Wingfox – Environment Illustration for Game Art – A Small Town Marketplace with Erik Taberman

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Environment Illustration for Game Art – A Small Town Marketplace with Erik Taberman: I will discuss how to use Blender in this class. 3D Blender software to aid the 2D illustration be more effective and produce a superior result. The illustration will illustrate a view of a town with an open market as the primary area of interest. You can observe the process of creating my illustration from beginning to end in real-time. I hope you like this course and gain knowledge.

Gfx plugin details of Wingfox – Environment Illustration for Game Art – A Small Town Marketplace with Erik Taberman

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Learn how to come up with ideas and sketches through sketching.

Learn how to incorporate 3D into the 2D workflow.

Learn general guidelines and tricks for digital painting.

Included Content:

- Intro
- 1-Sketching in Photoshop
- 2-Creating a 3D-scene in Blender
- 3-Painting the 3D-render using Photoshop

- Content: HD Videos + Project Files
  Durée:10 hours
  Software:Blender 2.82; Adobe Photoshop 2022; Gaomon PD1560 Drawing Display
  SystemNo specific requirements.
  Project fileThe Photoshop as well as Blender files, are provided. Blender files are included.

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