Adobe & Allegorithmic Fast Facts

Company	Adobe	allegorithmic
Overview	Adobe is one of the largest software companies in the world, and is the global leader in creative, digital document and digital experience solutions. Its diverse product line – which includes Adobe Creative Cloud, Adobe Document Cloud and Adobe Experience Cloud – enables customers to create groundbreaking digital content, deploy it across media and devices, measure and optimize it over time, and achieve greater business success. Only Adobe gives everyone—from emerging artists to global brands— everything they need to design and deliver exceptional digital experiences.	Allegorithmic is the industry leader in 3D texture and material creation technologies. Users in the domains of games and entertainment, film and VFX, architecture, and design rely on Allegorithmic's award-winning Substance texture and material authoring software for developing the next generation of digital content. Clients include: Naughty Dog, Activision, Sony Computer Entertainment, Electronic Arts, Ubisoft, Double Negative, MPC, Foster + Partners, Gensler, Louis Vuitton, BMW and IKEA. Founded in 2003, Allegorithmic is based in France with offices in Clermont-Ferrand, Lyon and Paris, and has global offices in Los Angeles, Akron, Montreal, Singapore and Seoul.
Ticker Symbol	NASDAQ: ADBE	Privately-held company
Website	www.adobe.com	www.allegorithmic.com
Headquarters	San Jose, CA	Clermont-Ferrand, France
CEO	Shantanu Narayen	Sébastien Deguy
Employees	21,000+ worldwide	100+ worldwide
Revenue	Reported revenue of $9.0 billion in FY2018	Not disclosed
History	Founded in 1982; Went public in 1986	Founded in 2003
Founders	Chuck Geschke, John Warnock	Sébastien Deguy
Industry Position	Creative Cloud is the creative platform for everyone to create, collaborate and find inspiration. From individual creators to collaborative teams, Creative Cloud provides the tools, apps and services to help them unleash their creativity.	Substance is the industry-leading software suite for creating customizable 3D textures and materials. Clients in industries ranging from video gaming to architecture, fashion, and product design use Substance to create high-end textures and numerous possible variations in record time.
Past Digital Media Acquisitions	Sayspring (2018), Mettle's SkyBox Suite (2017), Kylebrush (2017), Mixamo (2015), Fotolia (2015), Aviary (2014), Behance (2012), Typekit (2011), IRIDAS Technology (2011)	