

Vincent Gault, Adobe Substance 3D

Product Manager

Date	2026
Format	Written exchange via LinkedIn: four questions sent by the researcher, written answers received
Participant	Vincent Gault, Product Manager, Adobe Substance 3D
Interviewer	Nsaka Sandrine NGANGA
Language	French (summary in English)
Subject	How cultural context is handled in the Substance 3D library, starting from the asset Layered Kuba Pattern Fabric
Shared as	Thematic summary; cited as personal communication (Gault, 2026)

KEY THEMES

1. Visual and technical fidelity come first

The approach depends on where an asset comes from. When it is created by an external artist, as with Layered Kuba Pattern Fabric, the artist conducts their own research and brings their own sensitivity to the material. The library's priority is visual rendering and technical fidelity. Cultural context may occasionally appear in editorial articles, but as an exception rather than a rule.

2. No formal framework for cultural documentation

There is currently no formal framework for documenting the cultural origin of materials in the library. When an asset is developed internally and the context lends itself to it, an article may be written, but this remains occasional and editorial, not systematic documentation on the material's page.

3. Consistency over selective provenance

The library does not plan to include research or provenance information for materials from specific textile traditions. Such materials are seen as particular cases within a catalogue with uniform documentation conventions; documenting some richly and others not would create inconsistency. Themed collections exist but do not necessarily come with this kind of documentation.

4. Collaboration on rendering, not on documentation

Working with researchers or specialists was described as stimulating for improving the visual and technical rendering of some materials. For cultural documentation, the natural vehicle would remain the editorial article rather than the library page. Creative collaborations are initiated by Adobe's teams, who approach artists they wish to work with; there is no open call for external proposals.

RELEVANCE TO THE RESEARCH

The exchange confirms that the absence of cultural context on Kuba material in Substance 3D results from platform-level choices (uniform documentation, priority on rendering, context left to occasional editorial content) rather than from individual creators. It supports the decision to build KIMA3D as an independent library in which naming, source, credit and consent are part of every asset record.