



Gumroad – 3D Character Creation for animation in Blender & Substance Painter

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In this course, I'll explain the entire procedure I followed to create a fully-fledged animated character. Learn the complete steps because I will describe the entire process I used. The majority of videos are live or have only a little acceleration for repetitive portions.

Basic knowledge of the BLENDER AND PAINTER INTERFACE

CONTENT:

- References to help us create our character
- BLOCKOUT
- SCULPT OF BODY AND HEAD
- RETOPOLOGY OF BODY
- A REDEPLOYMENT OF HEAD
- CLOTHES CREATION
- ACCESSORY MODELING
- INTERIOR MOUTH MODELING
- UVs of ALL Characters
- PREPARATION FOR SUBSTANCE PAINTER
- BAKE AND TEXTURING SUBSTANCE PAINTER
- HAIR CREATION FOR CLOTHES Utilizing the PARTICLE Systems
- Hair -Creation for the Character Utilizing the PARTICLE SYSTEM OF BLENDER
- Simple RIGGING WITH RIGIFY SEE Our Character
- FACIAL EXPRESSION WITH SCULPT MODE
- CREATION OF ILLUMINATION, SETUP, AND RENT

EXTERNAL ADD-ONS I USE

BLENDER

- QADREMESHER (30 Days Free)
- AUTOEYE BY LUCAS FALCAO
- EyesBROWS BY NAZAR NOSCHENKO
- XEL DENSITY (FREE)
- RETOPOFLOW (you can get a beta version on GitHub)

PAINTER FOR SUBSTANCES

- SUBSTANCE PAINTER LIVE LIFE LINK BY XOLOTL STUDIO
- STITCHES TOOL FOR PAINTER SUBSTANCE by JOHNY BANANA

IMPORTANT:

- This is NOT a PERSONALIZED DESCRIPTION
- REFUNDS ARE NOT PERMITTED
- MY ENGLISH is not fluent, but I'm sure you will understand EVERYTHING I say.



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