Motion Design School – 3D Character Design Partymaker

2025-02-10 16:44:02   label 我要反馈   下载页面

去下载

标签

Tutorial   平面设计

Motion Design School – 3D Character Design Partymaker: This course covers the entire professional character modeling process.

We will begin by creating characters using Zbrush which is the industry norm since digital sculpting was created by Pixologic. We will teach you common methods to perform retopology and Uv unwrapping.

Gfx plugin details of Motion Design School – 3D Character Design Partymaker

The product is in **Tutorial category** , for more information about this post you can click on the home page link in the sidebar.

to prepare your model to be texturized and rendered. After that, you'll utilize Substance Painter to paint textures on your model. This is also the industry standard that is used in the majority of Studios. In the final stage, you'll put together the whole scene, design the lighting and materials and render the image.

Every lesson is based on the method employed in real commercial projects. Tips and tricks from professionals that are based on real-world experience can help you avoid common mistakes and improve the process.

- The entirety of the 3D production pipeline
- A classic approach universally applicable that can be used with any 3D application.
- Based on an animation professional
- Strategies and tips based upon experiences from
- Advanced character rigging right from scratch

---

inve 产品数量
已有 42647个

grou 付费会员
已有 1676位

anal 价值评估
商业价值约 ￥6635.87万元

dow 下载数量
已下载 222908次