



Interior Environment Creation For Games - Wingfox (2022)

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- **Content:** HD videos + Project files
- **Duration:** 14hours
- **Software:** Maya 2022; Substance Painter; Substance Designer; Marmoset Toolbag; Photoshop; Unreal Engine 4
- **System:** No specific requirements.
- **Project file:** The lecturer will provide project files.

Gfx plugin details of Wingfox – Interior Environment Creation For Games (2022)

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

Includes:

- Reference
 - Going Over Our Reference And Planning.mp4
- Blockout Meshes
 - Creating Our Blockout Meshes Part 1.mp4
 - Creating Our Blockout Meshes Part 2.mp4
 - Creating Our Blockout Meshes Part 3.mp4
- Blockout Level in UE4
 - Importing Our Models In Unreal Engine 4.mp4
 - Building Our Blockout Level In UE4 Part 1.mp4
 - Building Our Blockout Level In UE4 Part 2.mp4
- Final Models
 - Turning Our Blockout Pieces Into Final Models Part 1.mp4
 - Turning Our Blockout Pieces Into Final Models Part 2.mp4
- Creating Doors
 - Creating Our Doors Part 1.mp4
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- Creating Lockers
 - Creating Our Locker Model Part 1.mp4
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 - Turning Our Locker Into High Poly.mp4
 - Uv Unwrapping Our Locker Part 1.mp4
 - Uv Unwrapping Our Locker Part 2.mp4
 - Baking Our Locker And Fixing Bugs.mp4
 - Setting Up Our Painter And Marmoset Scene For Our Locker.mp4
 - Adding Normalmap Details To Our Locker.mp4
 - Texturing Our Locker Part 1.mp4
 - Texturing Our Locker Part 2.mp4
- Creating Signs
 - Creating Our Signs Part 1.mp4
 - Creating Our Signs Part 2.mp4



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标签

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- Creating Railings
 - Creating Our Railings.mp4
- Creating Tileable Materials
 - Creating Our Floor Material Part 1.mp4
 - Creating Our Floor Material Part 2.mp4
 - Creating Our Wall Material.mp4
 - Creating Our Metal Material.mp4
 - Creating Our Wood Material.mp4
- Applying Materials to Models
 - Applying Our Materials To Our Models Part 1.mp4
 - Applying Our Materials To Our Models Part 2.mp4
 - Applying Our Materials To Our Models Part 3.mp4
- Lighting, Post Effects, and Polishing
 - Doing Our First Lighting Pass.mp4
 - Doing Our Second Lighting Pass And Post Effects.mp4
 - Polishing Our Scene Part 1.mp4
 - Polishing Our Scene Part 2.mp4
- Outro
 - mp4



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