



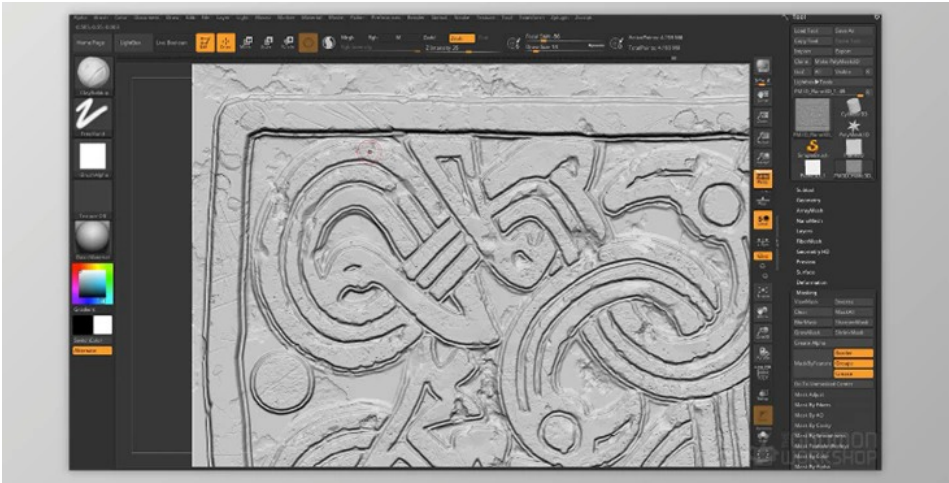
Gnomon Workshop – Creating Complex Designs And Patterns

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Gnomon Workshop – Creating Complex Designs And Patterns: In this video, the principal artist, Nate Stephens, demonstrates the creation of a sophisticated decorative medallion with Substance Designer, ZBrush, Maya, and Marmoset Toolbag. Using the software's flexibility and capabilities, starting with Substance Designer, complex shapes are created and explored. After a template network has been set up and a base height map has been created and mapped, the artist shifts to ZBrush to finish the shaping.

How can we learn the skills to generate visually striking designs across various digital platforms?

You can use the course "Gnomon Workshop – Creating Complex Designs And Patterns."

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Gfx plugin details of Gnomon Workshop – Creating Complex Designs And Patterns

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Numerous workflows and methods can be explored using ZBrush to complete the model. Then, begin the process of retopology. The model then goes to Maya to further retopology and UV creation. In the end, Nate imports everything into the Marmoset Toolbag to bake texture maps and then sets up the lighting system, which can be used for finishing the material work. In addition, Nate discusses the benefits of this modular workflow, Substance Designer network reuse, Texel density, and lighting theory, which can help artists to present their work professionally.

CHAPTER LIST:

- Preview
- Introduction
- Setup
- Shape Creation
- Shape Creation - Timelapse
- Shape Management and Blending
- Warping and Edge Wear
- Surface Weathering
- ZBrush Displacement
- ZBrush Sculpting - Timelapse
-
- Duration: 123 Minutes
- Format: HD 1920x1080

What is Gnomon Workshop – Creating Complex Designs And Patterns?

In "Creating Complex Designs And Patterns," Principal Artist Nate Stephens demonstrates the intricate process of crafting a decorative medallion asset using a comprehensive array of digital tools. The workflow encompasses Substance Designer, ZBrush, Maya, and Marmoset Toolbag.



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