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Artstation – Making a Combat Pouch in Marvelous Designer

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Making a Combat Pouch in Marvelous Designer: In this step-by-step video tutorial, I'm showing you my great design workflow to create combat pouches for characters or even as a stand-alone prop.

I will cover subjects like the construction of MD patterns making shapes more manageable with fold angles, and adding realistic details, such as trimming and stitching.

Gfx plugin details of Artstation – Making a Combat Pouch in Marvelous Designer

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It is loaded into Zbrush, where I will share my method of handling thickness, altering the silhouette, and adding the buckle to bring the realism even higher.

I hope that you'll know how to make pouches with various designs at the end of this tutorial. You can start from scratch and make your 3D characters.

Included Files:

- MD Project File
- Reference Image
- Zbrush File

7 Chapters

- Blocking out the Base
- Blocking out the Top
- Adjusting the Fitting
- Adding Trims
- Creating Straps
- Adding Stitches
- Exporting To Zbrush



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