Adobe Dimension 3D model use

1. Confirm version & launch

Make sure you're using Adobe Dimension 3.0 or later (flows up to 4.x). These versions support OBJ, FBX, STL & more

Open Dimension and start a new document via Home → Create New... or open an existing one.

2. Import the OBJ model

Step-by-step:
In Design Mode, find the Assets panel on the left or use the top menu:
File → Import → 3D Model...

Select your OBJ file (along with its MTL or texture files) and click Open

Your model appears in the Scene panel and viewport.

Tip:
Use F to fit your model in view

3. Position & scale the model

Use the toolbar's Move, Rotate, and Scale tools to adjust your model in the scene.

Numeric controls in the Properties panel let you set exact position/rotation/scale values.

4. Apply materials and textures

Dimension's PBR system uses materials and graphics (decals) for texture control

A. Applying materials:
Browse starter materials in the Assets → Materials panel or your CC libraries.

Drag-and-drop to your model. Use Properties →

Material to tweak properties like color, roughness, metallic shine.

B. Adding custom textures or decals:
When creating your own textures, you can use a variety of applications to do this. You can use any of the following (and more). Save your artwork as a .png or .jpg file when you're finishied creating

Adobe Photoshop or Illustrator
Canva (free)
Microsoft Paint
Gimp (free)
Photopea (free)

Go to File → Import → Place Graphic on Model...

Choose your image (PNG, JPG, etc.).

Place it on the desired surface—Dimension auto-wraps it.

Scale/rotate via widget controls in the viewport.

In Properties, choose Decal vs Fill mode, adjust tiling (repeat/mirror), and tweak blend properties like opacity, glossiness, metallic look

5. Manage material instances

If you apply the same material to multiple parts, they share one material instance.

Use the Sampler Tool (eyedropper icon) to pick a material from one object and paint it onto others

To make each part unique, select Unlink Material in Properties before editing one.

6. Set up lighting & environment

Head to Environment in the Scene or Actions panel.

Choose an HDRI preset or import your own.

Adjust Rotation, Intensity, etc., in Properties → Environment.

Explore built-in light presets like Studio, Outdoor, etc.

7. Camera setup & framing

Use the toolbar's Orbit, Pan, Dolly tools to compose the shot.

You can bookmark camera views to revisit your favorite angles.

8. Render your scene

Switch to Render Mode (top toolbar).

Adjust quality: Low for previews, Medium/High for final renders.

Choose file output: .png or jpg. If you are going to add your design into a photo editing application like Photoshop or Canva, then you should save your file as a .png if you want no background behind the spark.

Hit Render and let Dimension process your design.

9. Export OBJ with textures (optional)

Use this option if you want to import your model into the correct version of Photoshop.

Note that after the 2021 version, 3D models are not supported. You will have to import your rendered .png file if you wish to make a custom background.

7. Watch these tutorials for visual guidance

Importing Files
https://youtu.be/n3aAEJ5obww

Adding textures
https://youtu.be/WOhA1eYE4sl