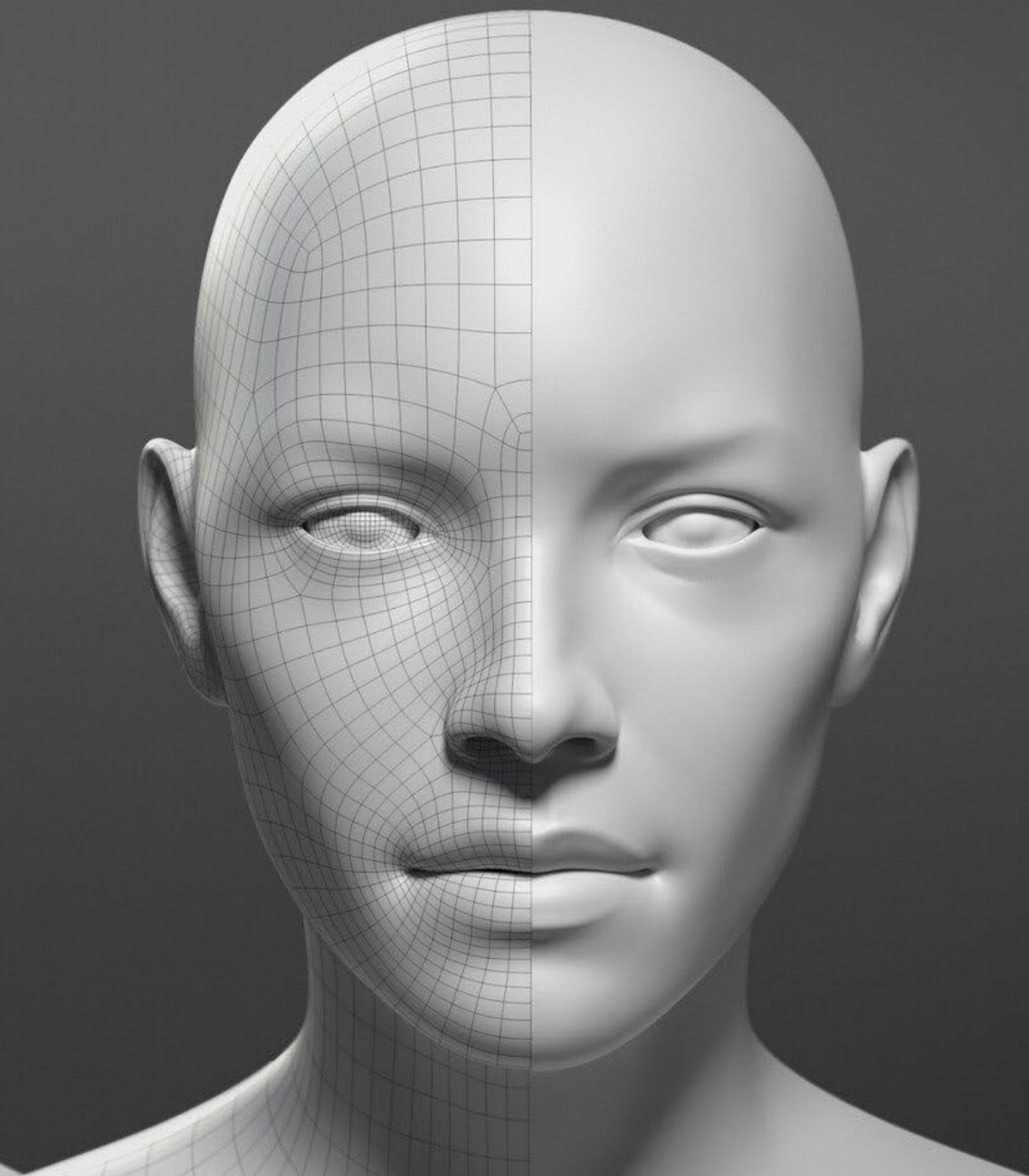
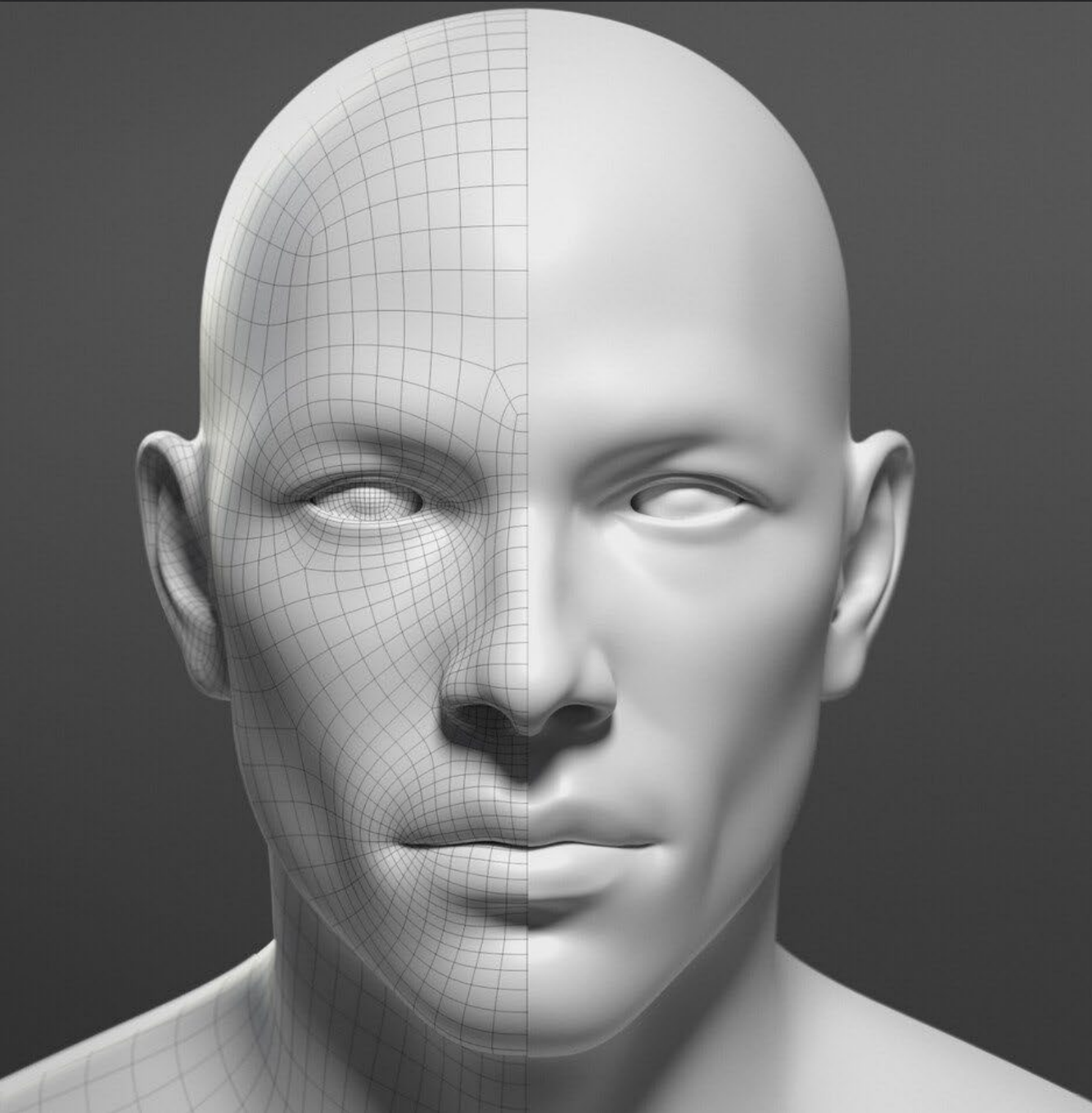
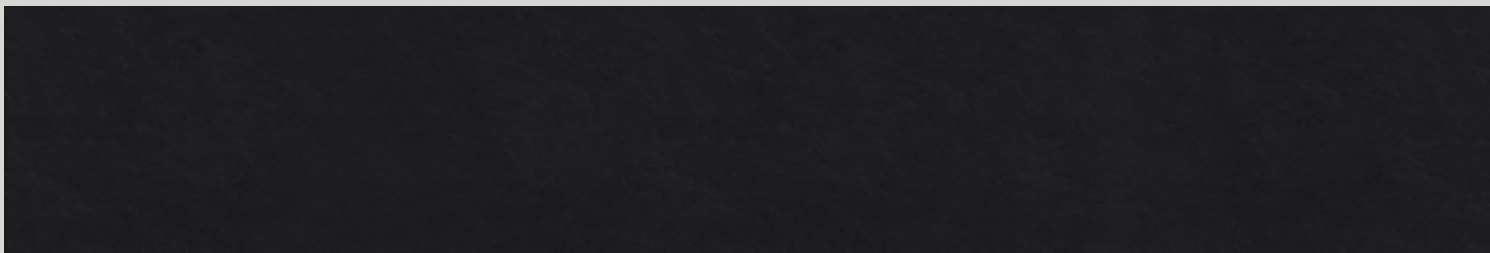
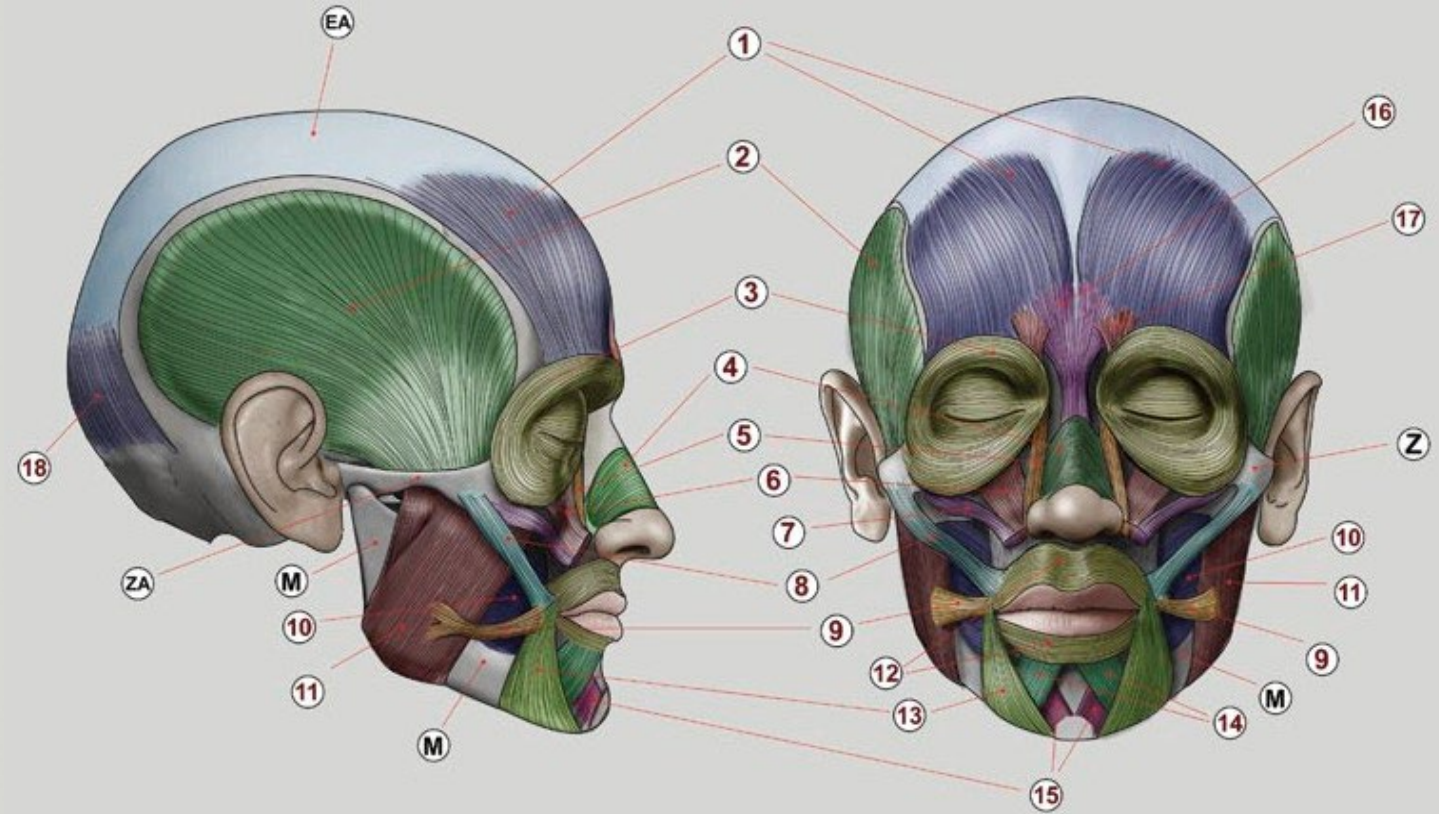
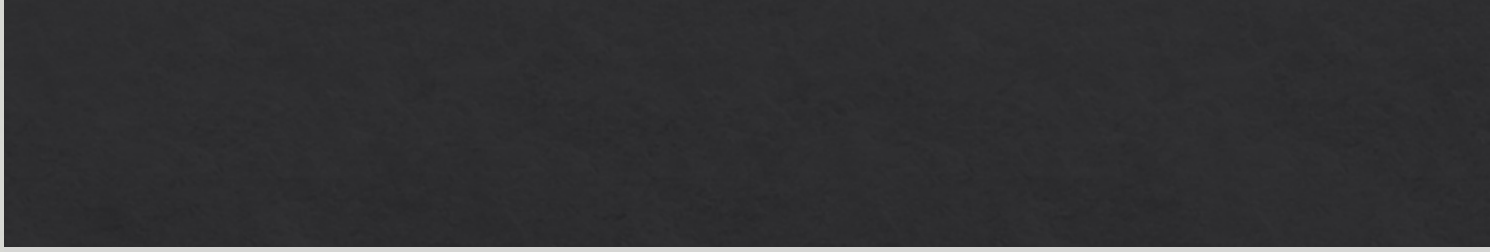
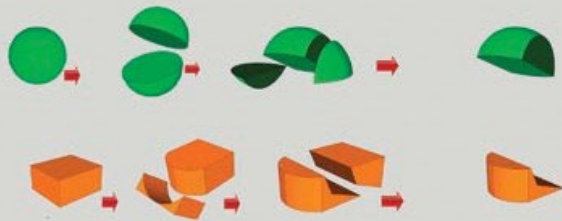
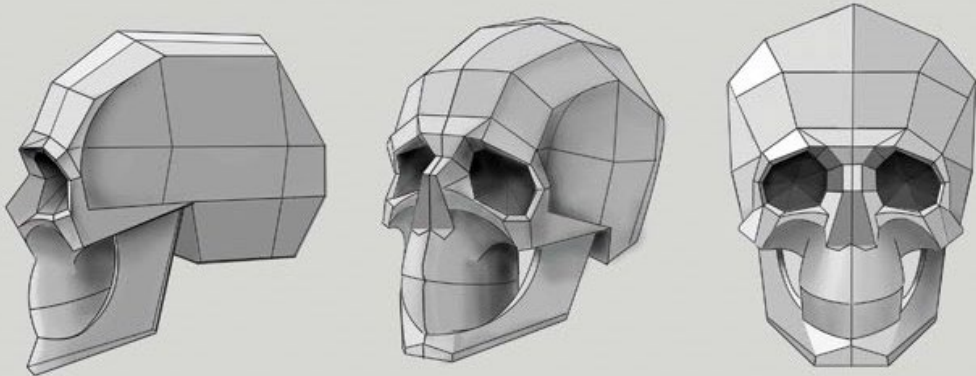
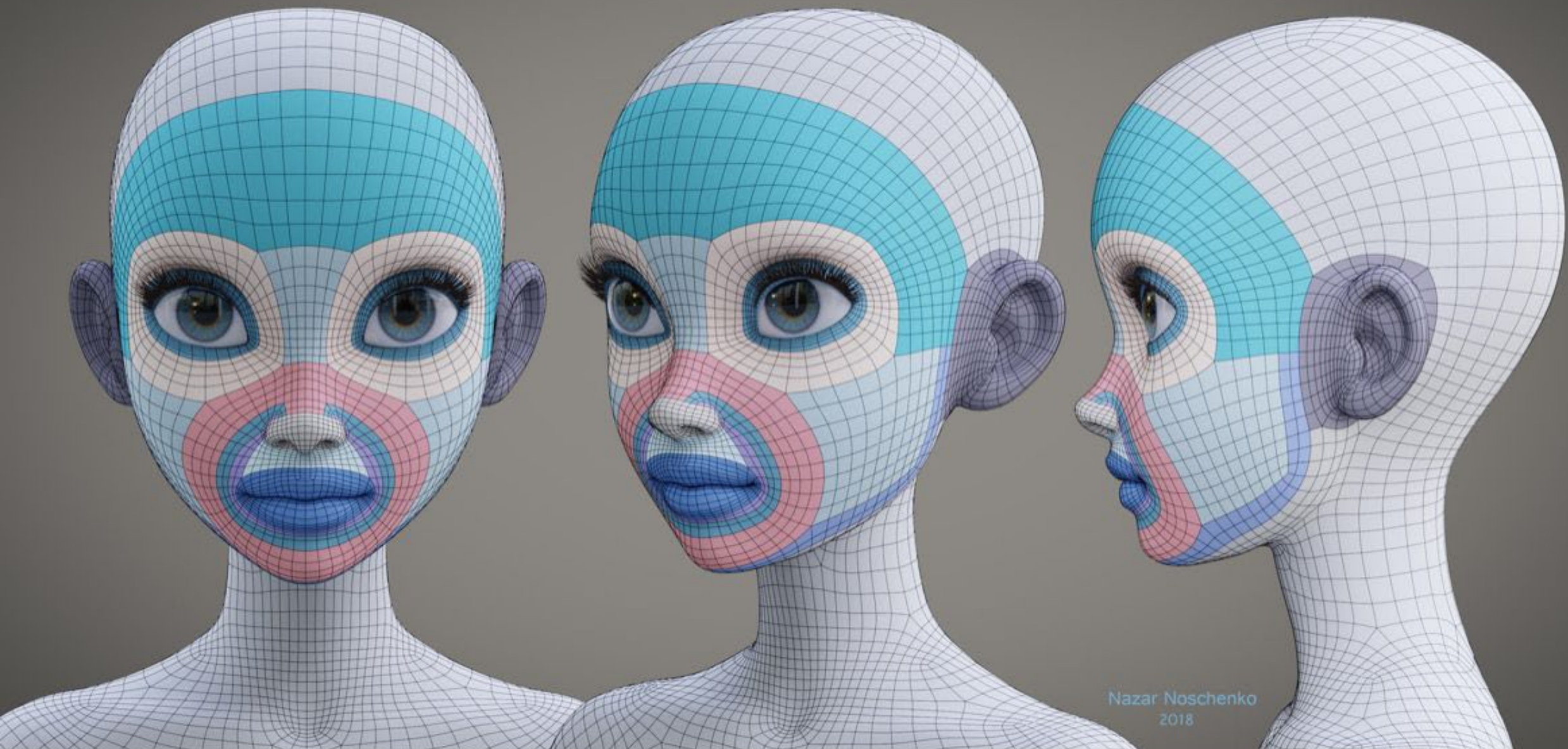


CG II

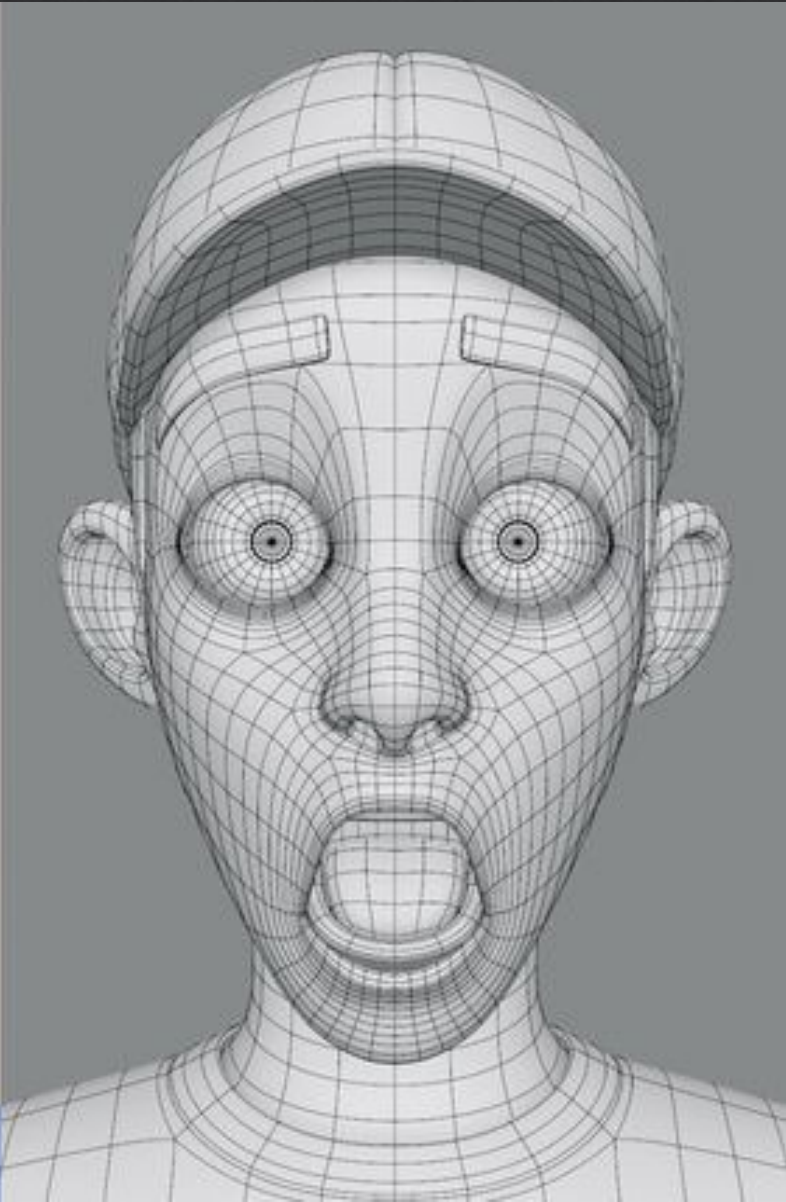
Topologia da malha

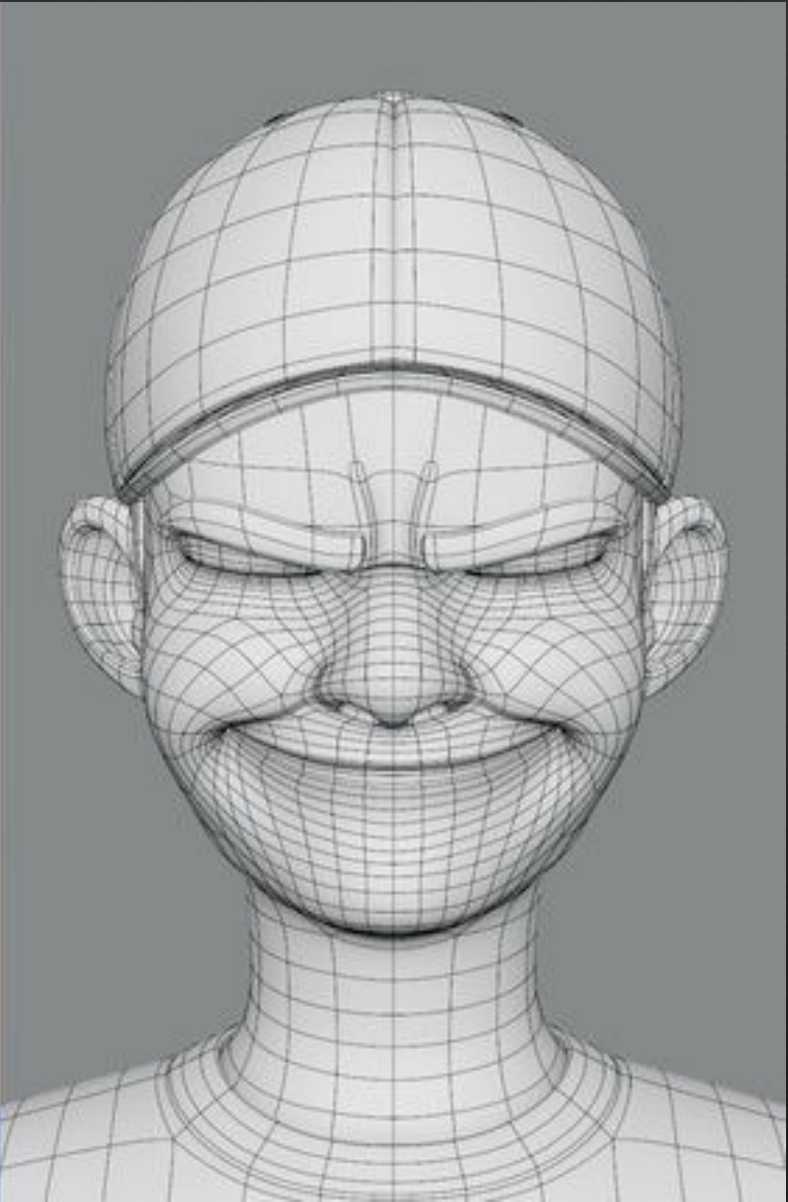






Nazar Noschenko
2018

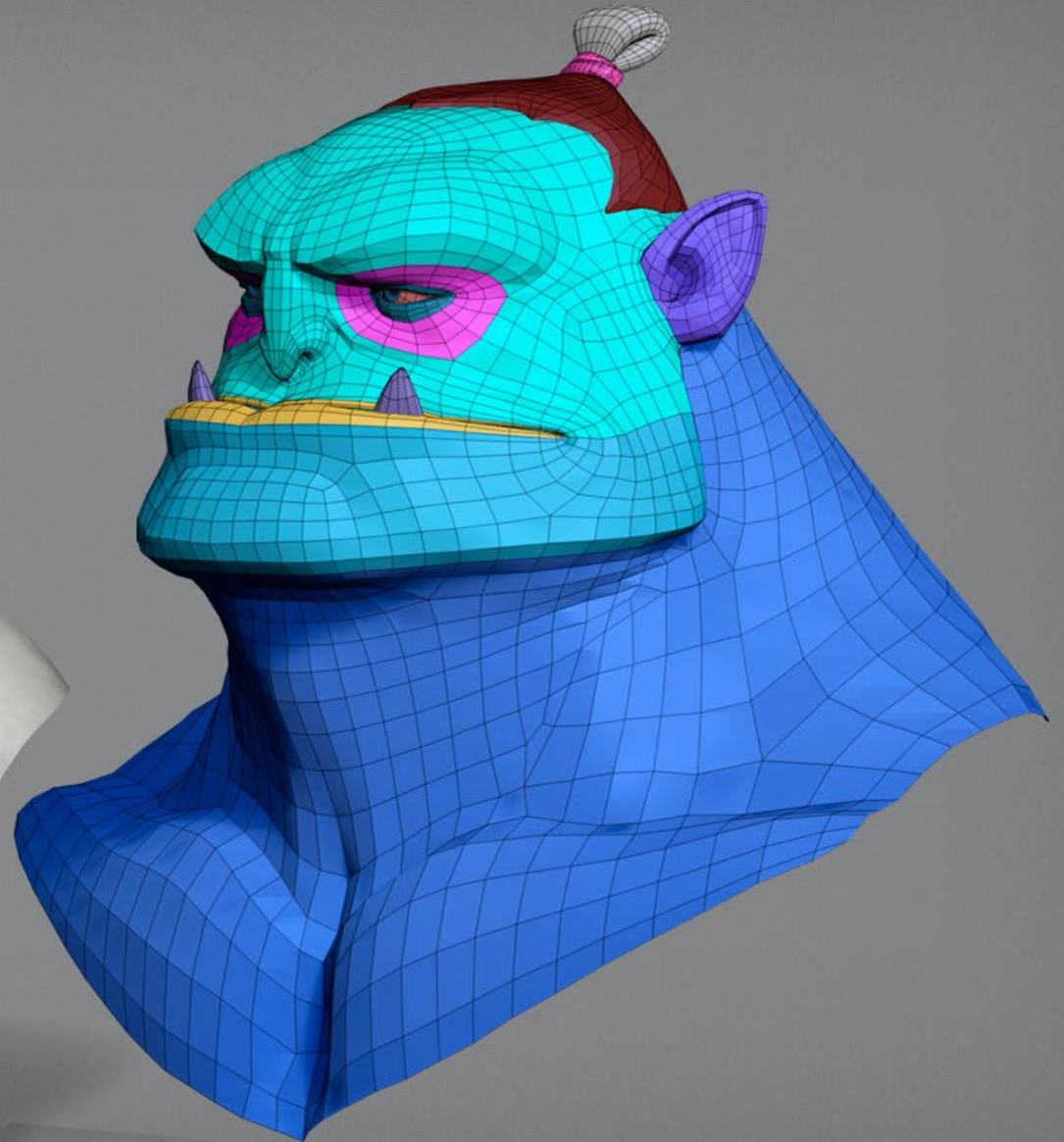


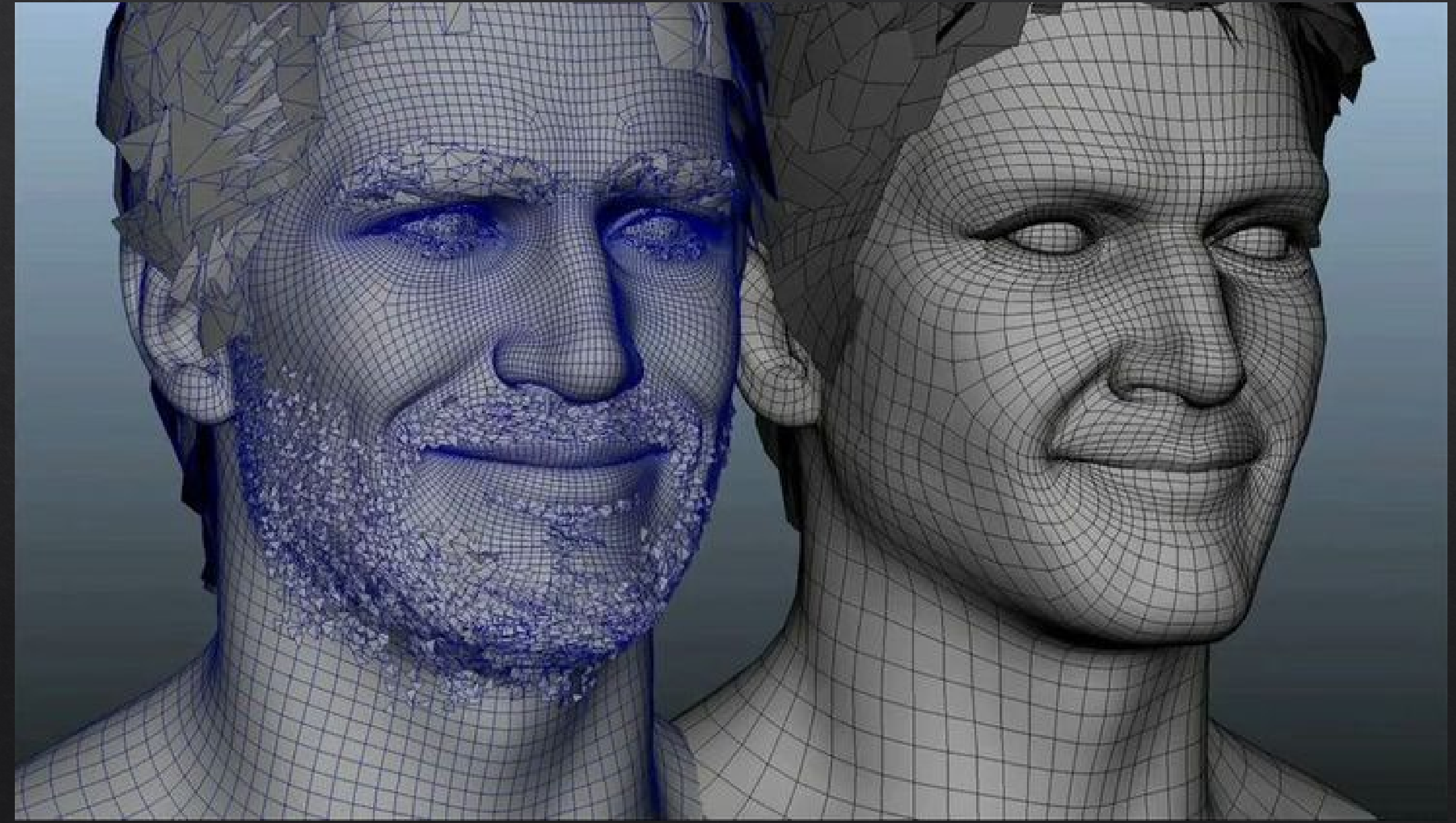


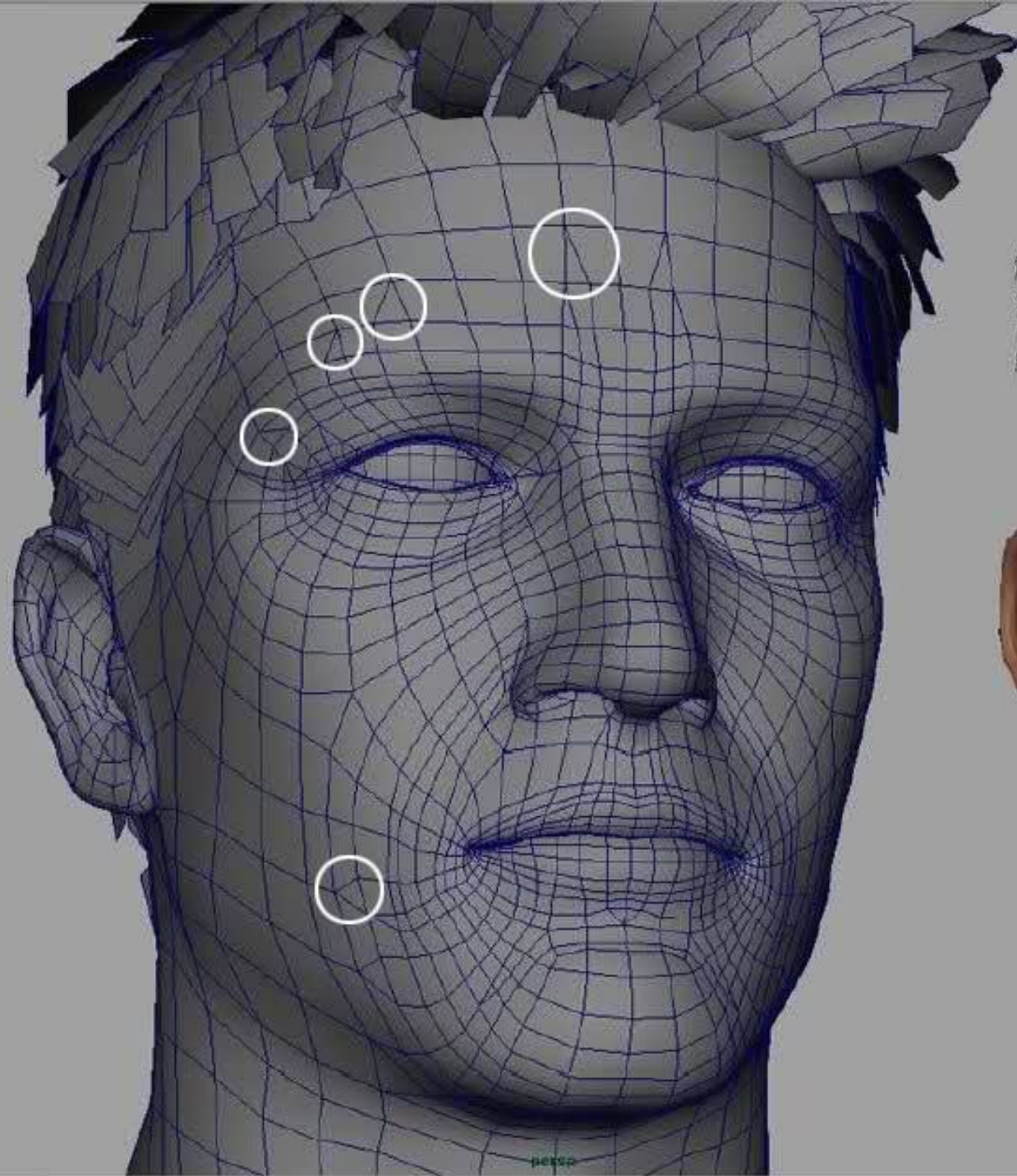


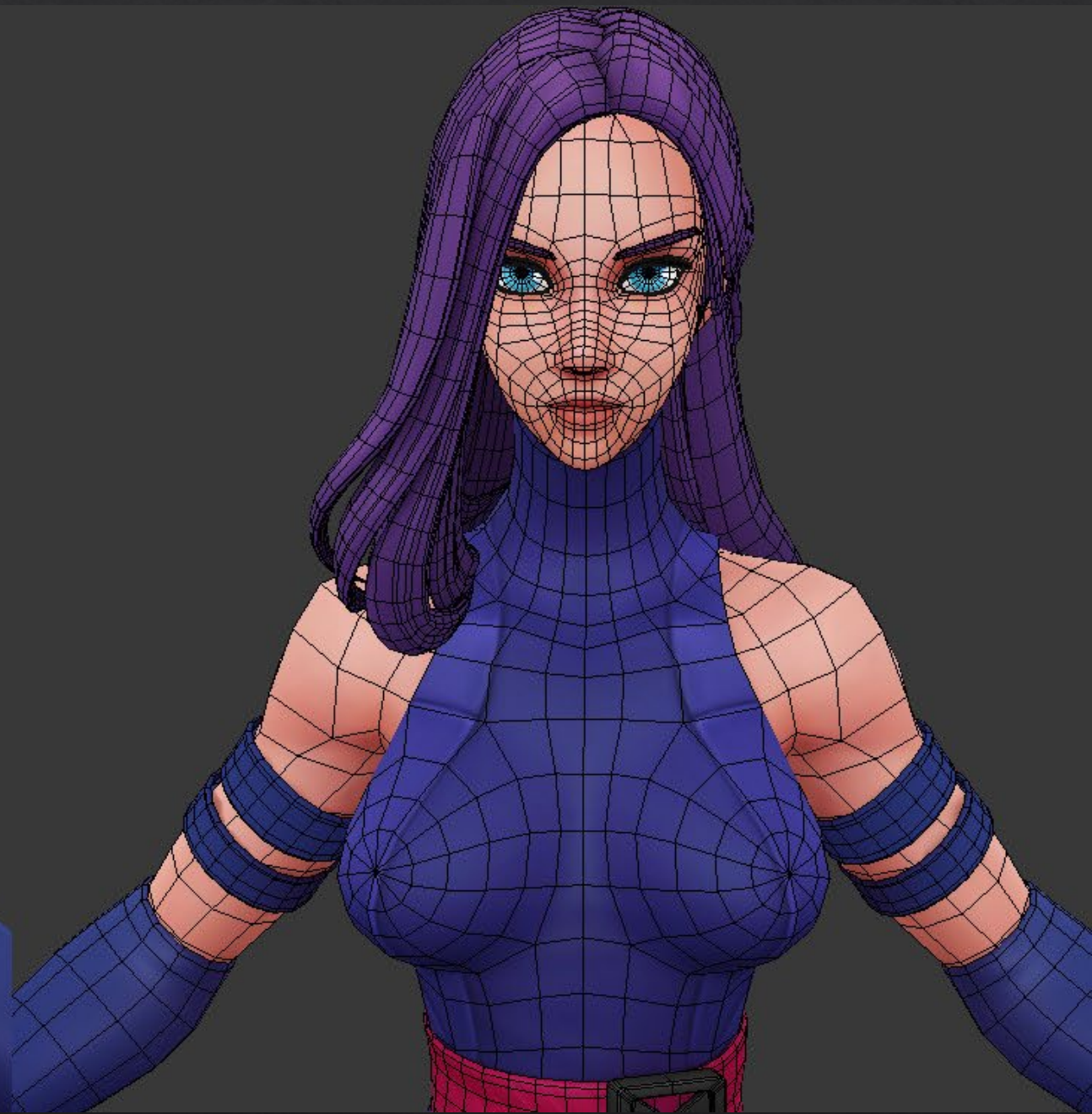
Stylized Female Universal Mesh

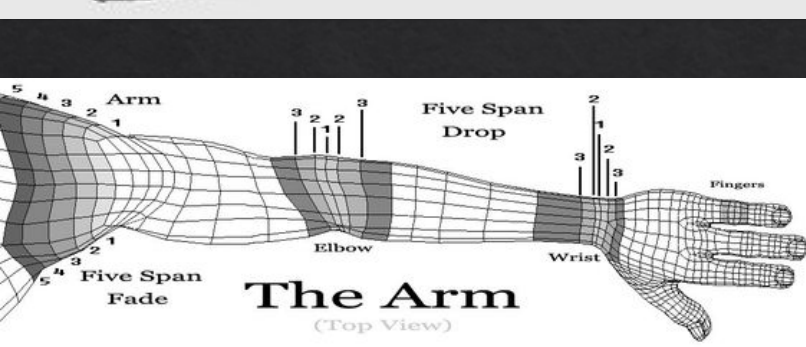
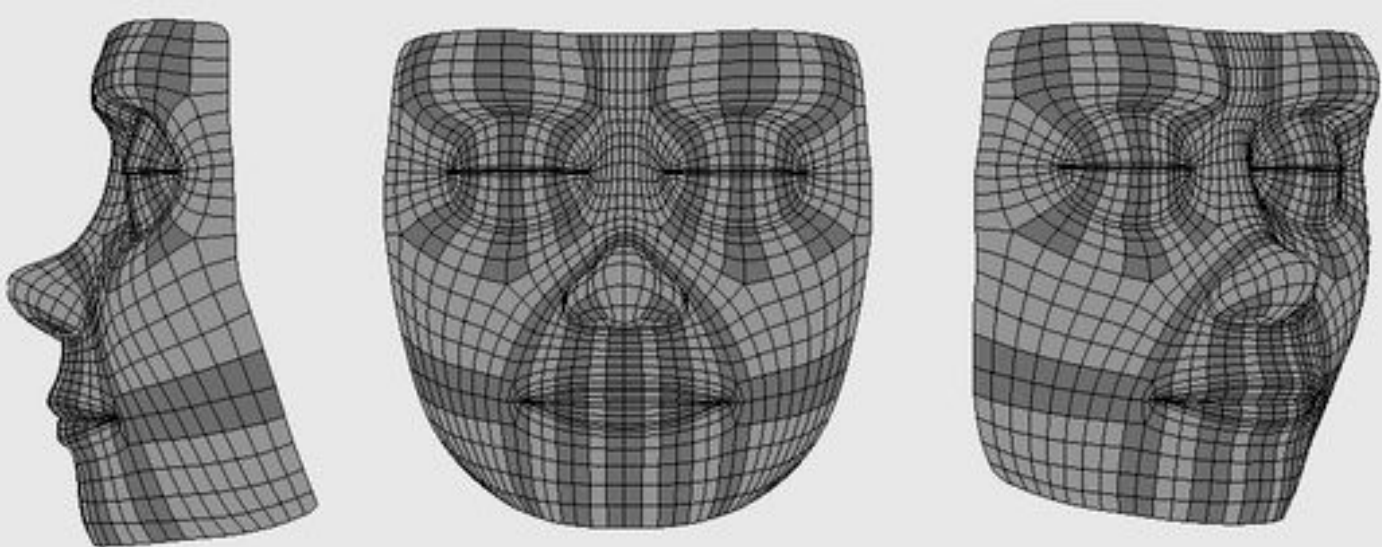
Rafael Juarez Jr | 2018



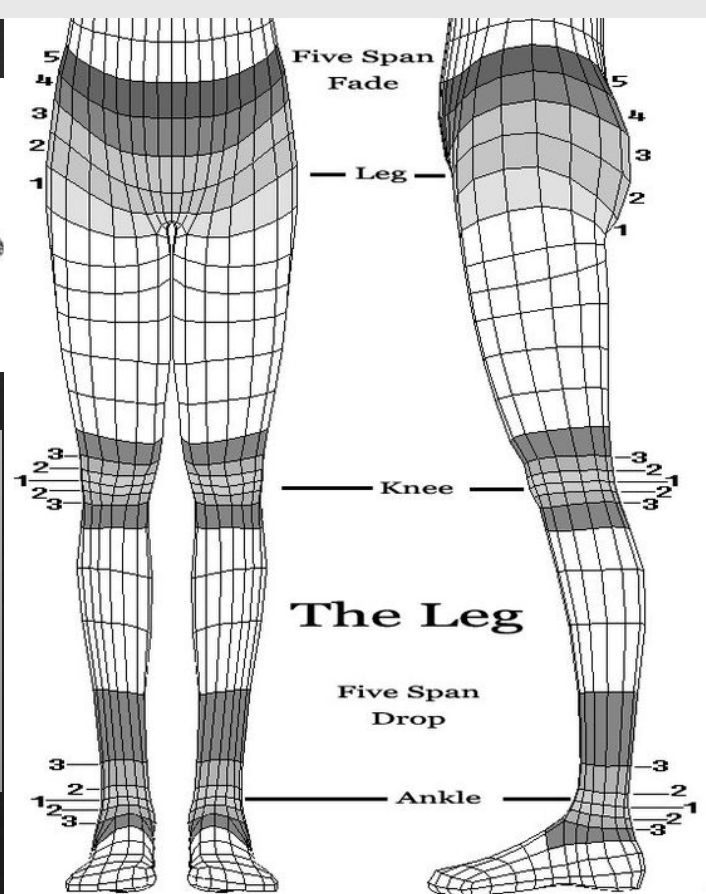
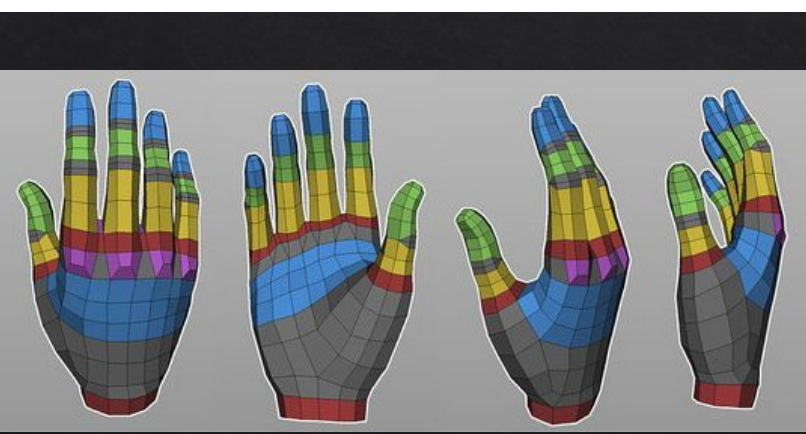




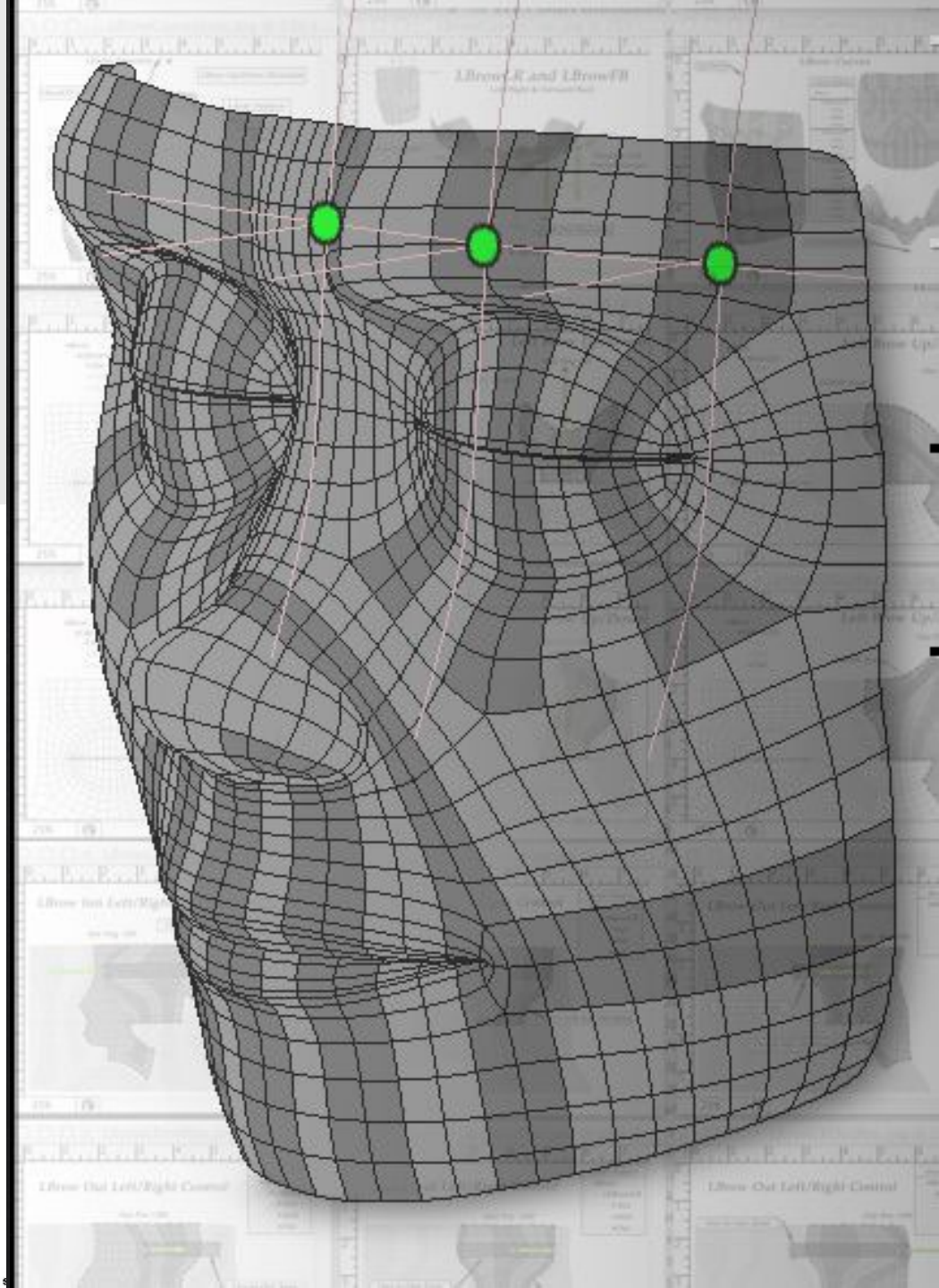


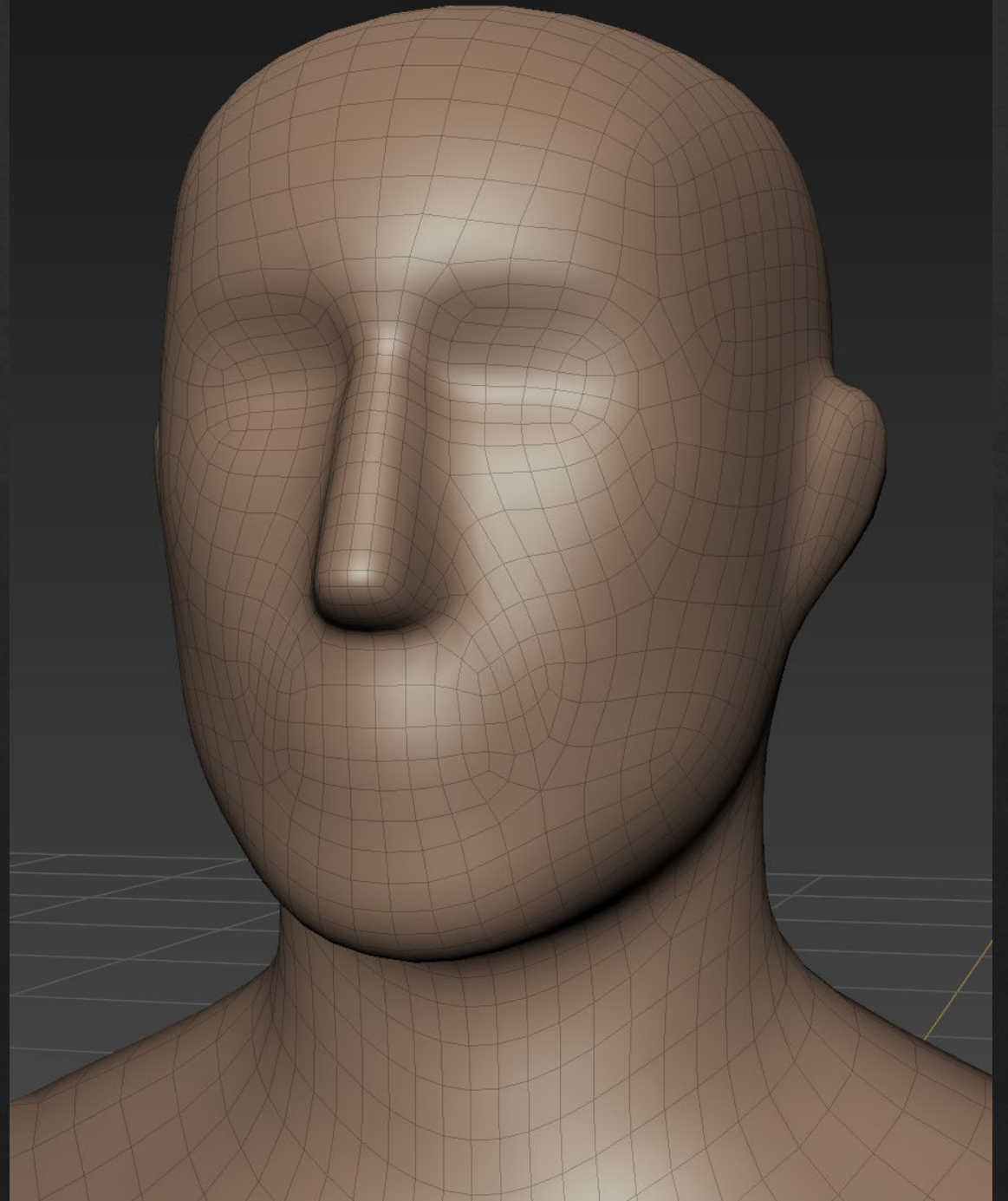
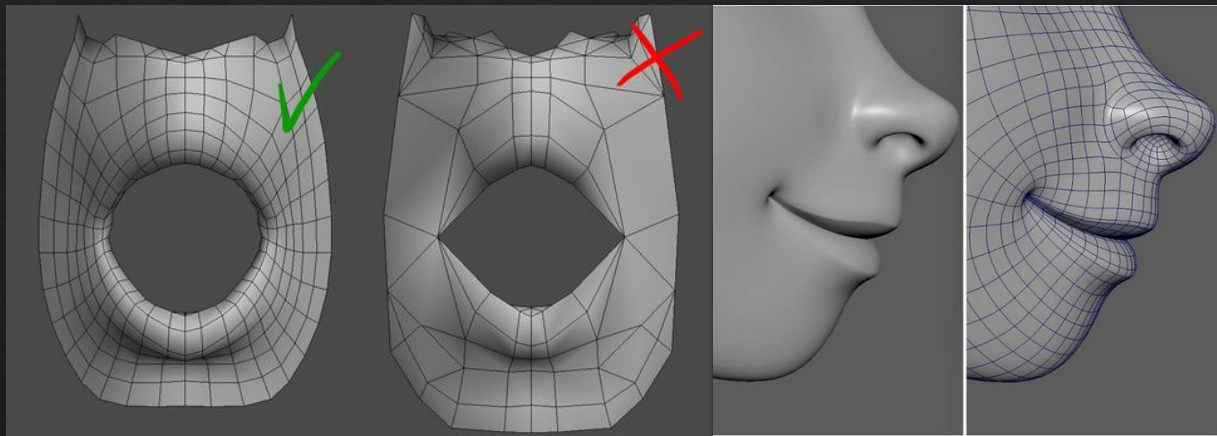
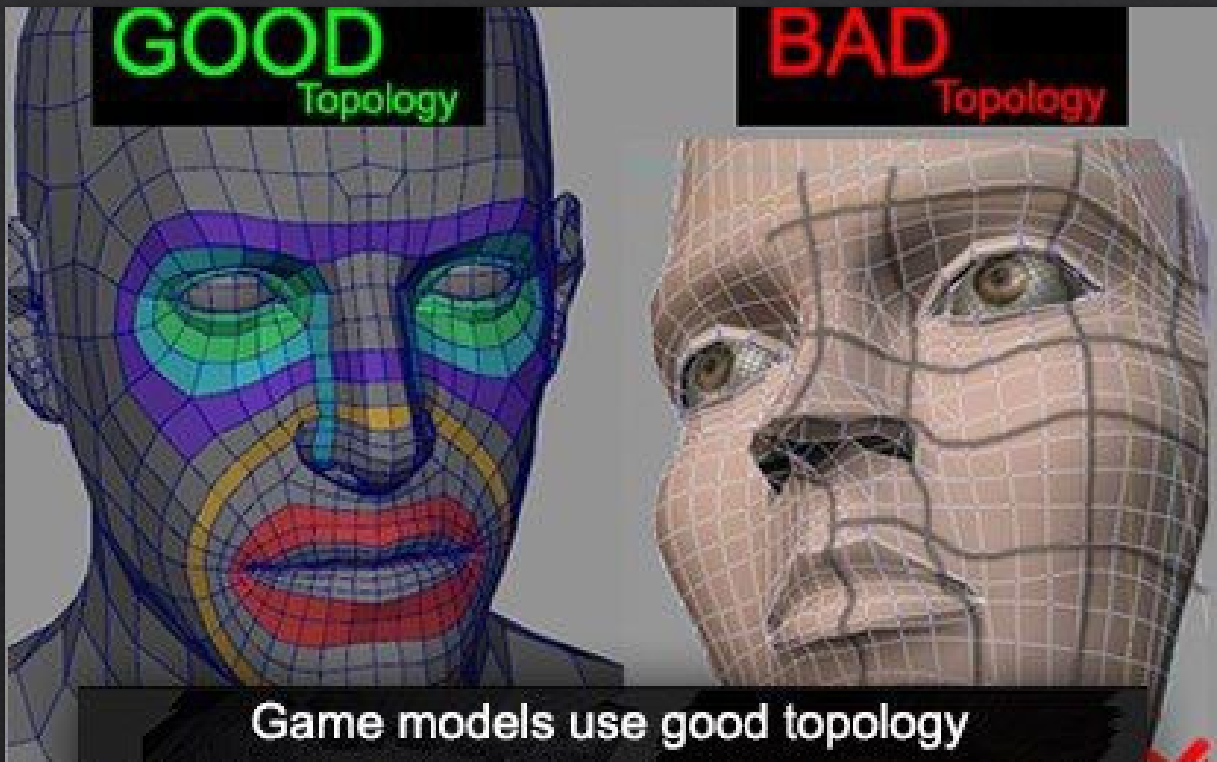


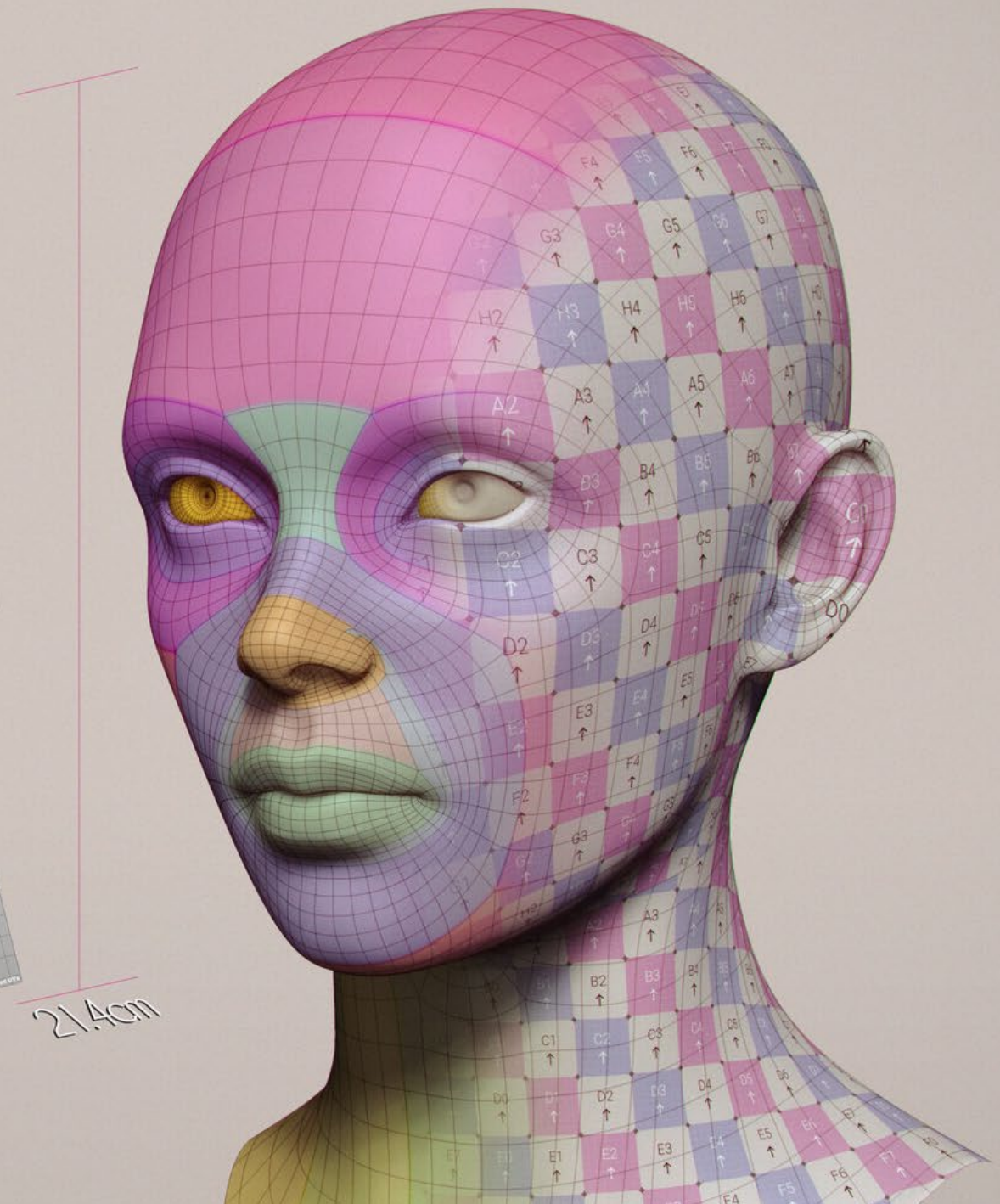
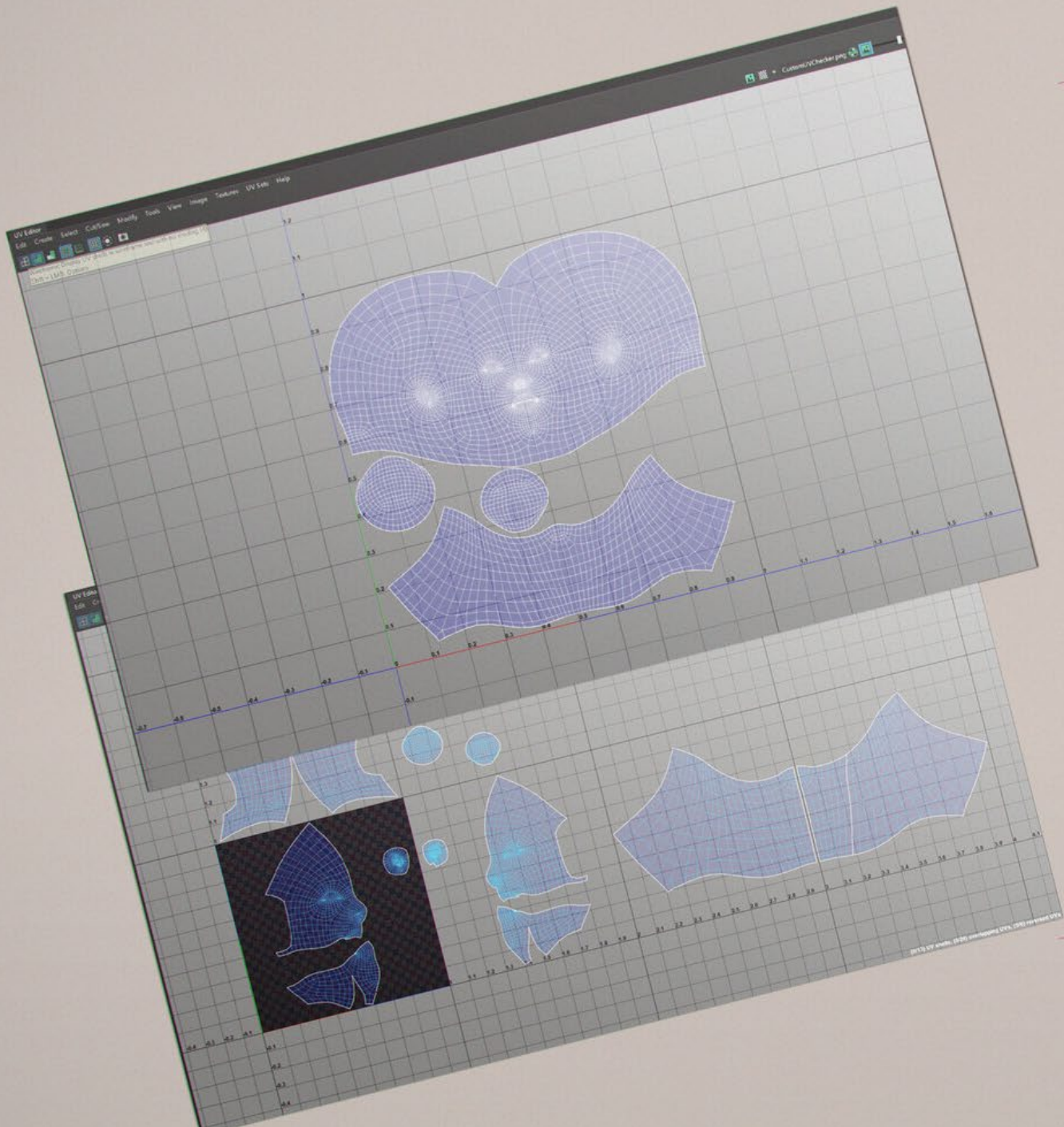
The Arm
(Top View)



The Leg







21.4cm



6,272 Polygons



6,422,528 Polygons



6,272 Polygons

MARIUS ON XBOX ONE

- ❑ ~150k Triangles
- ❑ > 770 Joints
 - ❑ ~500 deforming (260 facial)
- ❑ 230 Corrective Facial Blendshapes
 - ❑ Culled by priority and distance
- ❑ Physics
 - ❑ Cloth, Leather, Armor
 - ❑ Runtime wrap-deformer



Share



Info

ap-deform

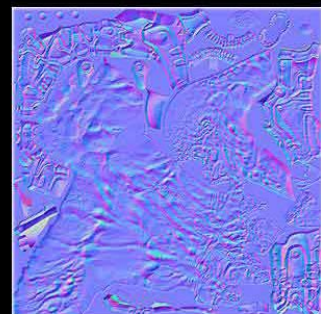
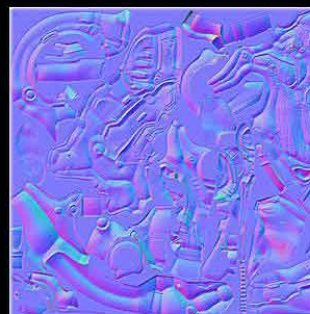
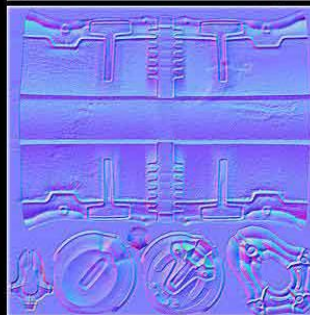




RABACH
THE BOT/BARDIER



Textures showcase





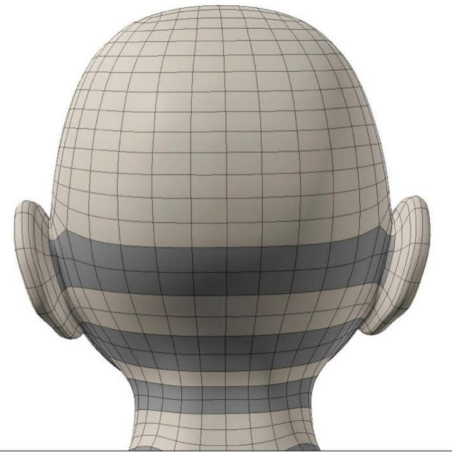
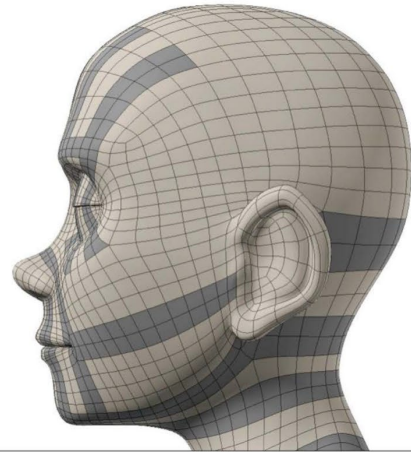
normal maps applied

~35000 polys

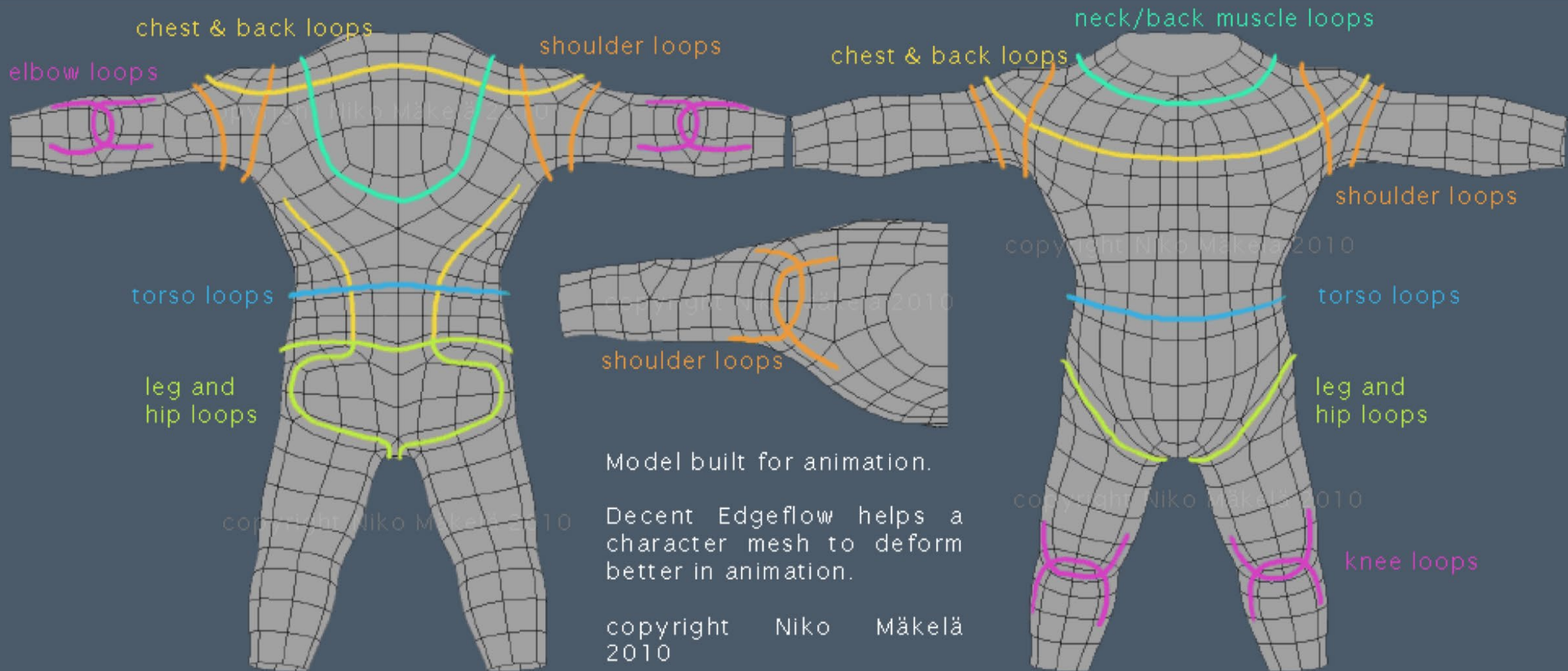


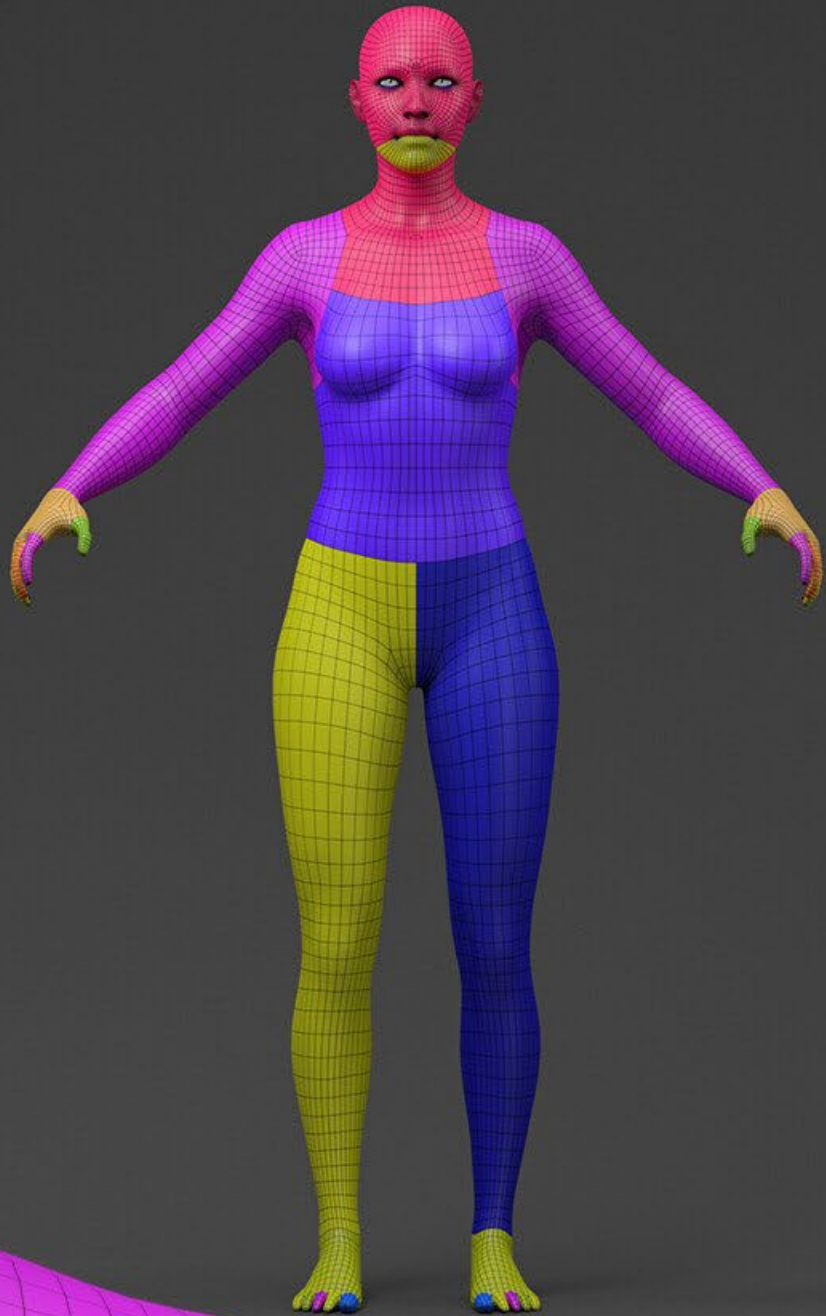
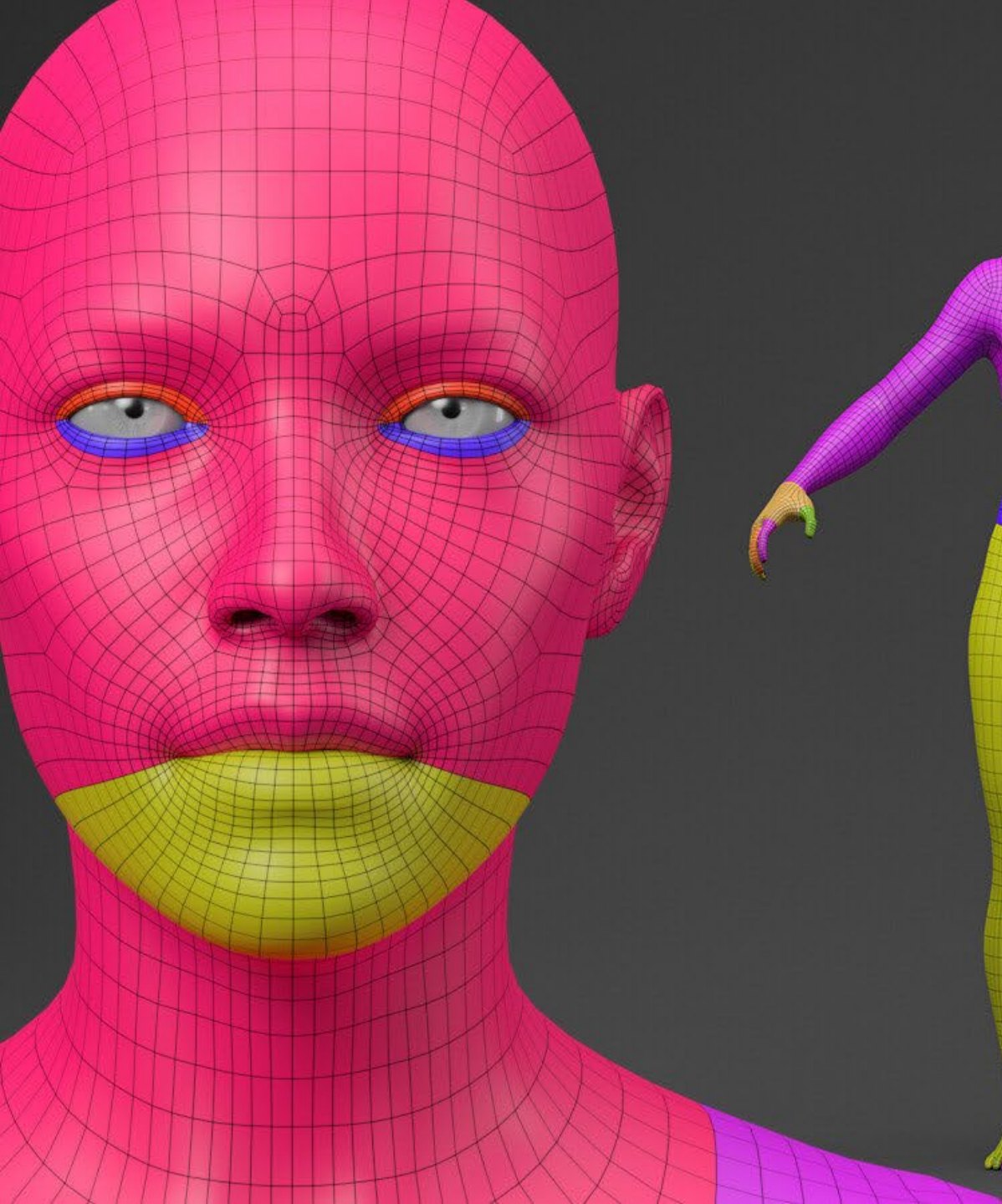
normal, spec, diffuse
maps applied







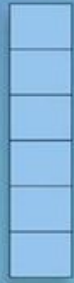




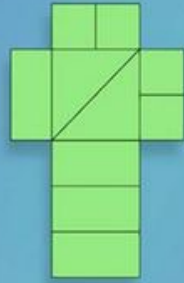
QUAD TOPOLOGY TIPS!

FOR 3D ARTISTS

1 to 1



2 to 1



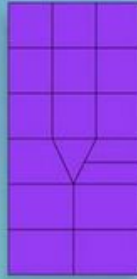
2 to 1



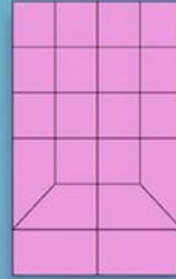
3 to 1



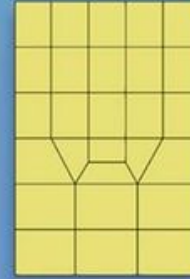
3 to 2



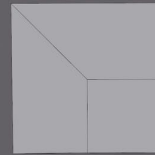
4 to 2



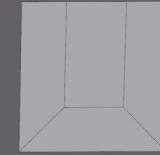
5 to 3



Quad



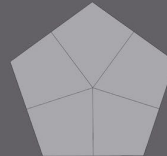
ReDirect



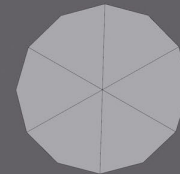
Trapezoid



TriQuad



Pentagon



Hexagon