Artstation – Turtle LAB – Real Time Fur Techniques

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Artstation – Turtle LAB – Real Time Fur Techniques: "Explore the art of creating Real-Time Fur effortlessly with this comprehensive, commented video walkthrough featuring three distinct and complementary techniques. Each method is carefully explained, providing a valuable learning experience.

Highlighted Techniques:

- Fibermesh from Zbrush: Perfect for animals and characters with realistic fur, this technique utilizes Fibrermesh in Zbrush, employing a specialized baking process to achieve an appealing fur effect.
- Little Pieces or Fur on Clothes: Tailored for smaller pieces or situations requiring less control over hair direction.
- Card-based Technique: Utilize cards to break the character's silhouette, offering a unique approach to fur creation.

Tools Utilized:

- Zbrush 2021.1.1 (Fibermesh)
- Substance Designer / Painter (baking/texturing)
- Marmoset Toolbag 3 (real-time rendering)
- Maya

What's Included:

- 5 Chapters (2 hours) of subtitled video content
- Zbrush, Painter, and Marmoset Toolbag sources for hands-on practice

Enhance your skills in Real-Time Fur creation with this walkthrough. Gain practical knowledge and hands-on experience using popular tools, and elevate your fur creation abilities across various scenarios."

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