

General

CX 7/7.5 - Do I need Photoshop to use Design 3D?

No, Strata Design 3D CX is a stand-alone all-purpose 3D application. You don't need any version of Adobe® Photoshop® to use it. You can use all of the modeling, animation, texturing and rendering features in Design 3D without Photoshop.

These features take advantage of 2D Photoshop files, and work with any version of Photoshop:

- Link to Layered Photoshop Document in the Image Texture dialog allows you to use a linked PS file as an image map. Changes made in the PS file are automatically used in the Design 3D texture.
- Render to (Photoshop) Layers - this outputs your rendering in PS layers for easy post-production work.
- Image maps created in any version of Photoshop and saved (as TIFF, JPEG, PSD, etc.) can be loaded into the texture channels as image maps for creating textures.

Photoshop Plug-ins - Discontinued in v7.5

Design 3D CX 7 shipped with several optional Photoshop plug-ins. These plug-ins have been discontinued in version 7.5.

Three of these plug-ins required Photoshop CS 4 or CS 5 Extended, because the Extended version supports 3D. These plug-ins supported the transfer of 3D information back and forth between Photoshop and Design 3D:

- Match
- Model New
- Model Edit
- Render
- TexturePaint

Strata Ps Texture Scripts

Two other PS plug-ins (scripts) are included with Design 3D CX 7, and require Photoshop CS3 or later (not Extended). These help you manage layered texture files that are created in Photoshop and linked to Strata Design 3D CX.

- Strata 3D Texture Maker
- Strata 3D Texture Exporter

For more information, documentation and tutorials about the pre-7.5 Photoshop plug-ins, and all of Design 3D's Photoshop connectivity, see this (free) section of the

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Strata3DUniversity: [Design 3D CX + Photoshop Plug-ins.](#)

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