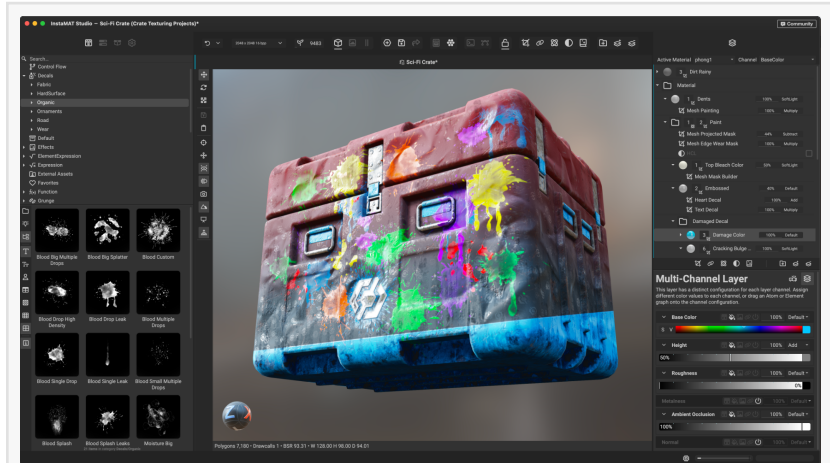


# Abstract Delivers the InstaMAT 2025 September Update: Powering the Future of Asset Texturing

*The September update pushes InstaMAT 2025 forward, blending performance and precision to help teams create, scale, and innovate in 3D like never before.*

STUTTGART , GERMANY, September 11, 2025 /EINPresswire.com/ -- [Abstract](#), a deep-tech company pioneering cutting-edge 3D and AI technology solutions, launches an update to [InstaMAT](#) 2025.

The September update brings significant improvements that enhance both performance and usability. With new shading capabilities, smarter painting workflows, and improved terrain and viewport rendering, artists can now achieve higher-quality results with greater efficiency.



InstaMAT's layering and painting technology enables creative and fully scalable asset texturing.

“

We're driven to redefine how 3D content is created. The advancements in this update reinforce our commitment to delivering tools that meet the demands of modern pipelines with unmatched precision.”

*Manfred M. Nerurkar, CEO of  
Abstract*

## Elevating Realism and Efficiency with Advanced Asset Texturing

This update introduces important advances in asset texturing. Sheen and clearcoat support enable artists to visualize sophisticated surfaces such as fabric and car paint, bringing richer realism into their projects while texturing and painting. The viewport now automatically adapts shading models to match active channels, with the current shading model clearly shown in the status bar for better awareness. Layer references and filters are now fully supported within the UDIM workflow, making multi-tile texturing and painting more flexible and efficient. Performance has also been pushed further with

enhancements to InstaMAT's GPU-powered layering and painting engine, and new channels are

no longer enabled retroactively across all layers. This prevents unnecessary processing of unused texture information, keeping projects optimized and performant.

## Precision Painting with the Enhanced Paint Projector

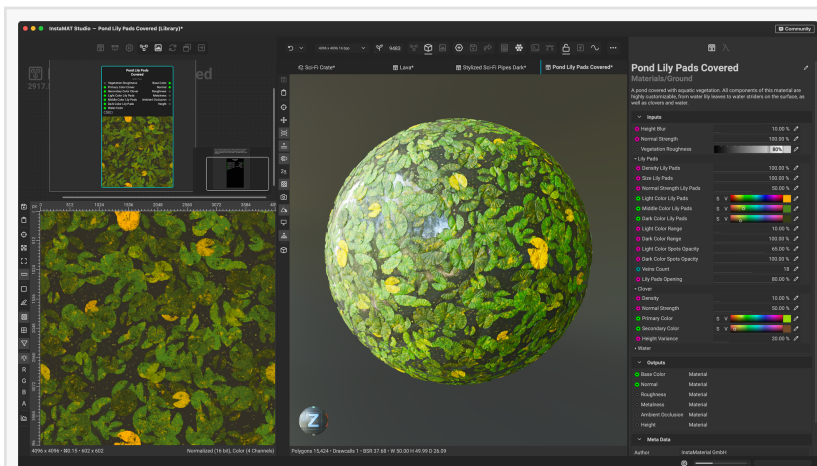
Painting tools have been refined to make workflows faster and more intuitive. The Paint Projector now supports the familiar W, E, and R hotkeys, allowing users to quickly translate, rotate, and scale the projection area. The Paint Projector has also been improved with new options to clamp or tile the projected image while painting, and an option to quickly reset the projection area. These updates to the Paint Projector enhance texturing workflows commonly found in VFX pipelines where digital double creation requires pinpoint accuracy when duplicating the likeness of a reference.

## Enhanced Terrain Erosion

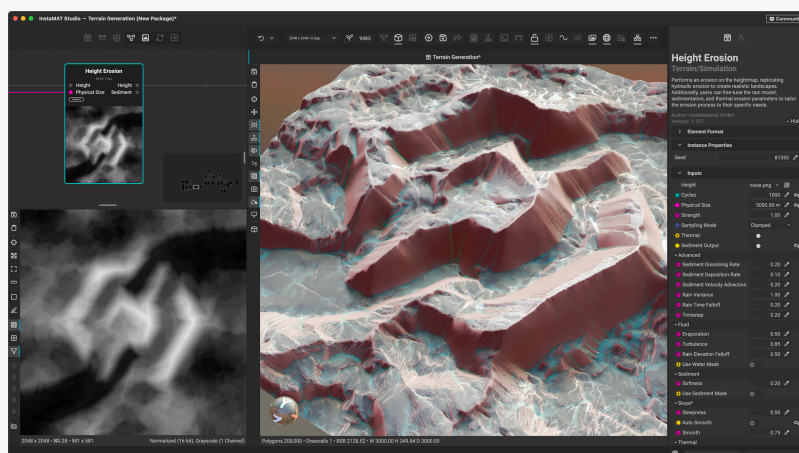
InstaMAT's GPU accelerated terrain erosion has been greatly improved both in visual fidelity and consistency across resolutions, enabling artists to build natural environments with greater confidence. Generate natural terrain at a lower resolution to speed up iteration time, then export at a higher resolution for greater visual fidelity. Take advantage of the Element Graph's ability to combine images and meshes together in one graph to generate, populate, and texture realistic environments with one cohesive project.

## Improved Viewport Transparency and New Tonemap Operators

This update further pushes the capabilities of InstaMAT Studio's 3D viewport by improving the visualization of transparent and translucent materials. Objects with transparency now display more accurately in the viewport with improved rendering quality. In addition, the rendering of partially transparent objects with translucency has also been improved. These enhancements make it easier to assess materials like glass, water, and other clear surfaces while texturing.



InstaMAT 2025 has a large library of over 1000 AAA-grade procedural 3D materials.



InstaMAT's terrain system simulates, textures, and populates realistic landscapes—all in a single graph.

Additionally, the viewport now includes two additional tonemap options: AgX and PBR Neutral. These options make it easier to visualize your 3D assets with accurate color and contrast for destinations such as game engines and rendering pipelines that utilize these specific tonemapping algorithms.

## Mesh Submesh Mask

The new Mesh Submesh Mask allows artists to mask components within a combined mesh without needing to split geometry apart. While InstaMAT's Mesh Mask allows artists to isolate parts of a scene by selecting individual submeshes (requiring pre-split geometry), the Mesh Submesh Mask offers greater flexibility. It identifies separate pieces using polygon adjacency while keeping the mesh combined, streamlining the texturing workflow.

## New Grunges and Noises

This update introduces two new grunges, Plastered, and Rampage 3, and a new Clouds Spots noise. Plastered is great for adding distress to walls and architectural surfaces, and Rampage 3 extends the Rampage suite of grunges with increased micro detail variation including scratches, brushed effects, tearing, and spots. The Clouds Spots noise is useful for creating natural breakup. When combined with the Iterate node, the Clouds Spots noise can be used to create custom spots grunges.

## The Ultimate Package for Performance and Precision

The September update reinforces InstaMAT's focus on both performance and precision. With major optimizations to the layering and painting engine, smarter projection and masking tools, and enhanced shading, erosion, and transparency, artists can work faster while keeping projects lightweight and efficient. These improvements not only raise visual fidelity but also streamline production at scale, making InstaMAT a complete texturing solution for game, film, and enterprise teams looking to achieve world-class results without compromise.

## About Abstract

Abstract is a deep-tech company pioneering 3D and AI technology. Its products empower game developers, VFX and film, enterprise, XR, and metaverse industries to deliver efficiently with massive cost savings. InstaLOD converts CAD to 3D, optimizes geometry and automates 3D pipelines, InstaMAT introduces generative materials and scalable texturing, Polyverse enhances cloud-based asset management and 3D data processing as a service, while RSX Engine enables real-time collaboration and cloud synchronization when building 3D applications and games. Abstract is driving breakthrough innovation in 3D and AI across industries.

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