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The Gnomon Workshop – How To Make A Creature With Character

2025-02-10 17:10:58

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How To Make A Creature With Character: This three-hour class teaches you how to develop a style with personality and character characteristics that evolve as the plot of a movie or game. With more than 15 years of experience creating characters and creatures for Marvel Studios and many more, Ian Joyner presents his entire design process, focusing on the necessity of realistic anatomy and the history and the story.

Gfx plugin details of The Gnomon Workshop – How To Make A Creature With Character

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The class starts with the crucial reference-gathering stage by using the online software, PureRef, and how to write an outline of the character that will assist in focusing efforts and providing direction. In deciding on a space pirate, bounty hunter-style character for this workshop, Ian kicks off the sculpture process using ZBrush starting with an unassuming circle. Combining human and animal elements while sculpting, Ian discusses his most-trusted brushes and tools. He also provides notes and tips for the industry as he develops the head and torso to create a fully-realized model.

Moving to Photoshop following, Ian shows how costume designs can be studied in 2D before creating them in 3D. By masking techniques within ZBrush, Ian builds up the armor for the character in one piece. He also explains how KeyShot can be used with this pipeline to render pictures that can be coated in Photoshop to design further and explore color. Blender is then used as the principal tool to retopologize parts of the armor made of hard surfaces and how to utilize ZBrush's tools for retopology.

When you are satisfied with the final version of the design, KeyShot is used to render the character before entering it into Photoshop for the final time. The final paint-over will transform the design into the stage of a game or film concept that is ready to be presented to a director or client.

CHAPTER LIST:

- Preview
- Introduction
- Modeling
- Costume
- Detailing -- Part 1
- Detailing -- Part 2
- Posing -- Part 1
- Posing -- Part 2
- Photoshop



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