

# TFG

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## PROCESO COMPLETO DE MODELADO DE UN PERSONAJE PARA VIDEOJUEGO AAA.

ANEXO II  
PROCESO DE TRABAJO, IMÁGENES FINALES

Presentado por Daniel Alandete Piñero  
Tutor: Elías Miguel Pérez García

Facultat de Belles Arts de Sant Carles  
Grado en Diseño y Tecnologías Creativas  
Curso 2019-2020

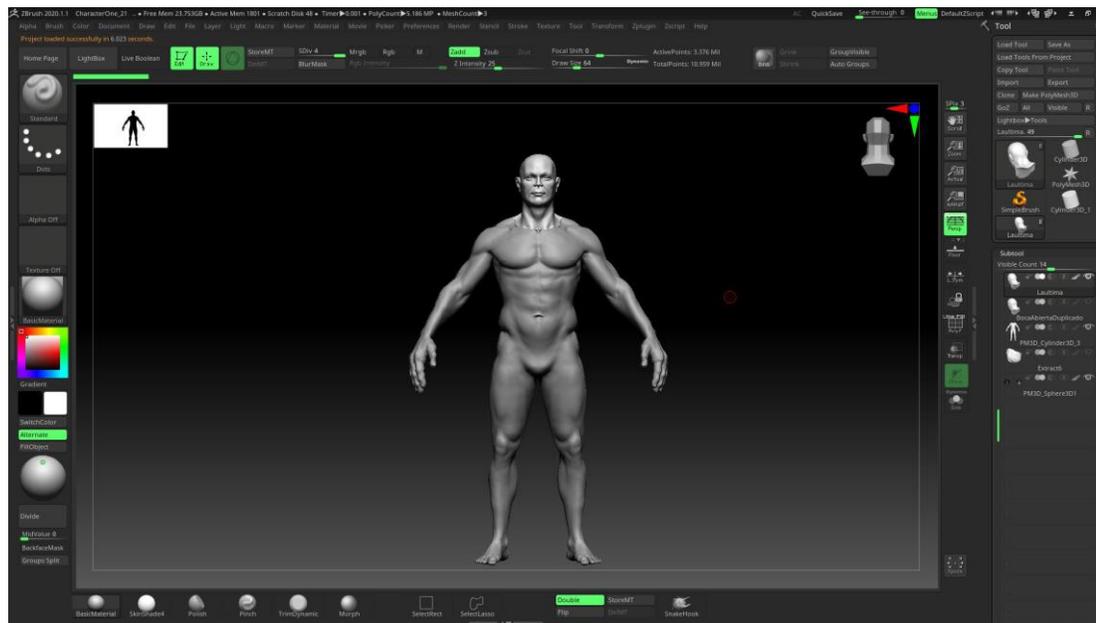
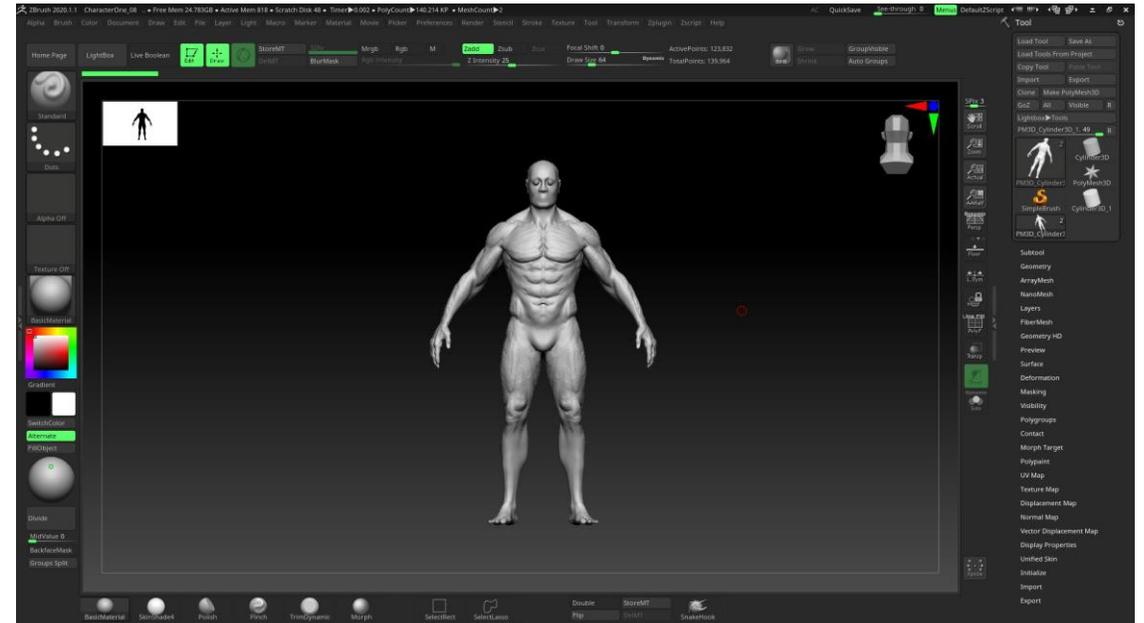


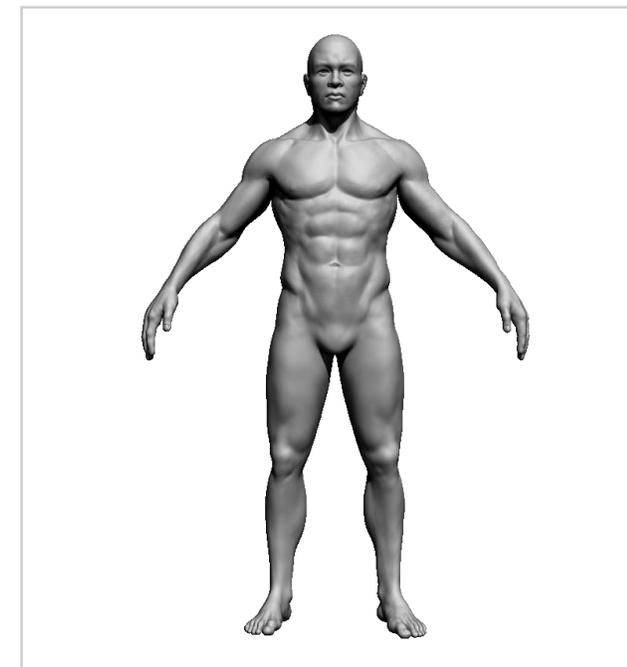
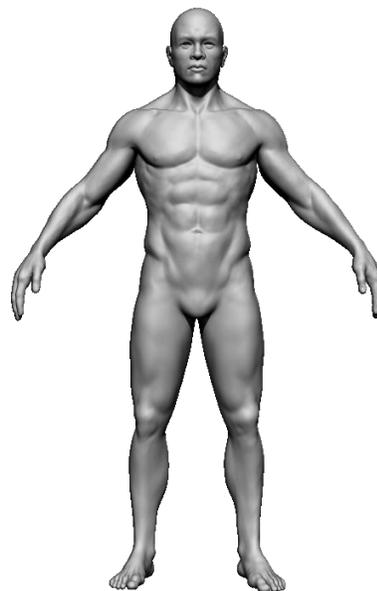
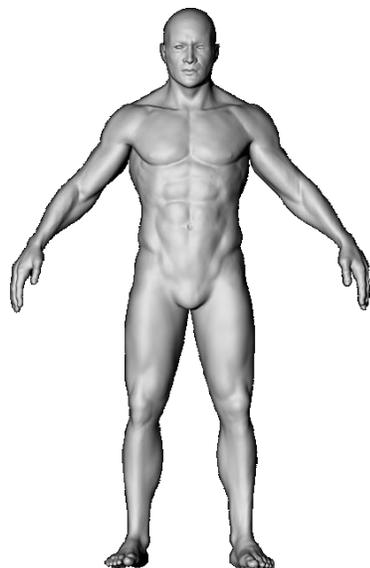
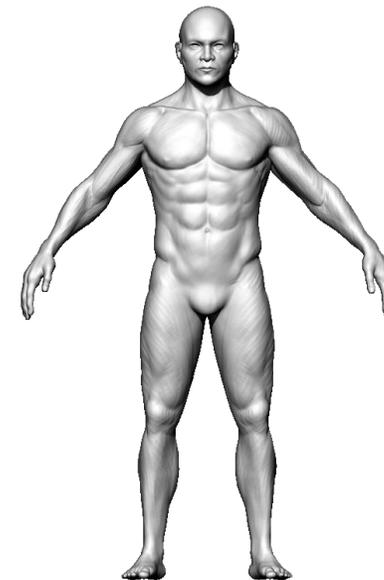
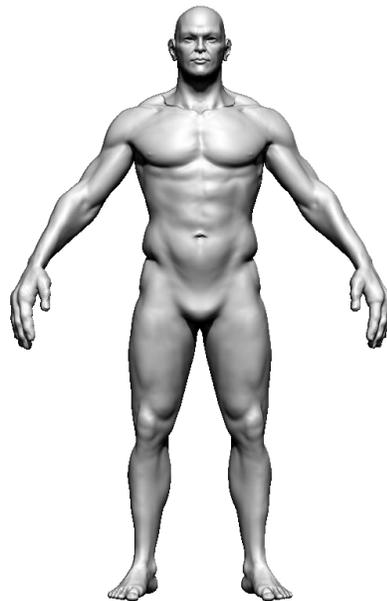
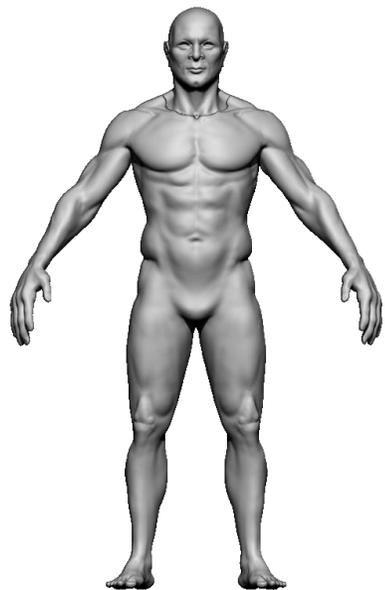
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DE VALÈNCIA

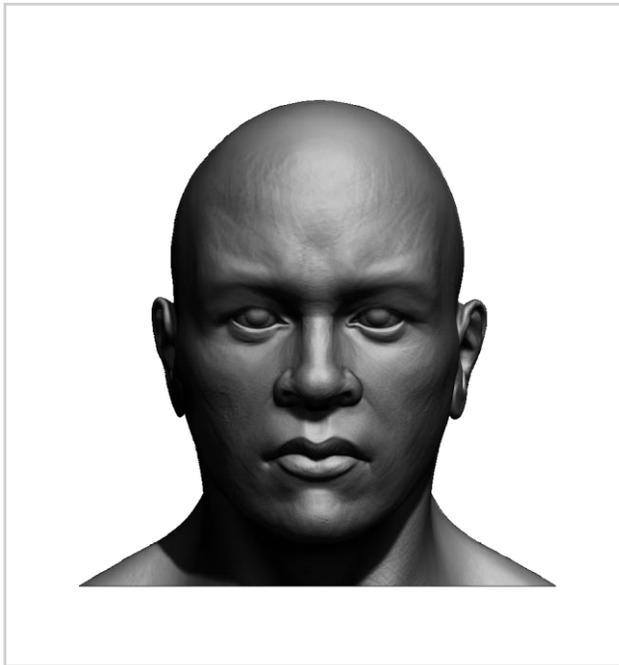
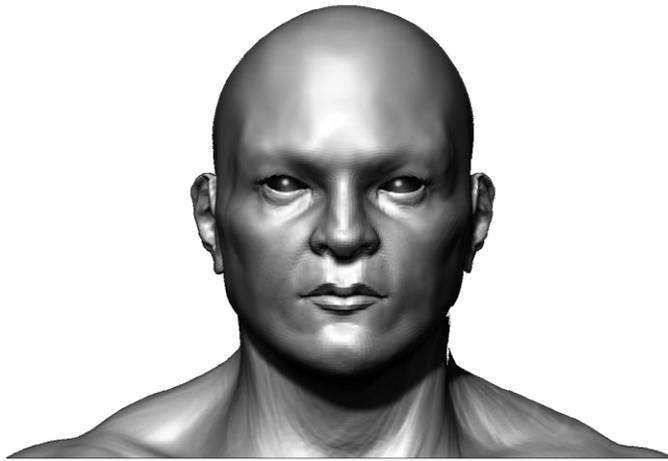


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# MODELADO ORGÁNICO.

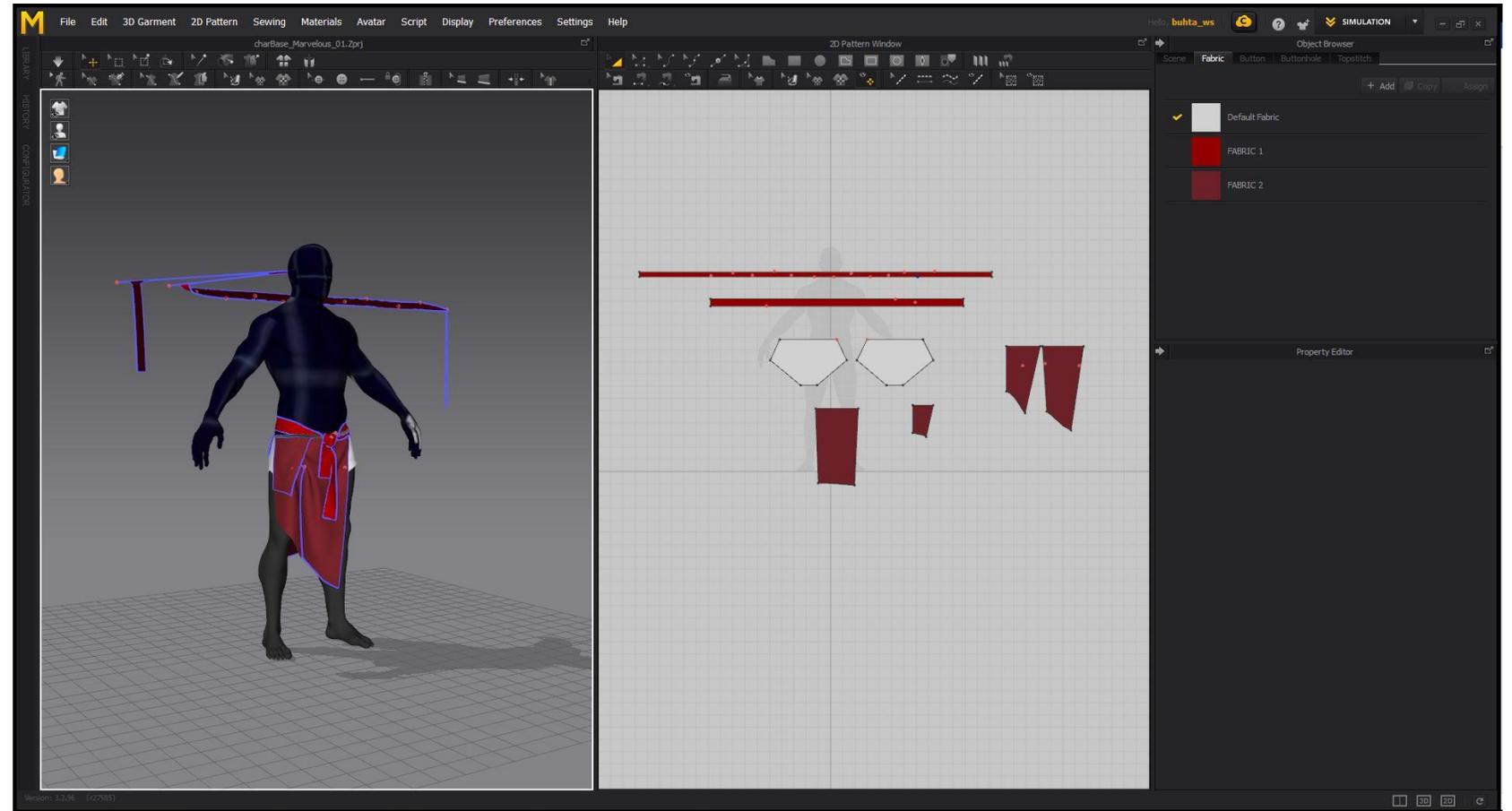






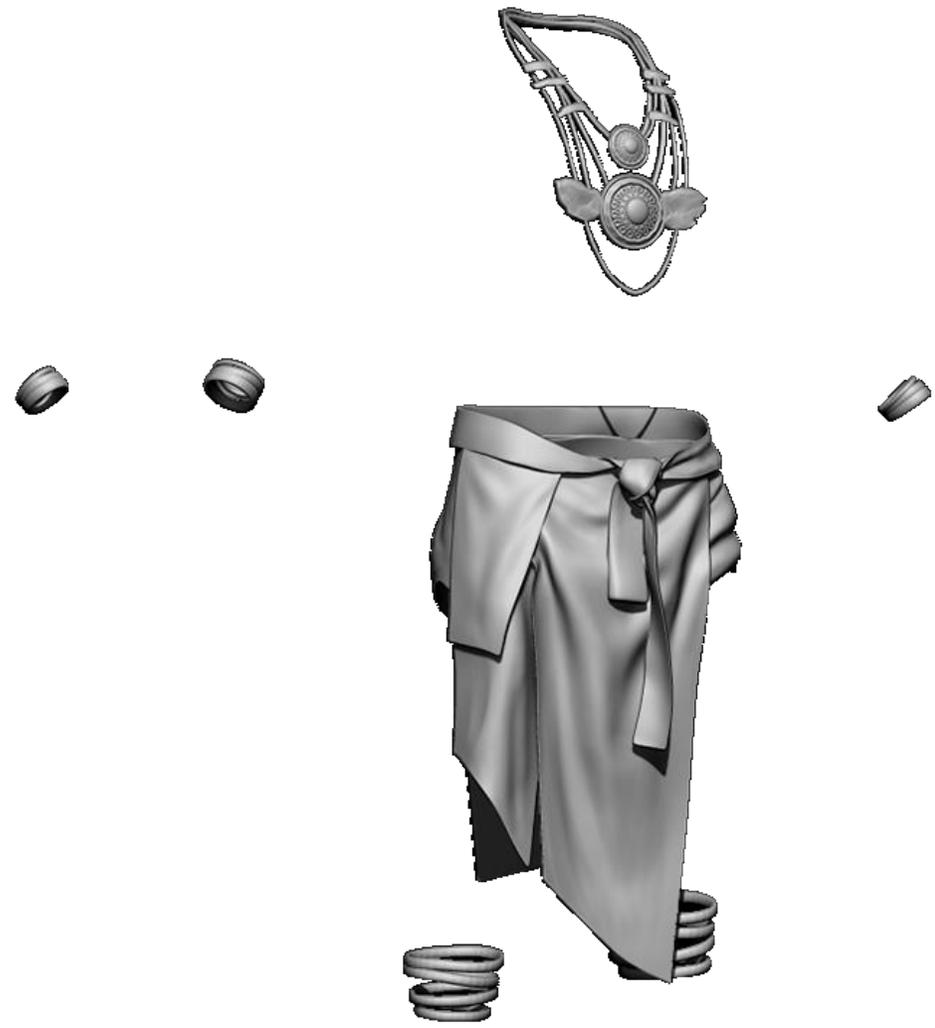
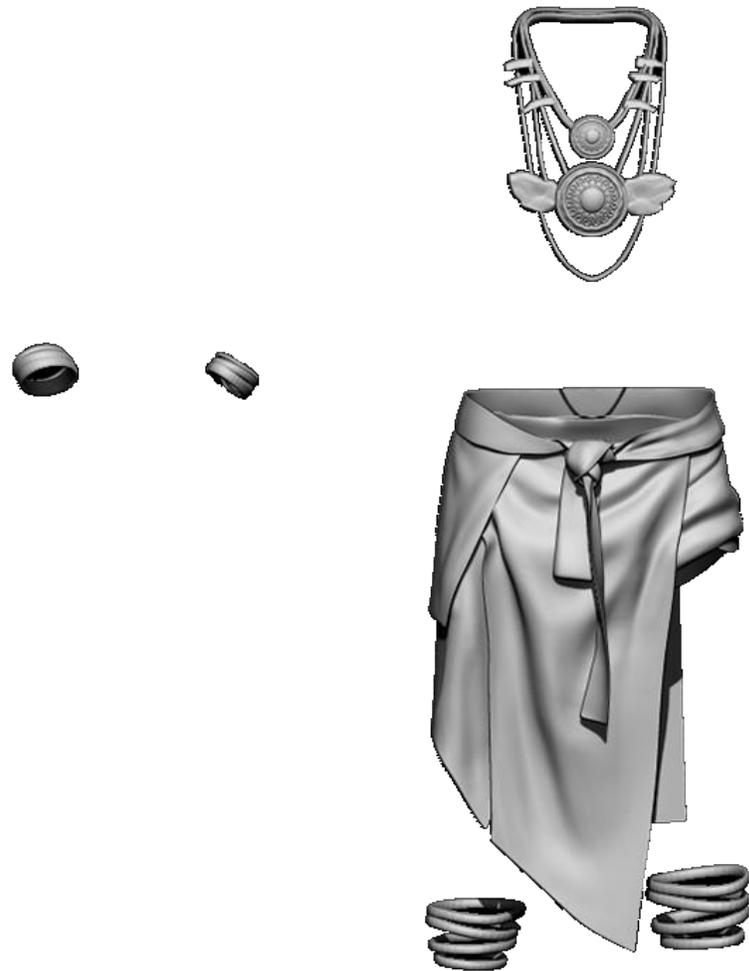
# MODELADO INORGÁNICO.

Ropa, vestuario.



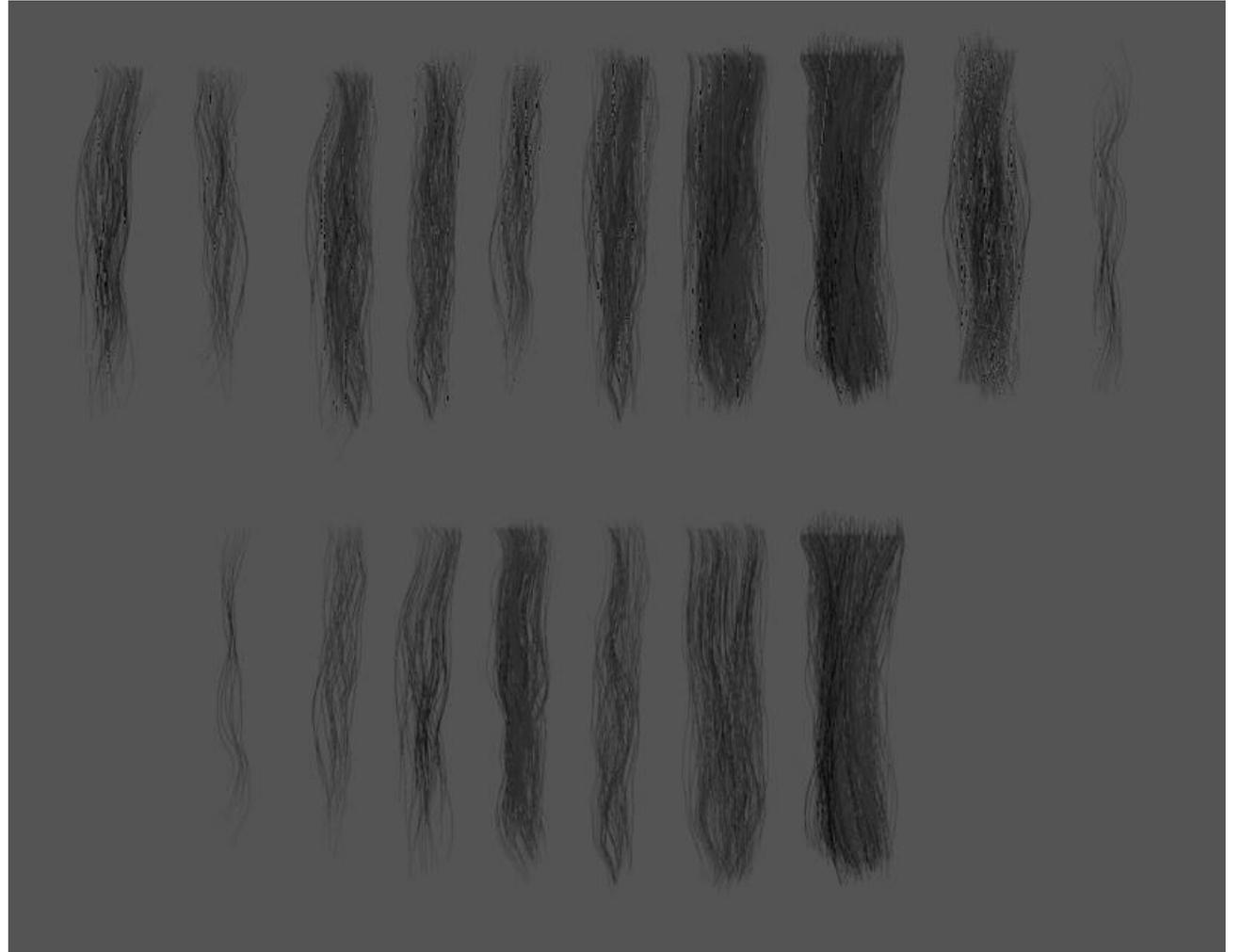


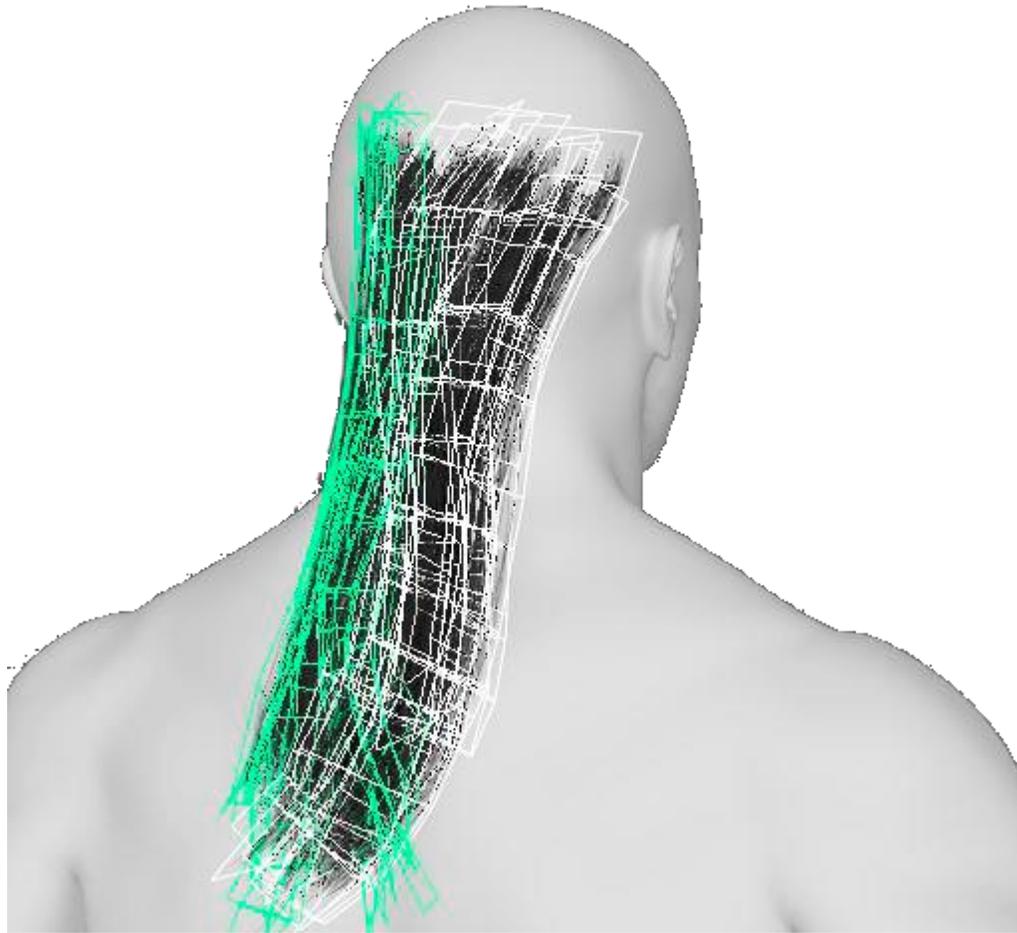






# MODELADO DEL PELO.



















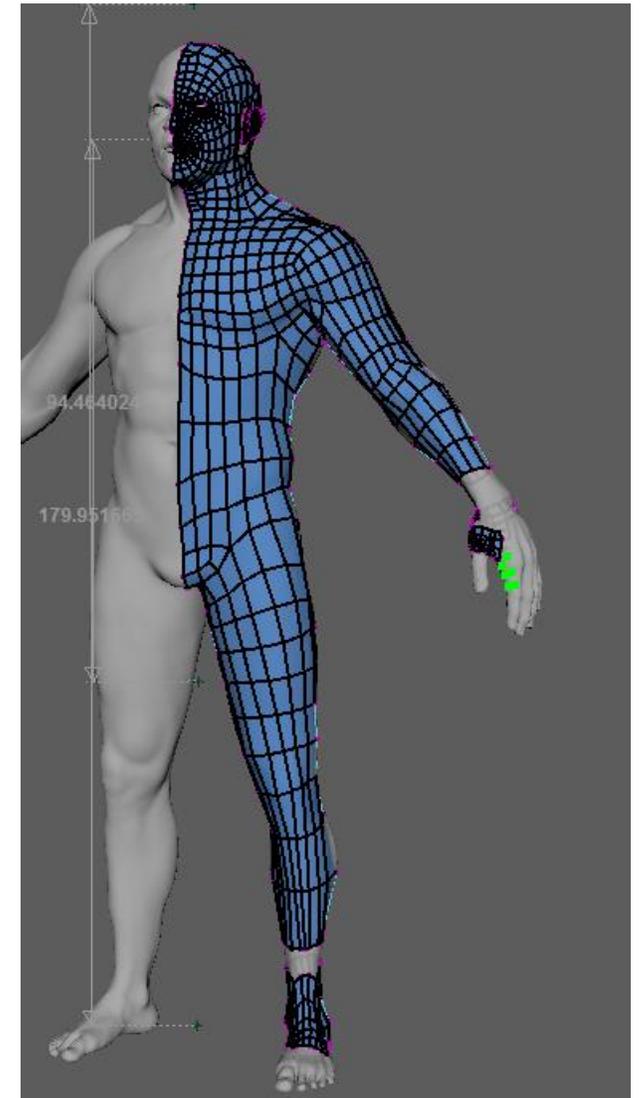
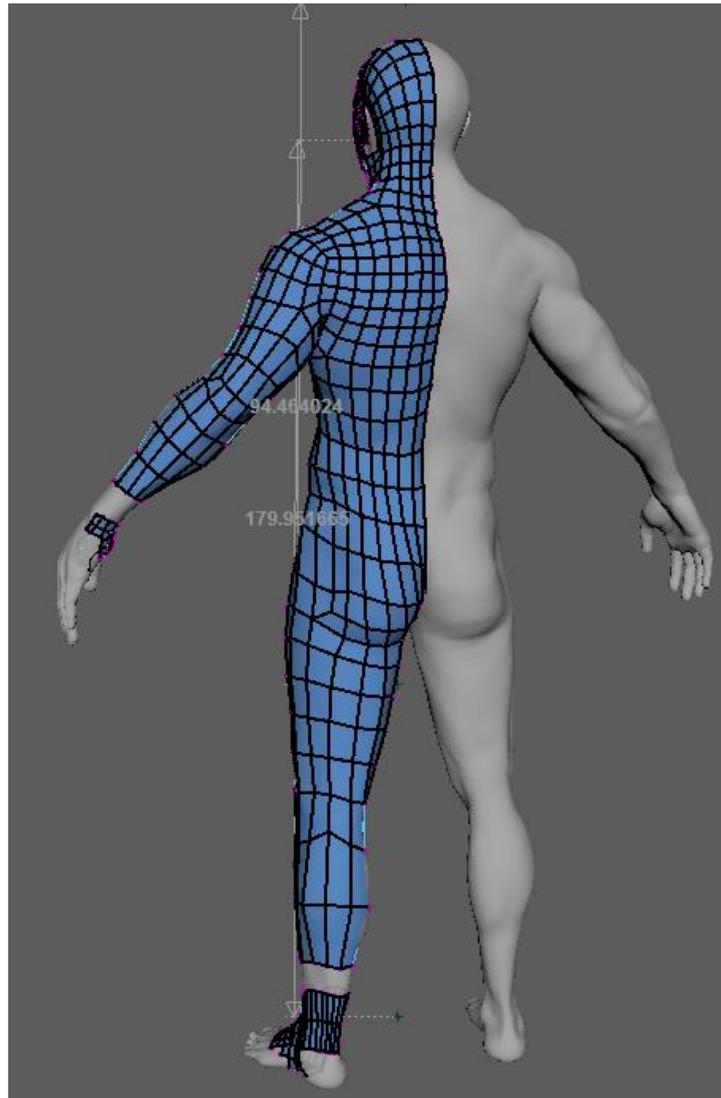
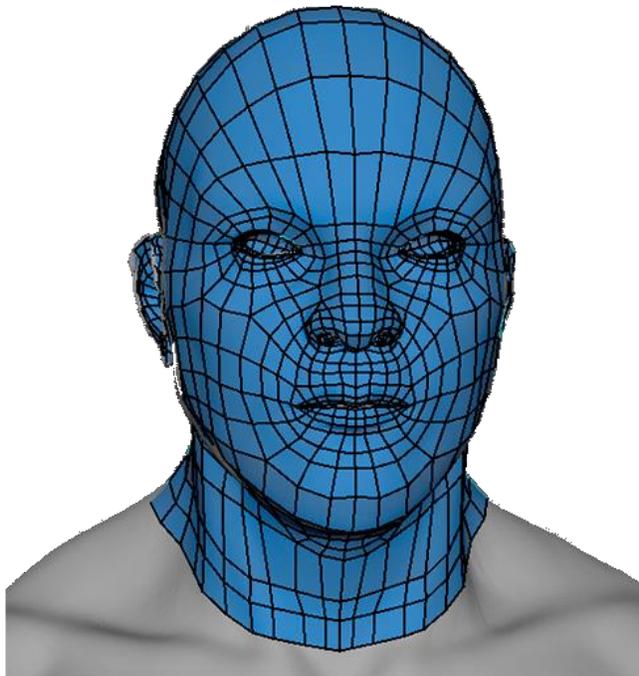


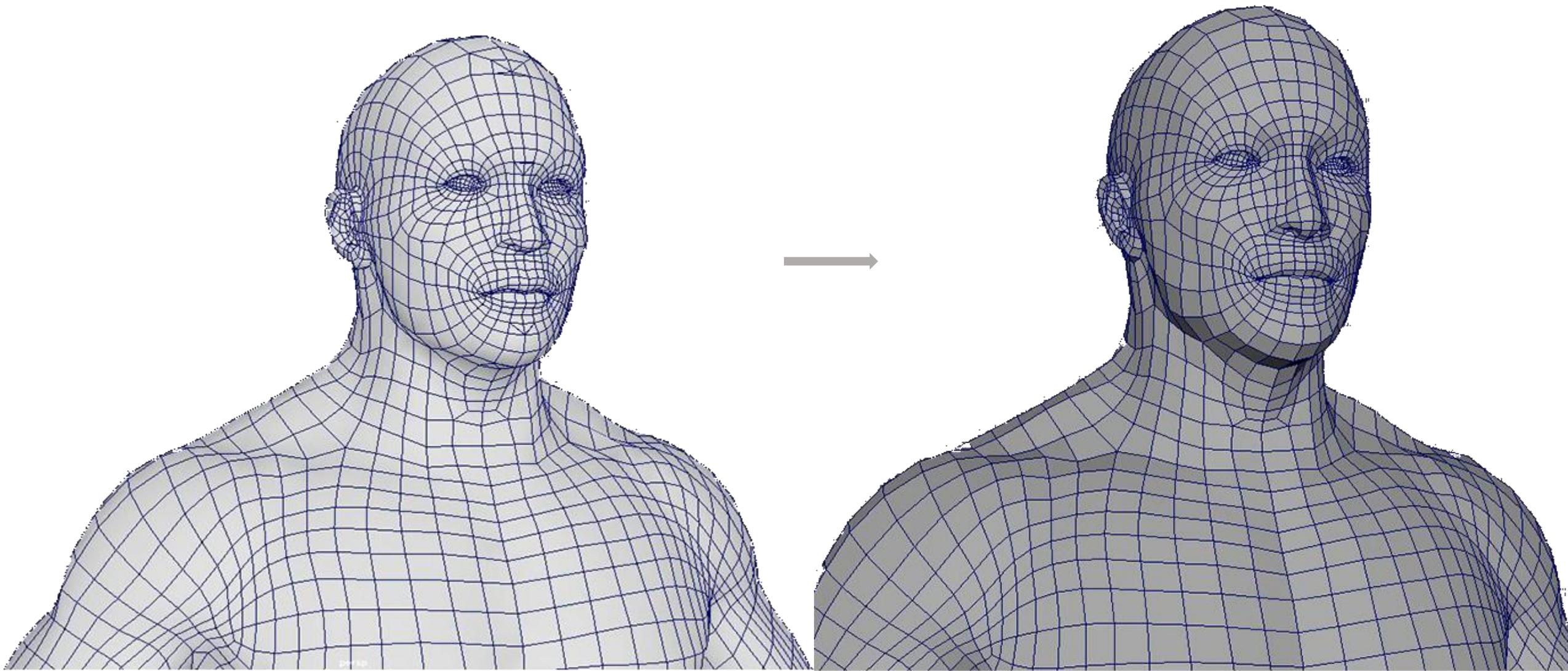


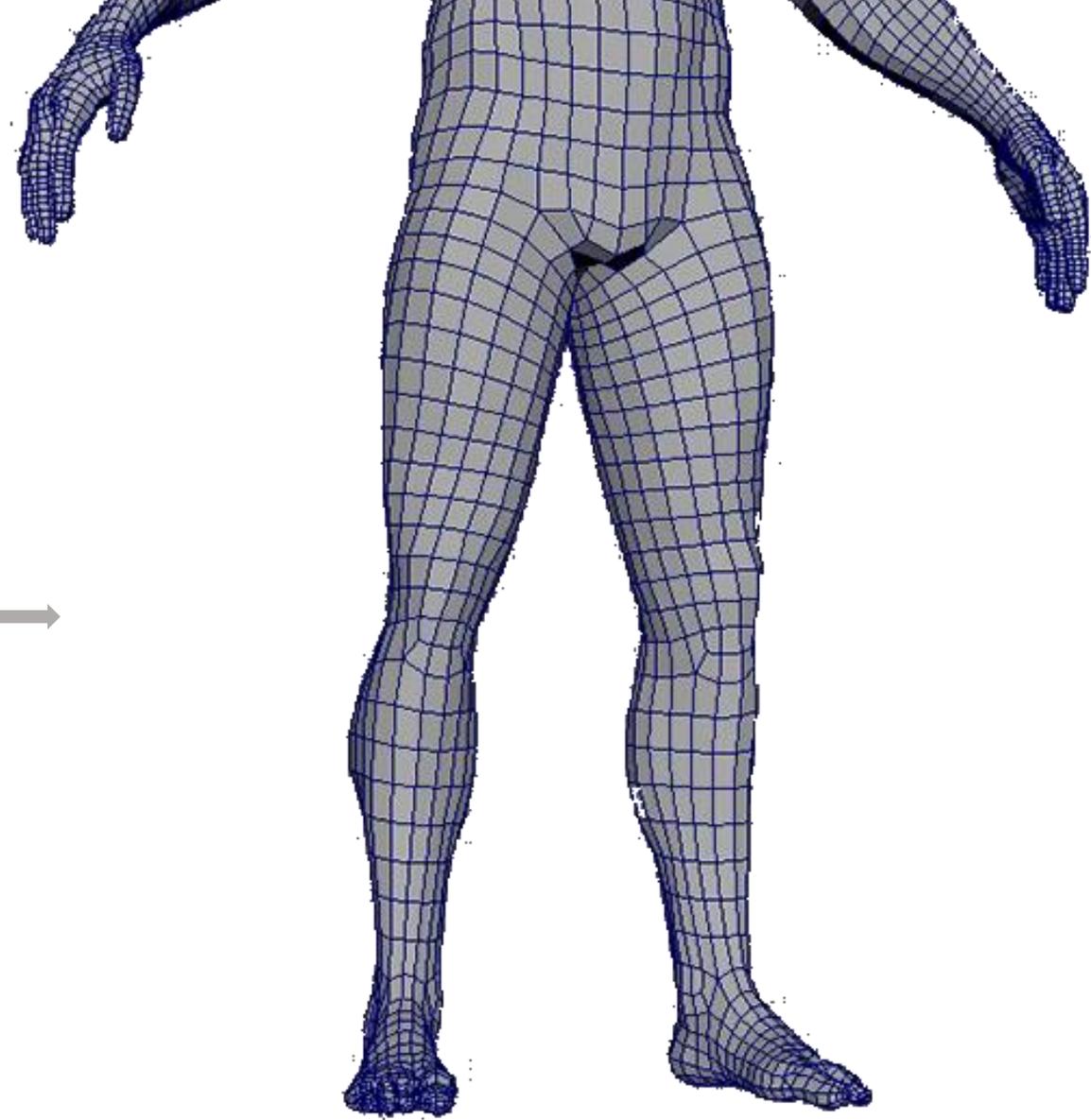
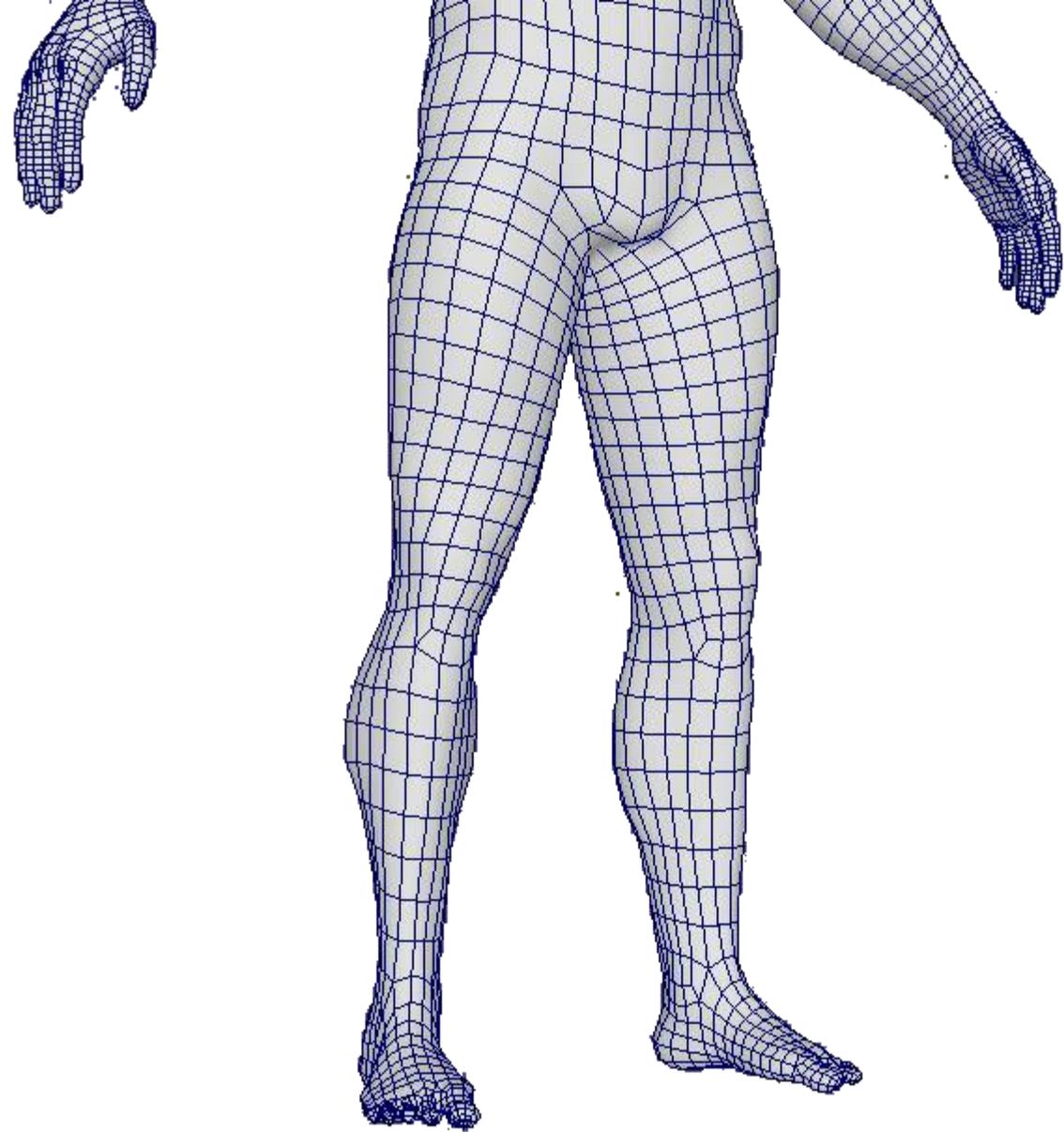


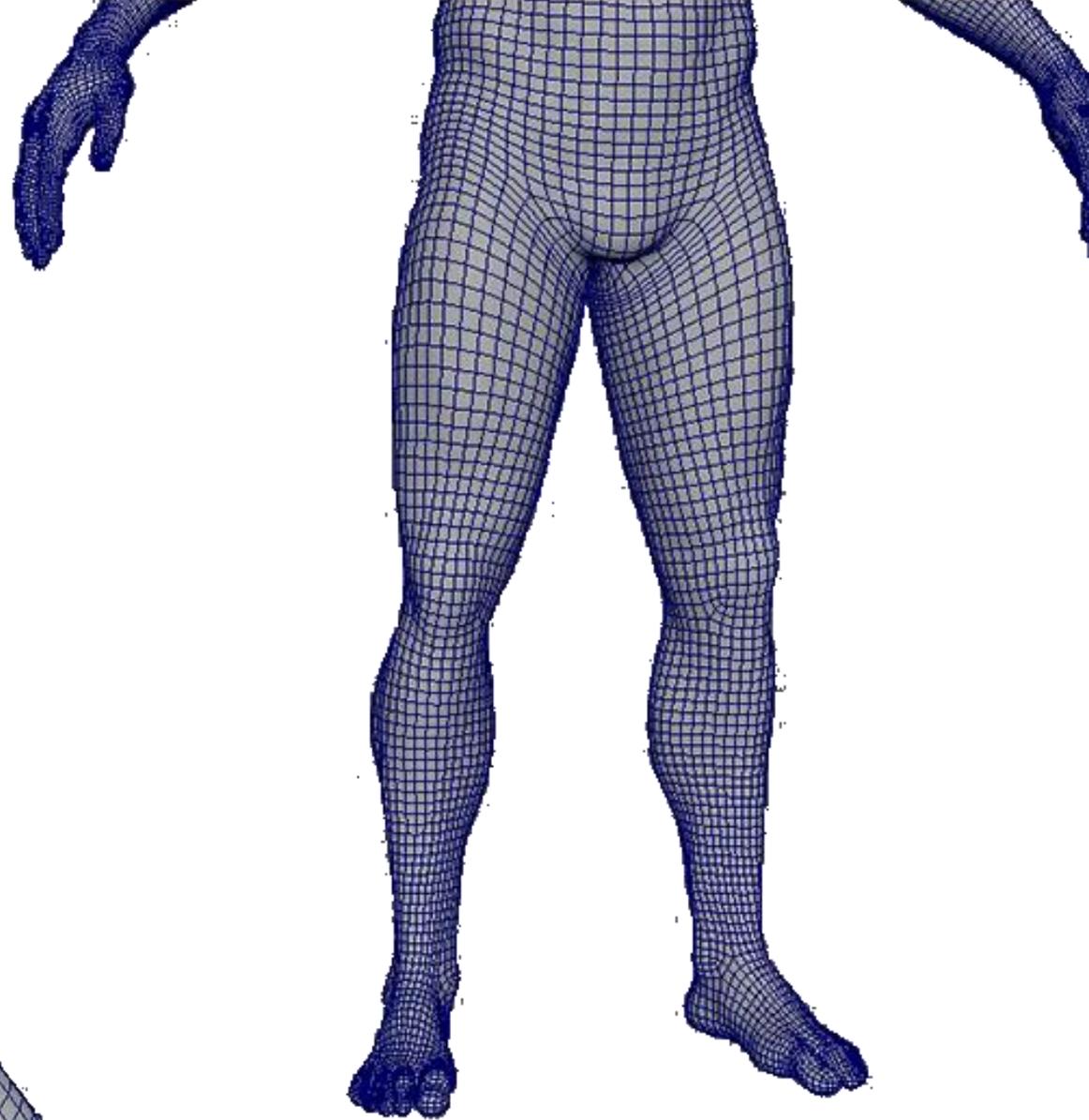
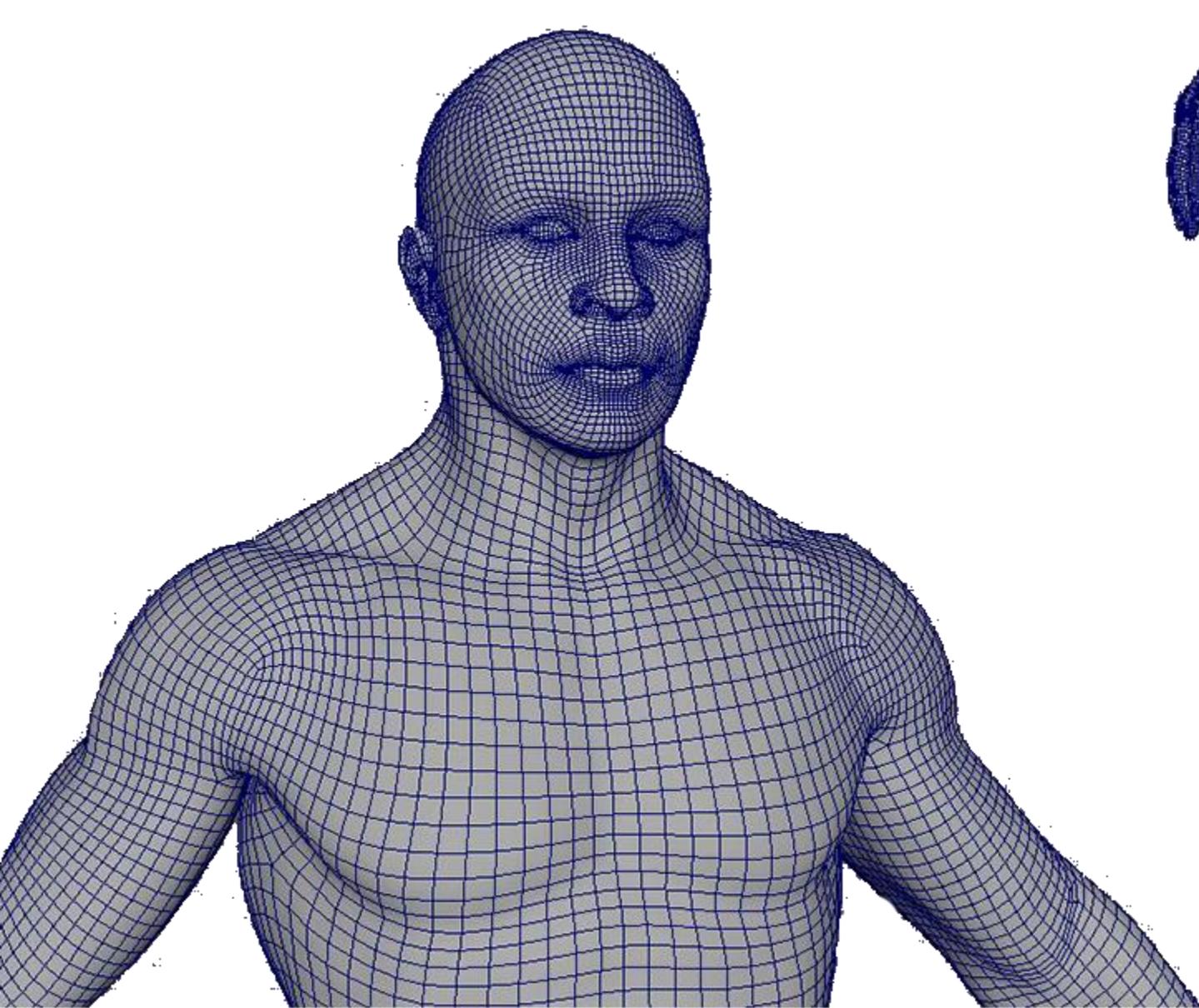


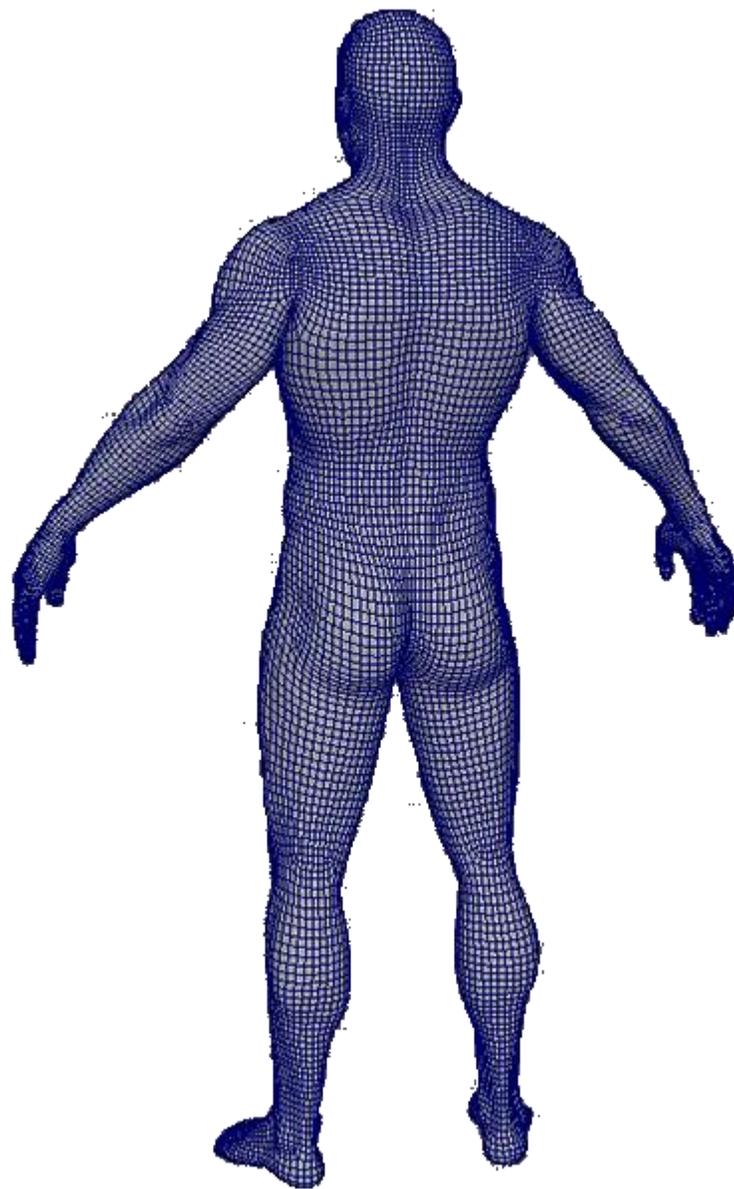
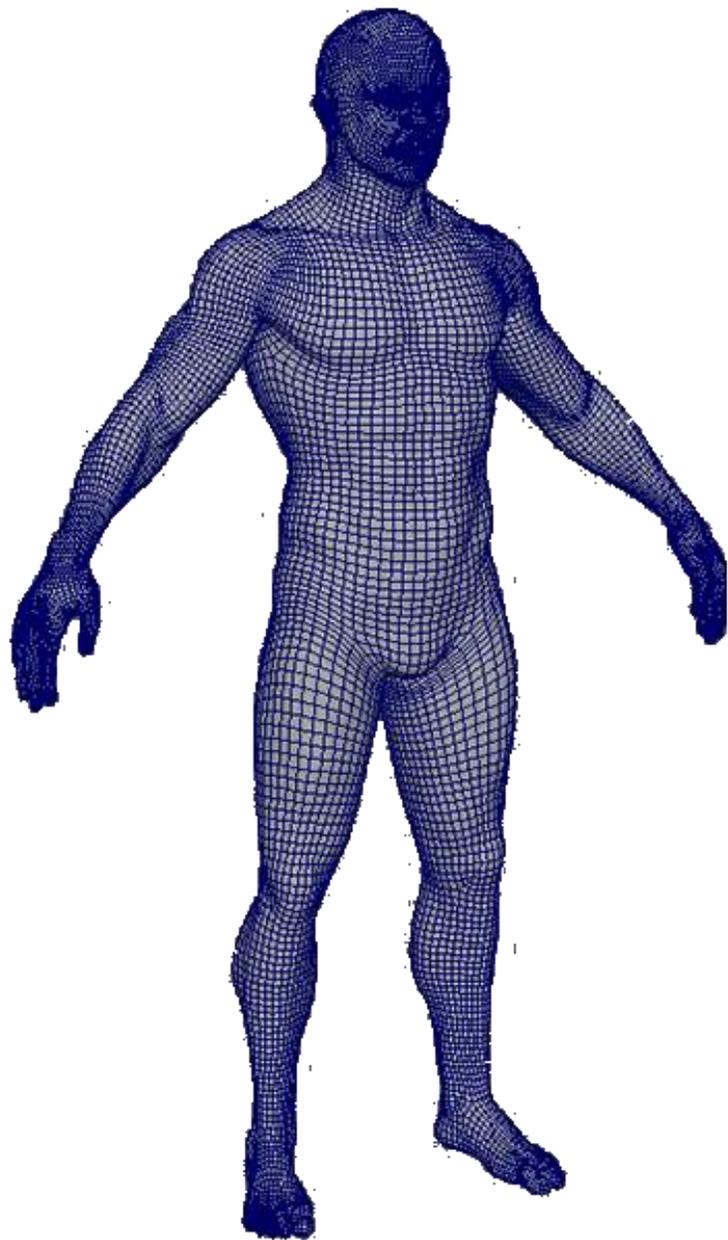
# Retopología y UVs.



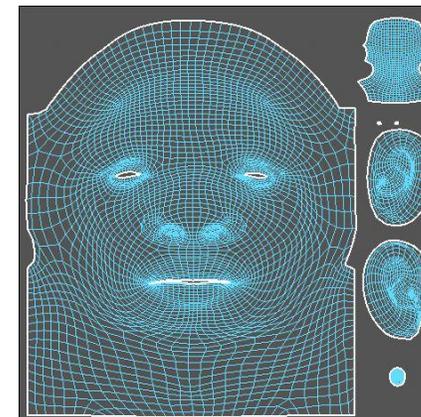




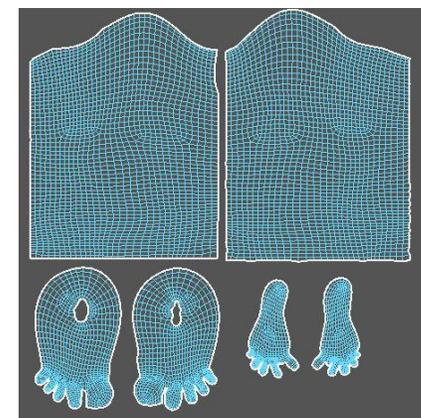




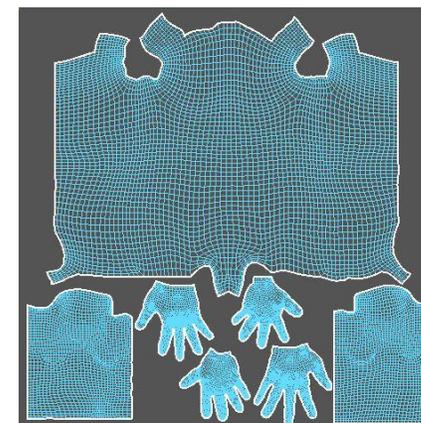
Uvs cara.

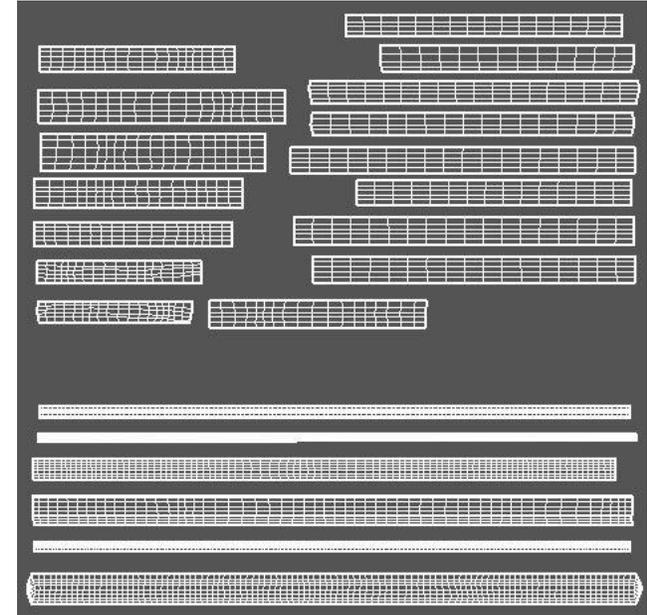


Uvs tren inferior.



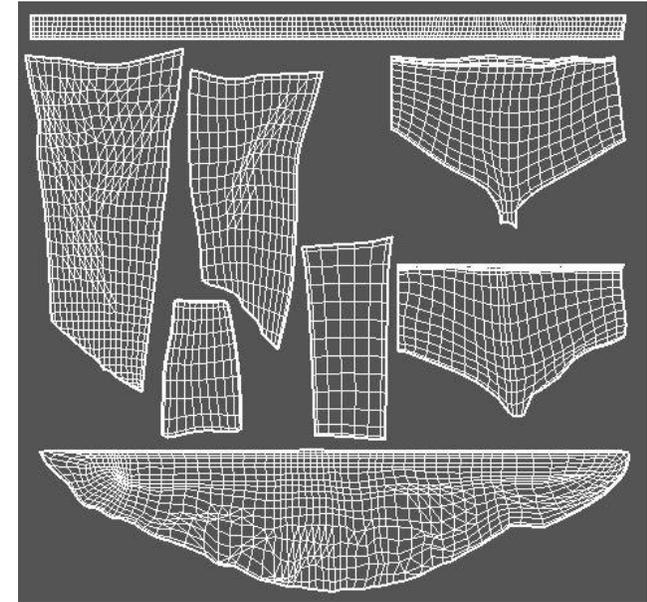
Uvs tren superior.





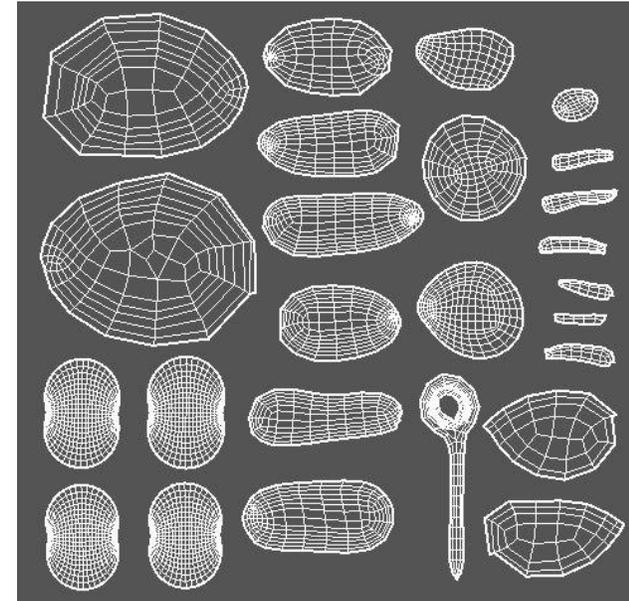
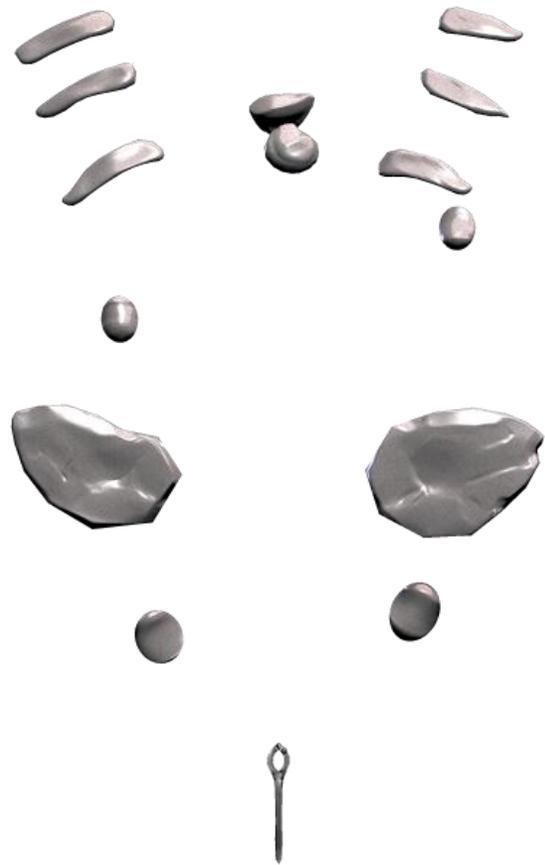
UVs cuerdas.



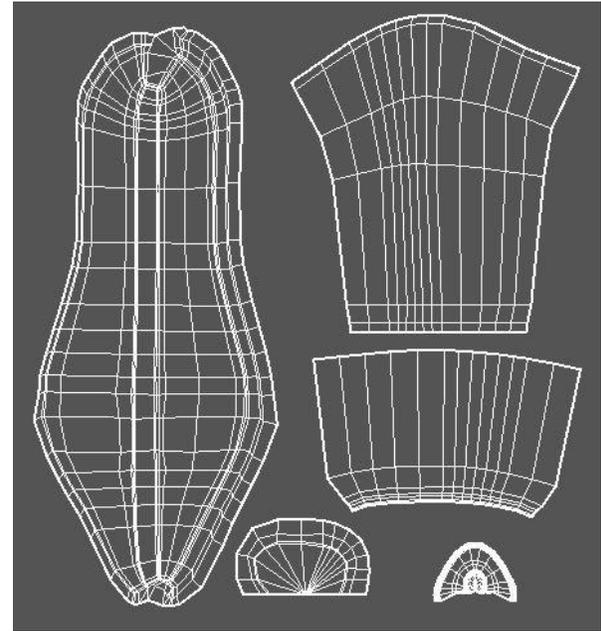


UVs ropa.



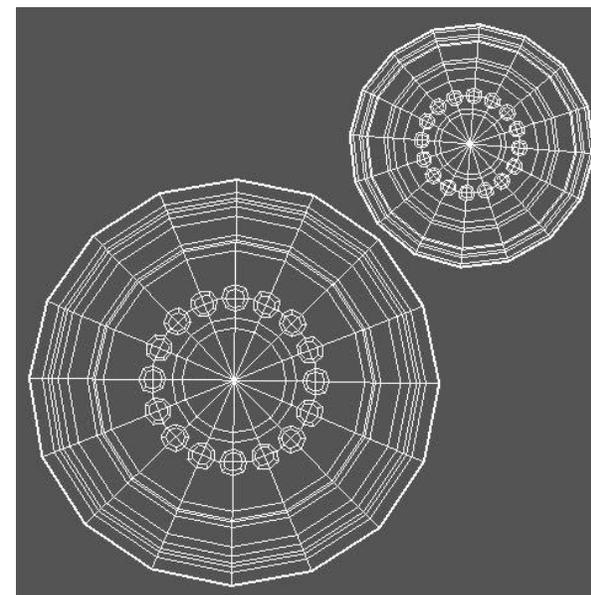


UVs chapas.



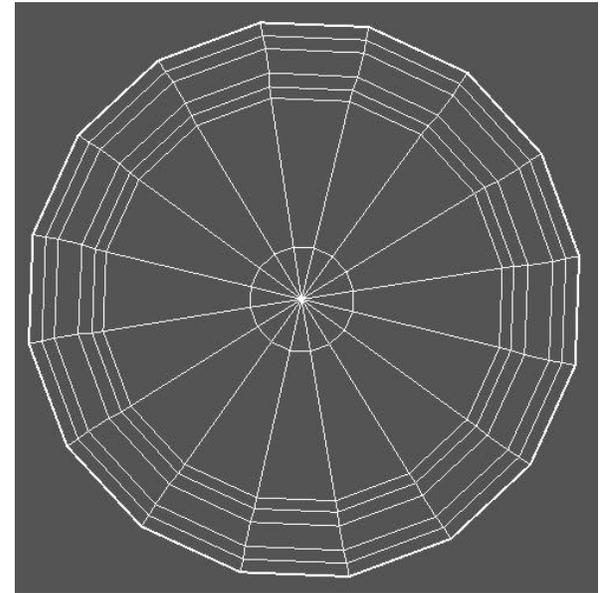
UVs espada.





UVs medallones.

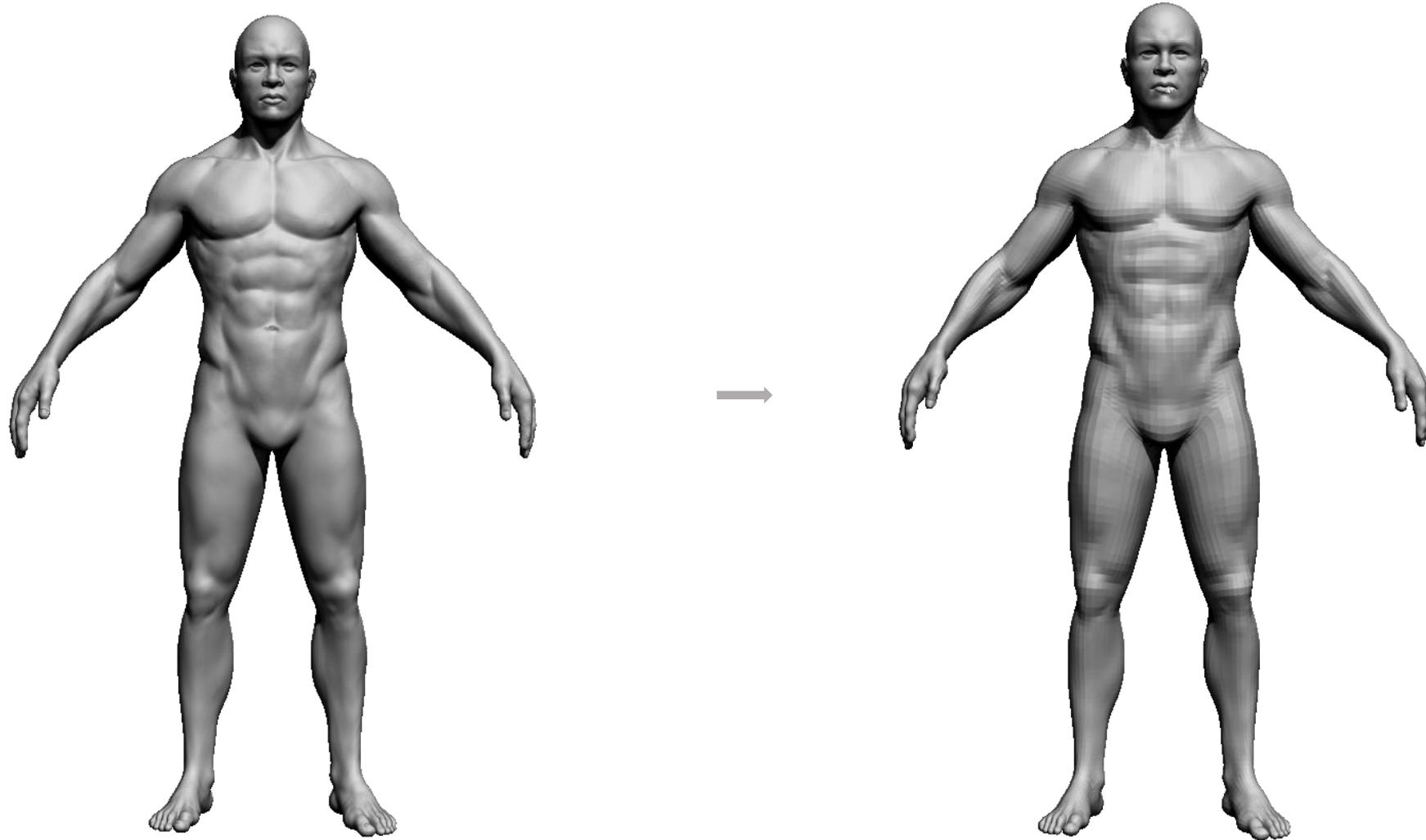




UVs escudo.



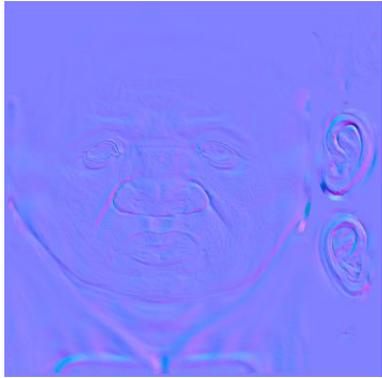
# Baking.



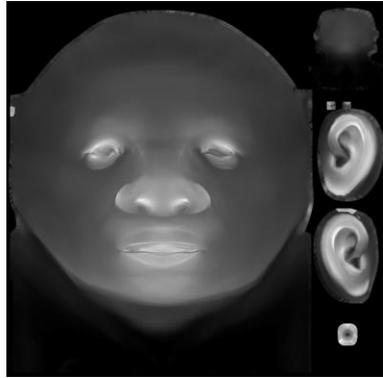
Transferencia de datos del high al low poly para crear los mapas.



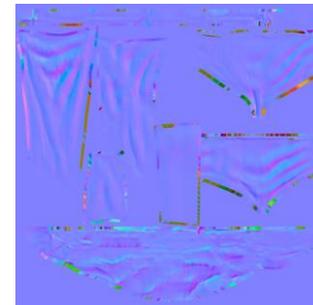
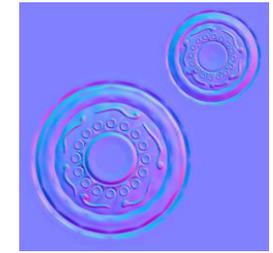
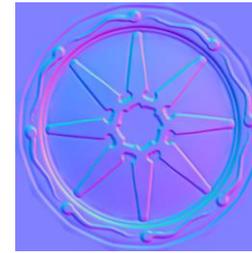
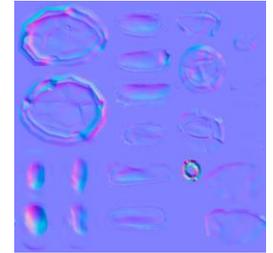
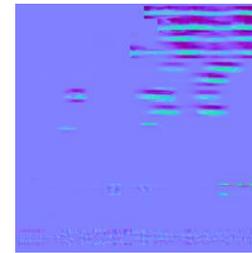
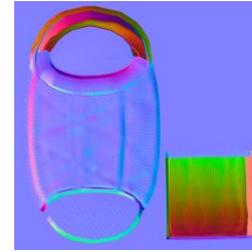
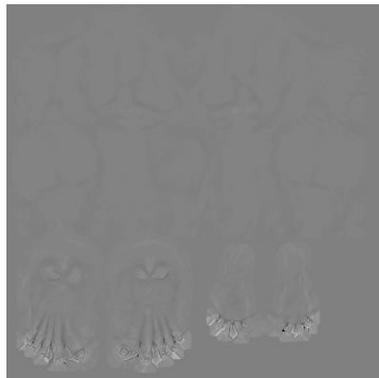
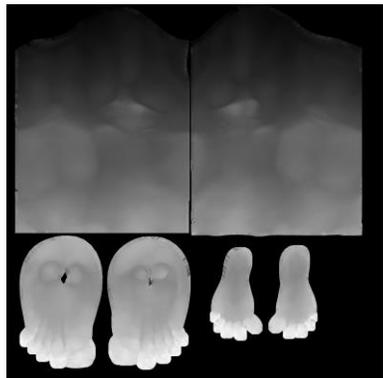
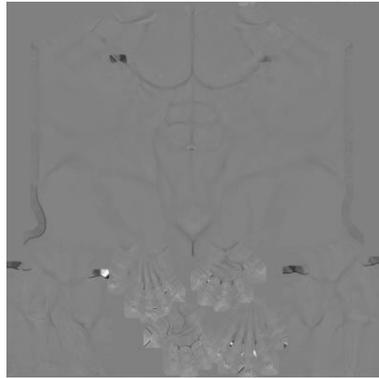
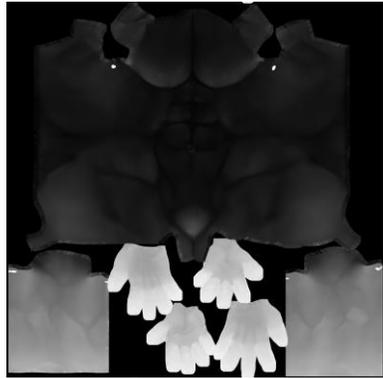
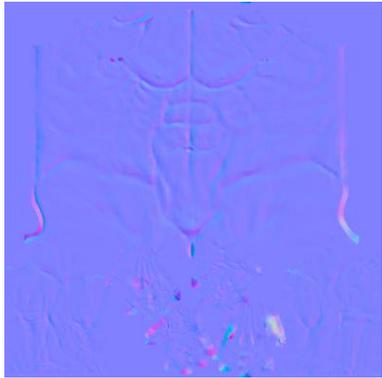
Normal map.



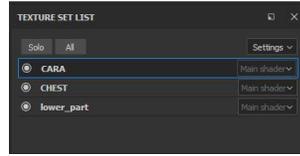
Thickness map.



Curvature map.

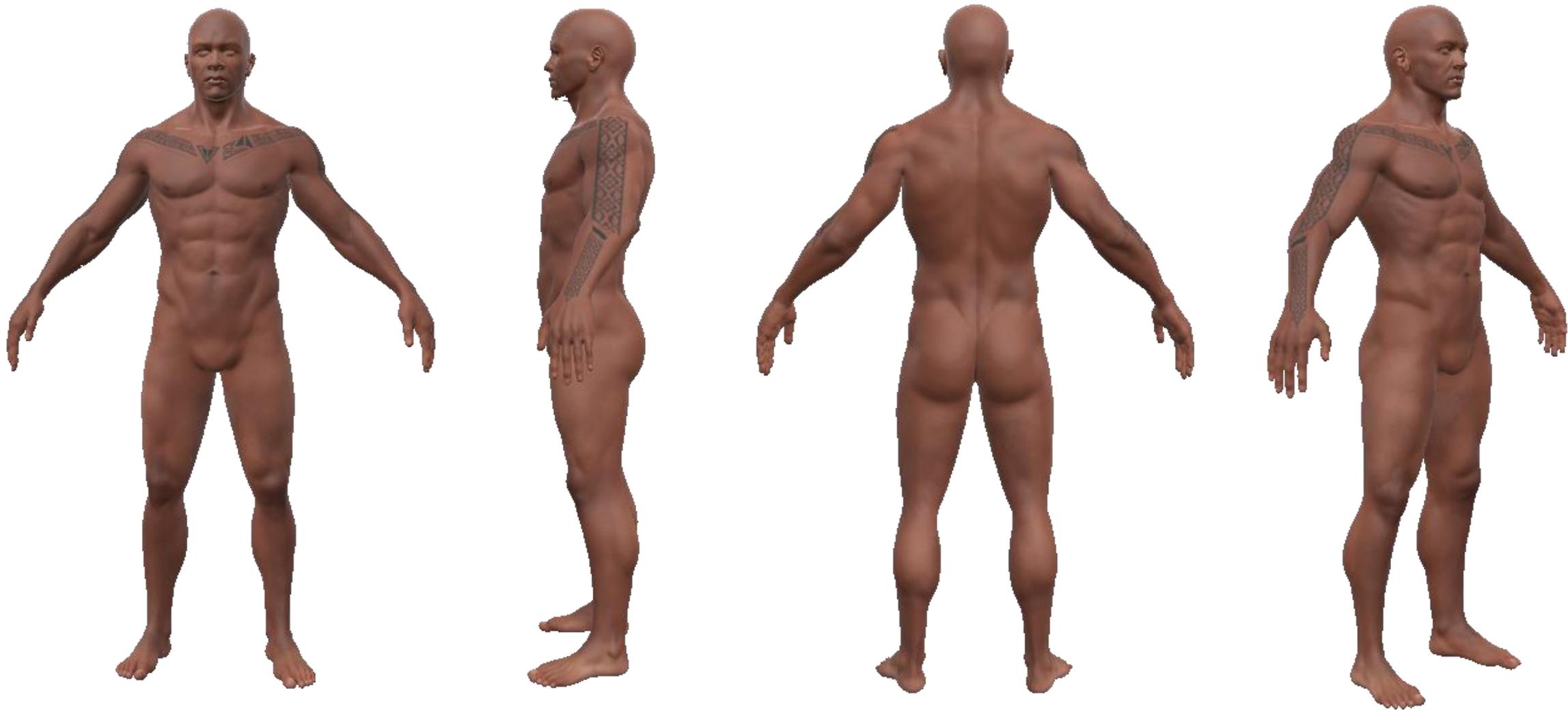


# Texturizado.



Mapa de color (Albedo Map).





Visión de render en Substance.

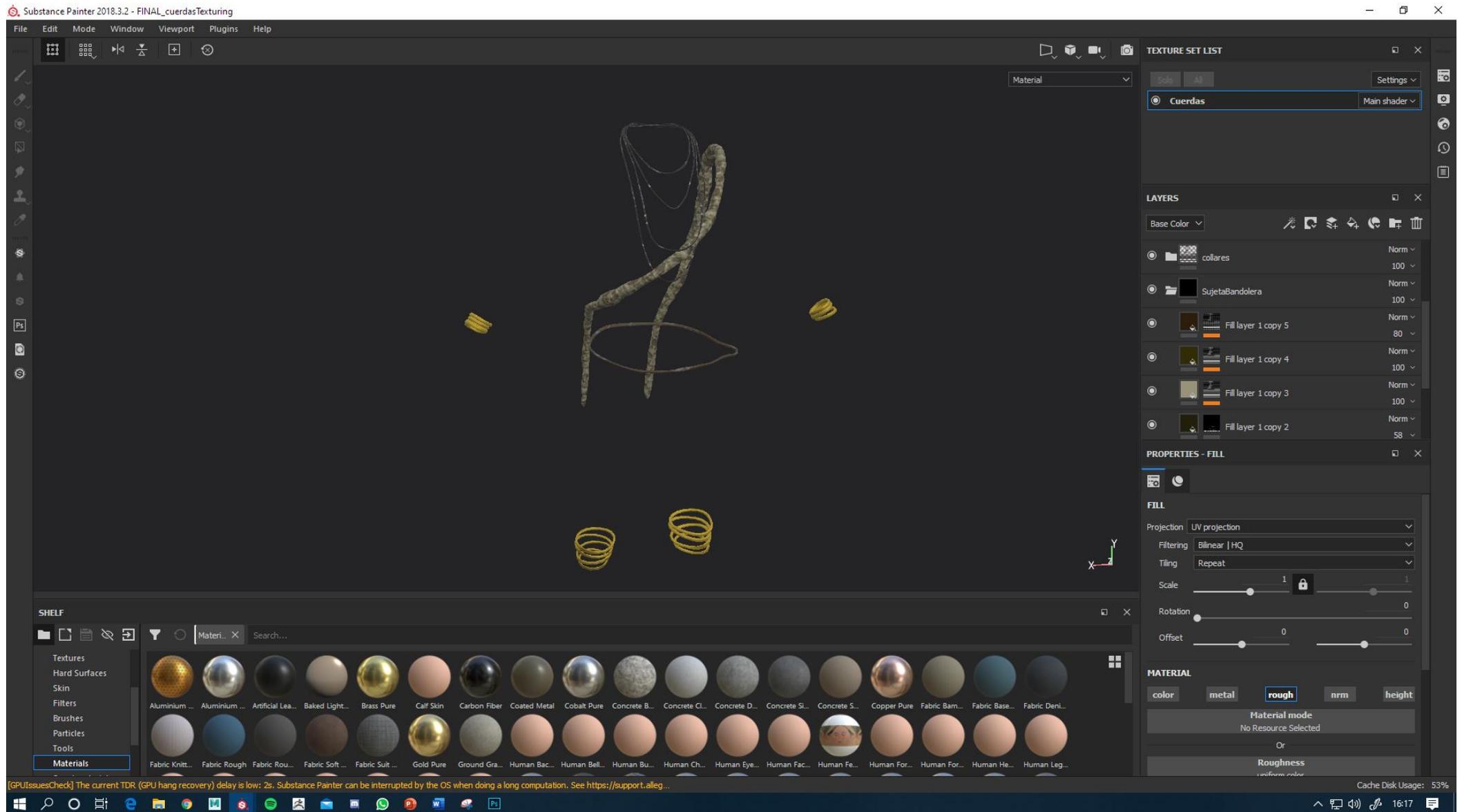




Mapa de color (Albedo) en Substance Painter.



Visión de render en Substance.



Captura del proceso de trabajo en Substance Painter.

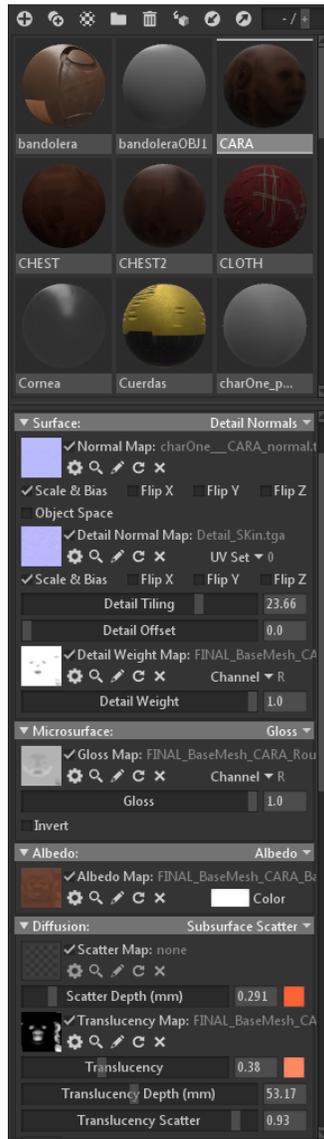


# Renderizado.

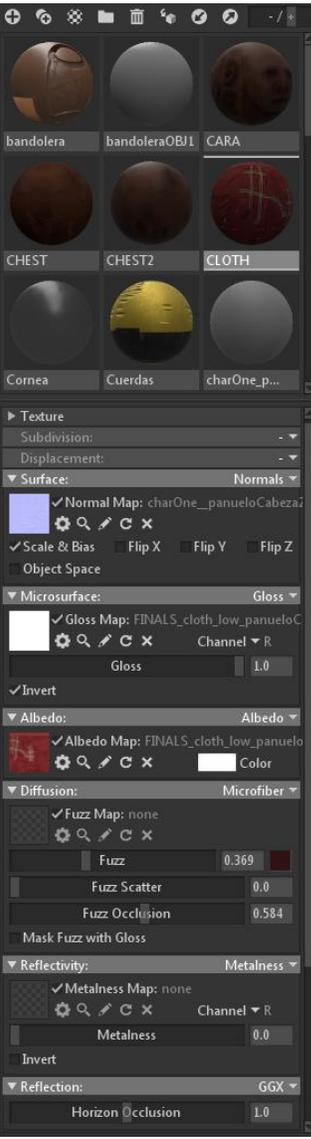


Escena completa Marmoset Toolbag.

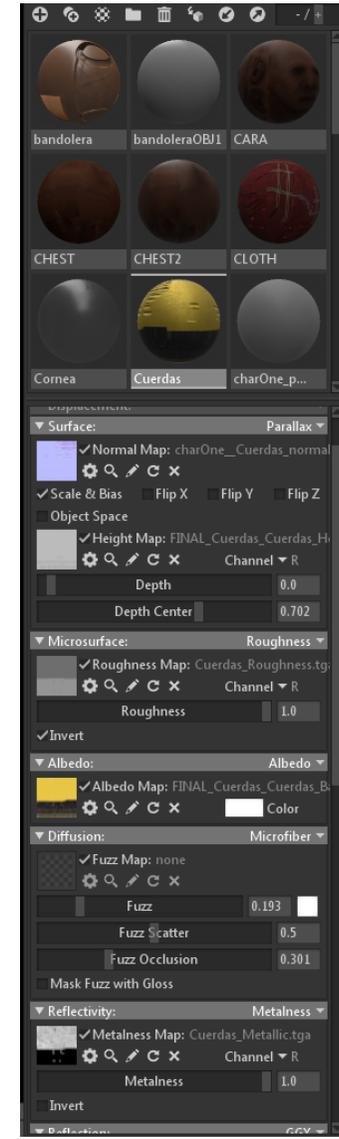




Parámetros material orgánico.



Parámetros material ropa.



Parámetros material inorgánico.



Tris: 108.114



