	Unity Pro <ul style="list-style-type: none"> – Cinemachine – Visual Scripting – Timeline – ProBuilder ArtEngine <ul style="list-style-type: none"> – Upscaling – AI Assisted Material Generation – Mesh recreation 	XR experiences <ul style="list-style-type: none"> – Android – iOS – Hololens – Meta Quest Real-time 3D films/games <ul style="list-style-type: none"> – Android – iOS – PC/Mac/Linux – Consoles – Unity Recorder
<i>Collaborate in Unity</i> → PlasticSCM	<i>Collaborate in Unity</i> → PlasticSCM	