Recopilación de *renders* y resultados obtenidos

Belén Amat Pérez

Renders del modelo high poly

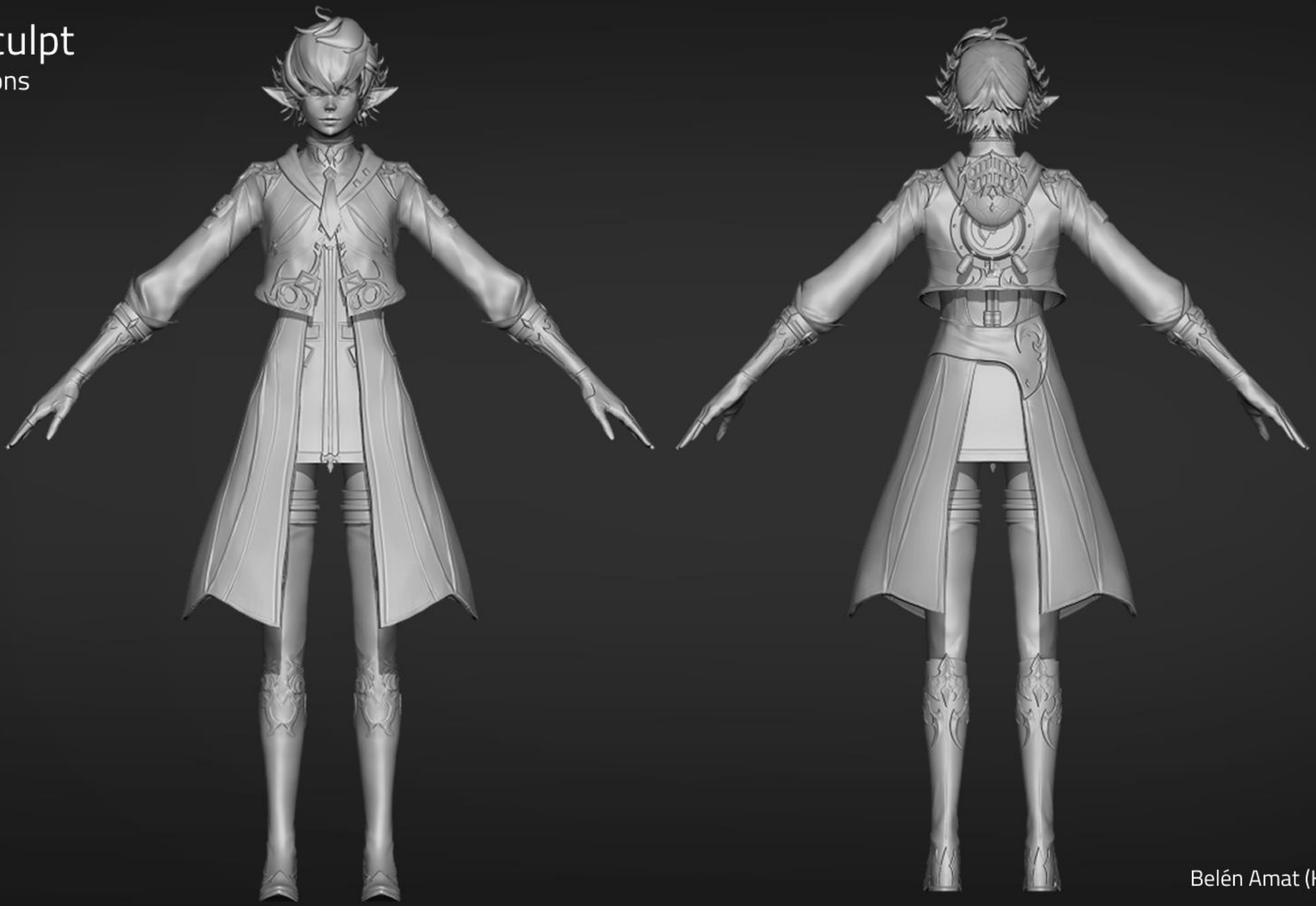
High poly sculpt render

- ZBrush -

Belén Amat Pérez

High poly sculpt

- 50 million polygons



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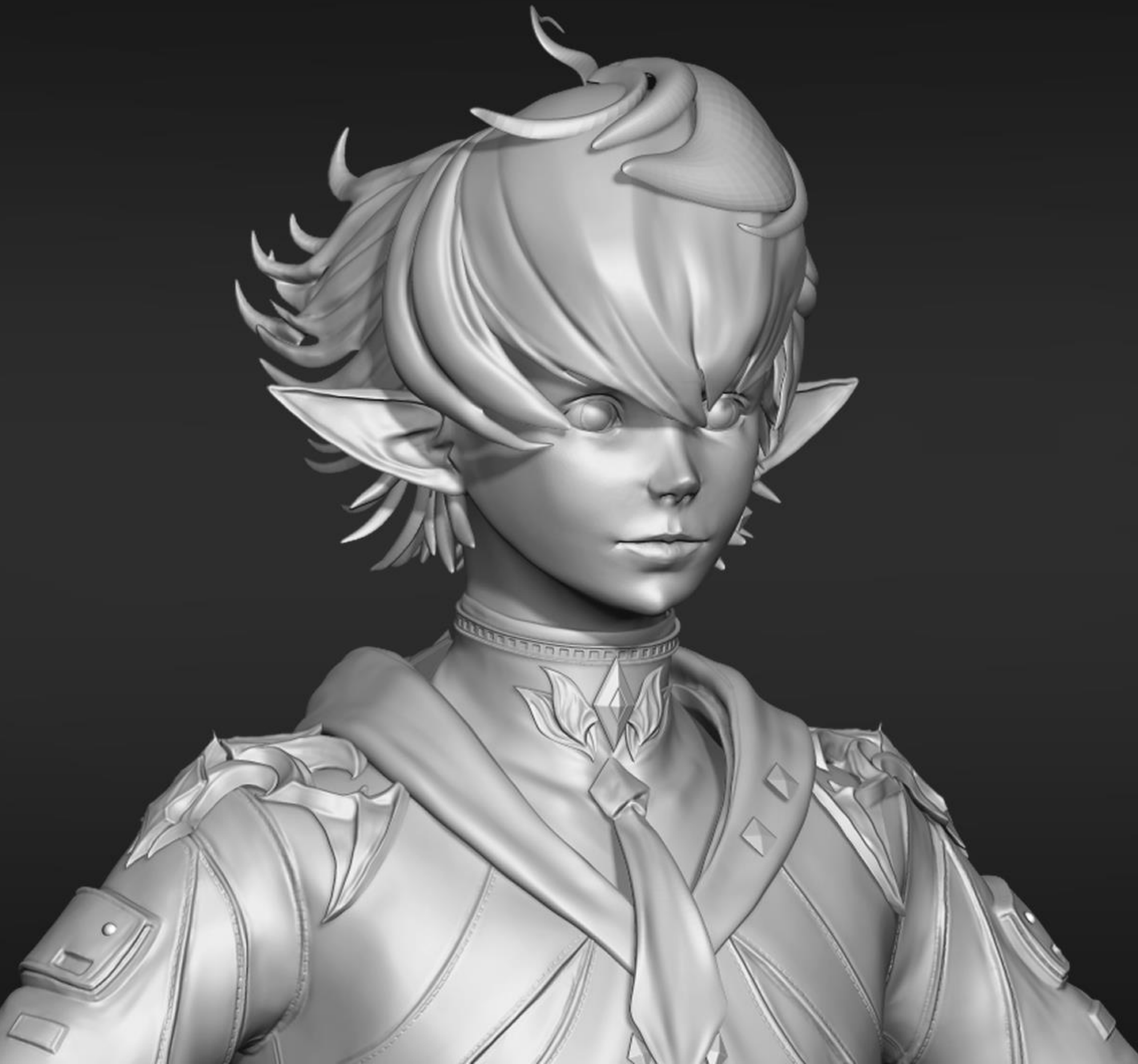

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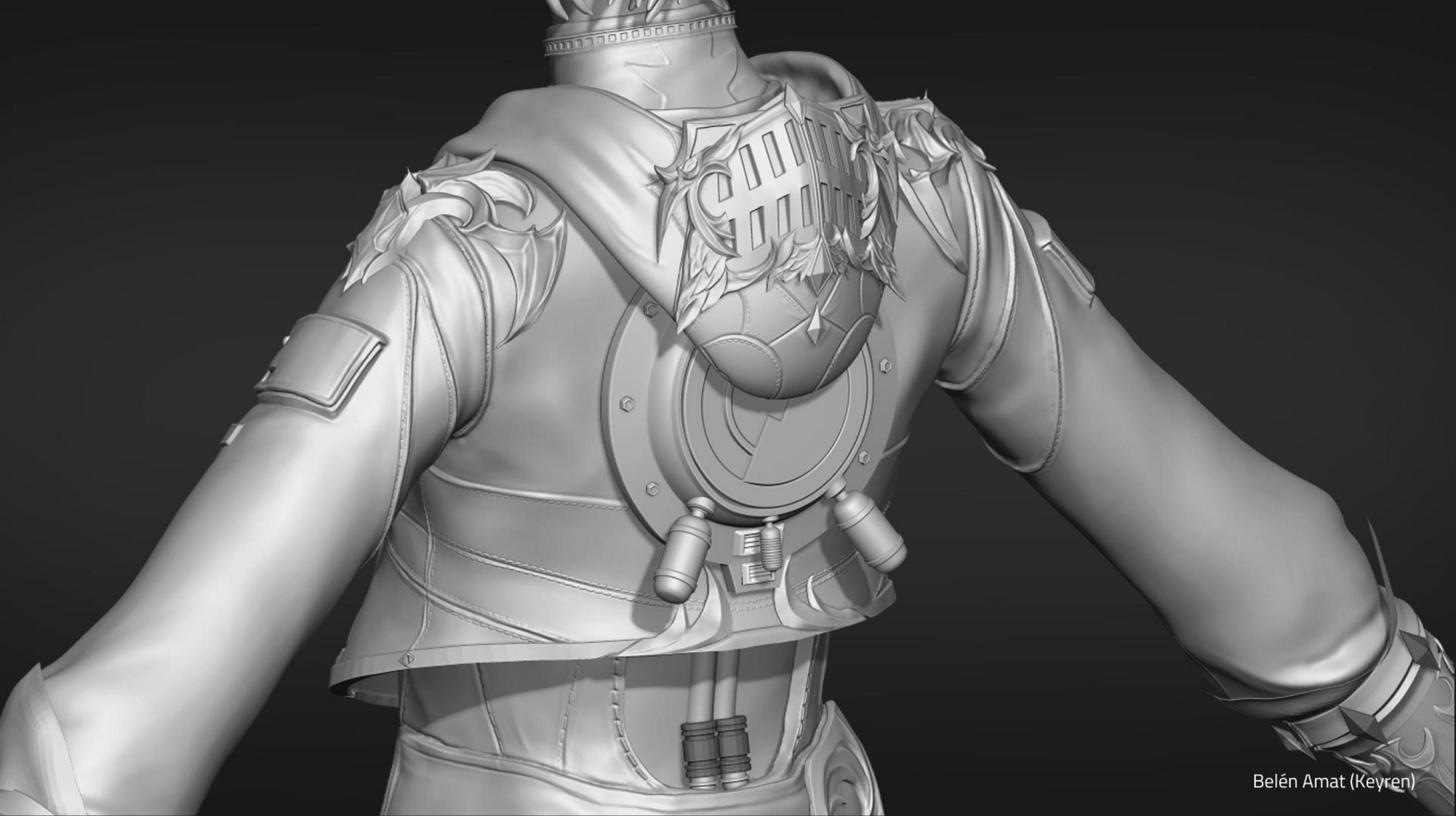

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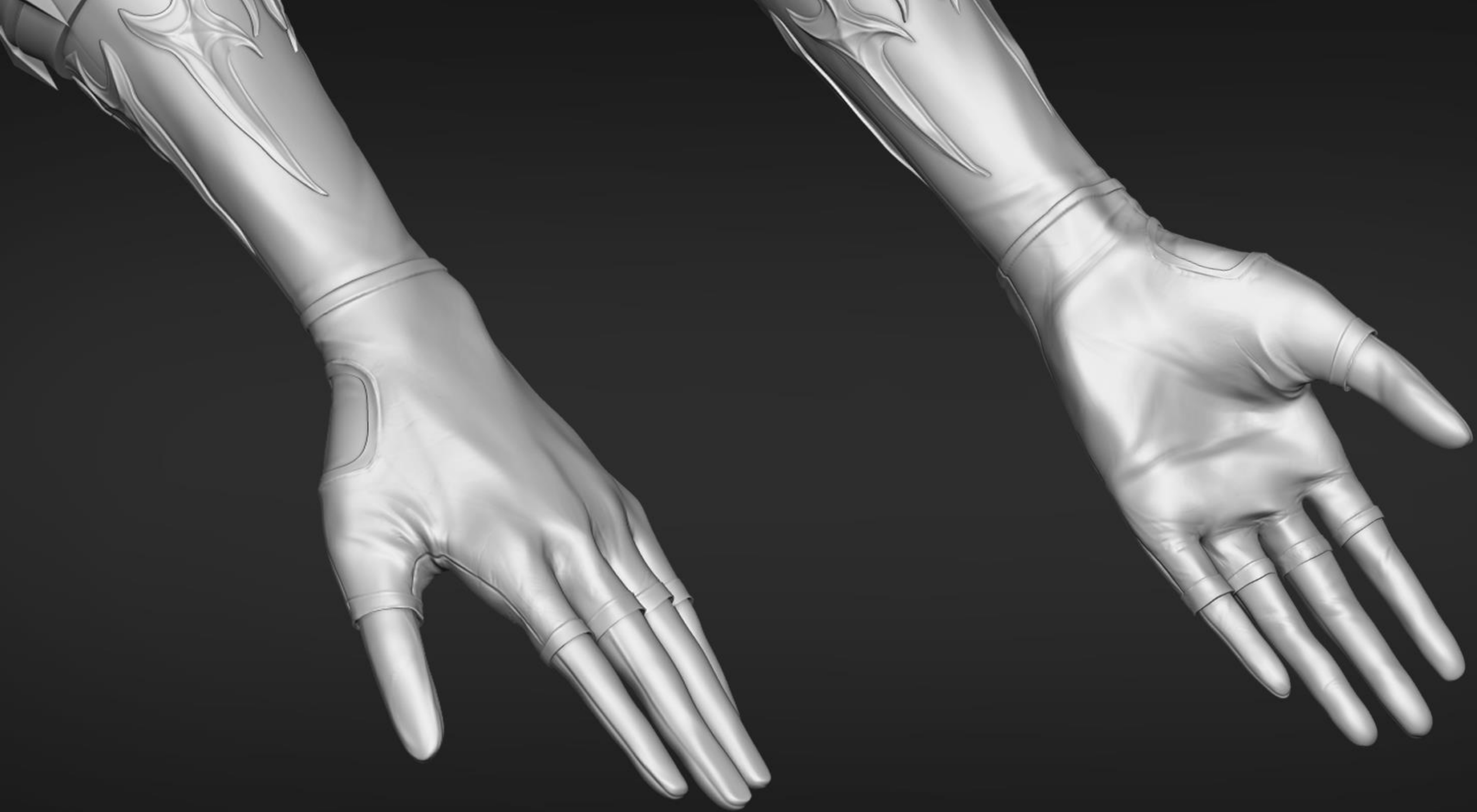

Belén Amat (Keyren)

Belén Amat (Keyren)

Renders del modelo low poly

Low poly render

- Marmoset Toolbag -

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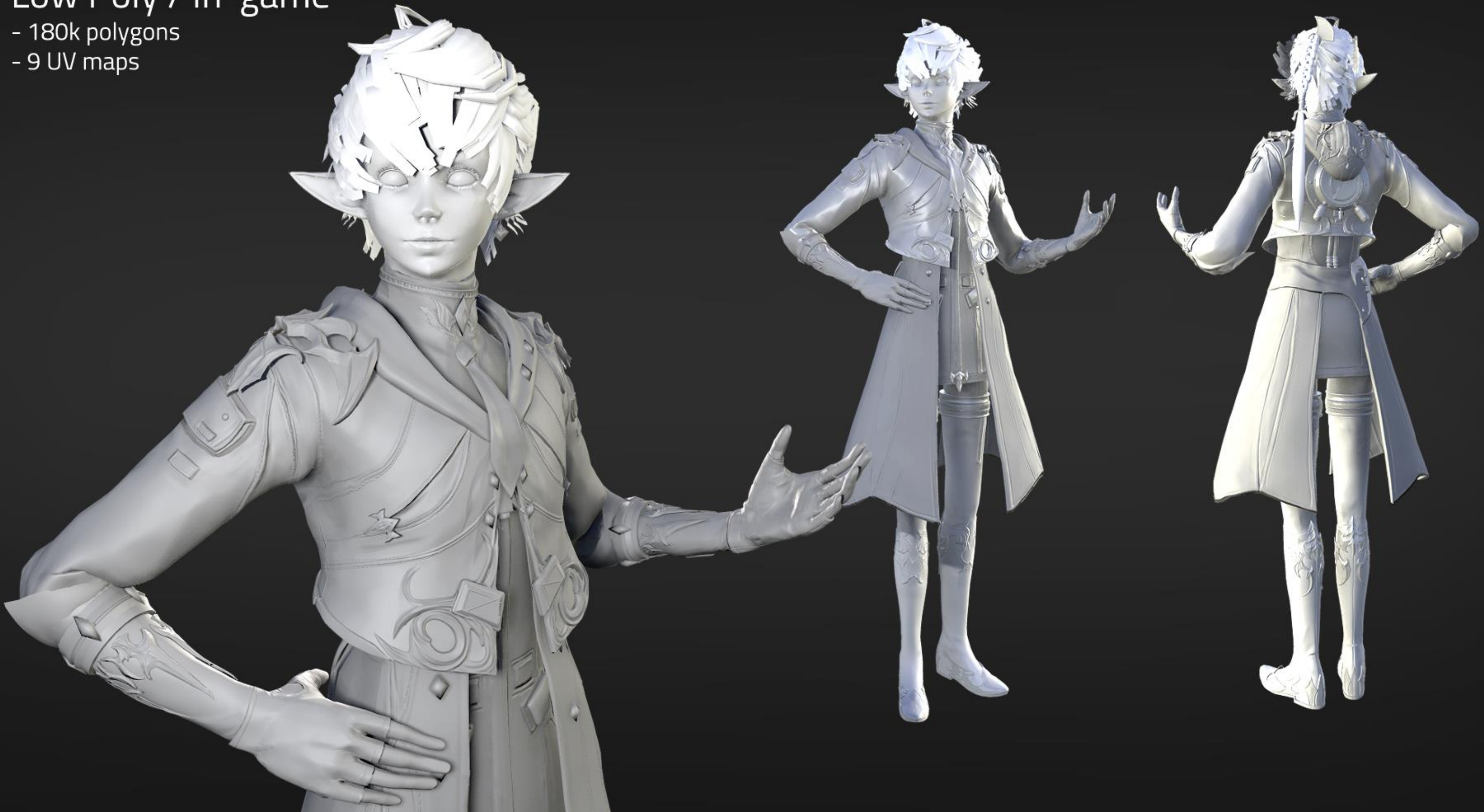
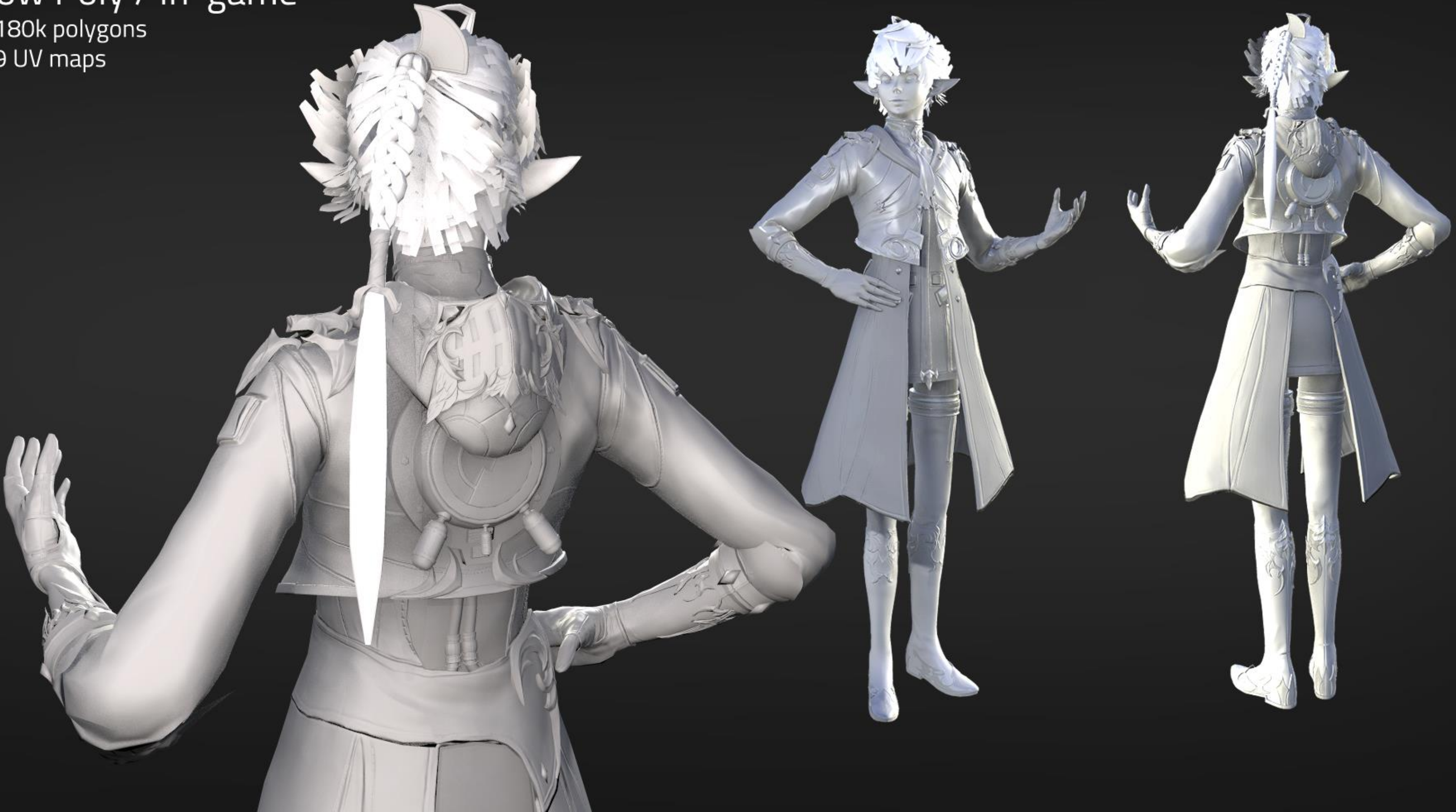
Low Poly / In-game

- 180k polygons
- 9 UV maps



Low Poly / In-game

- 180k polygons
- 9 UV maps



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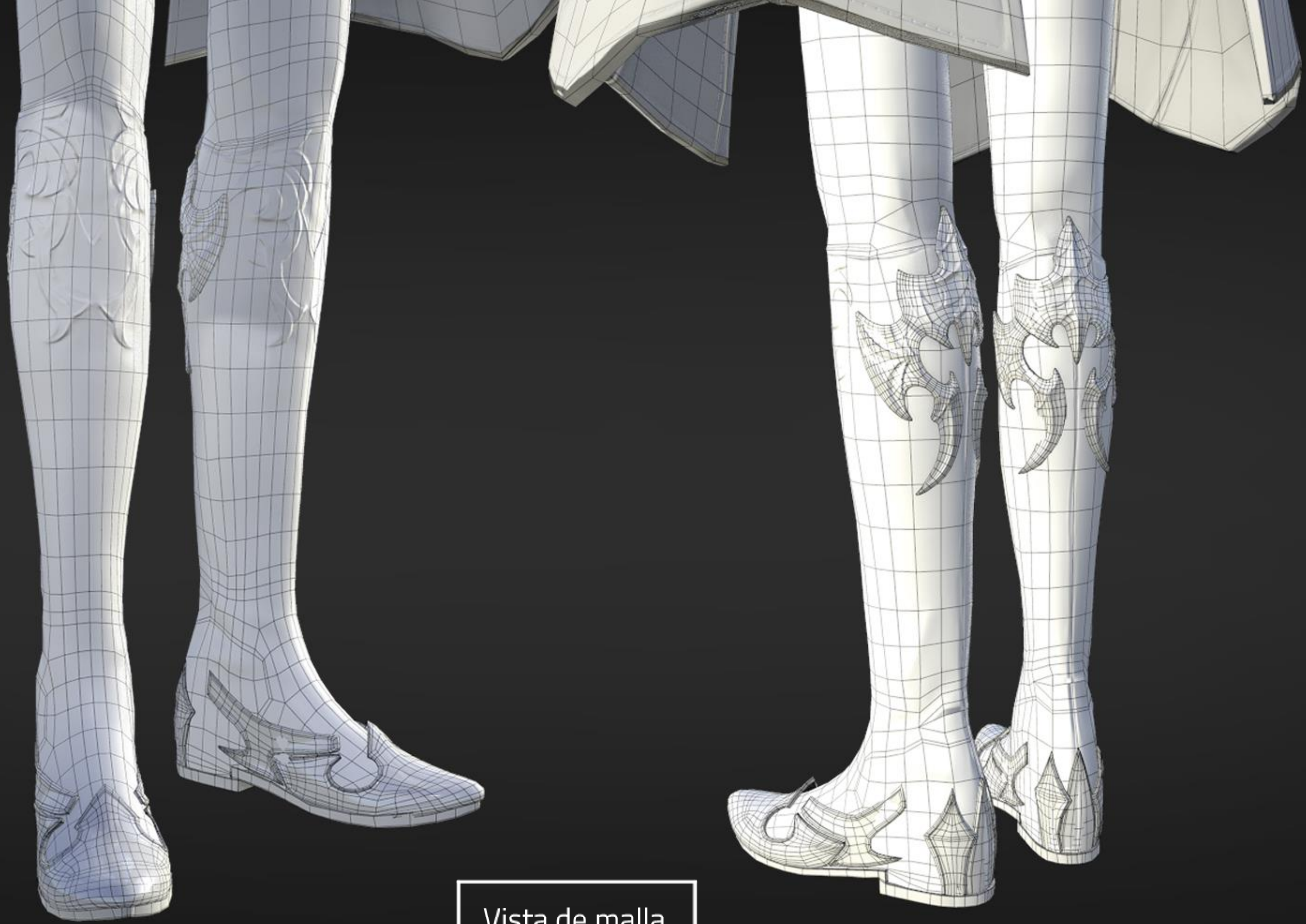

Vista de malla

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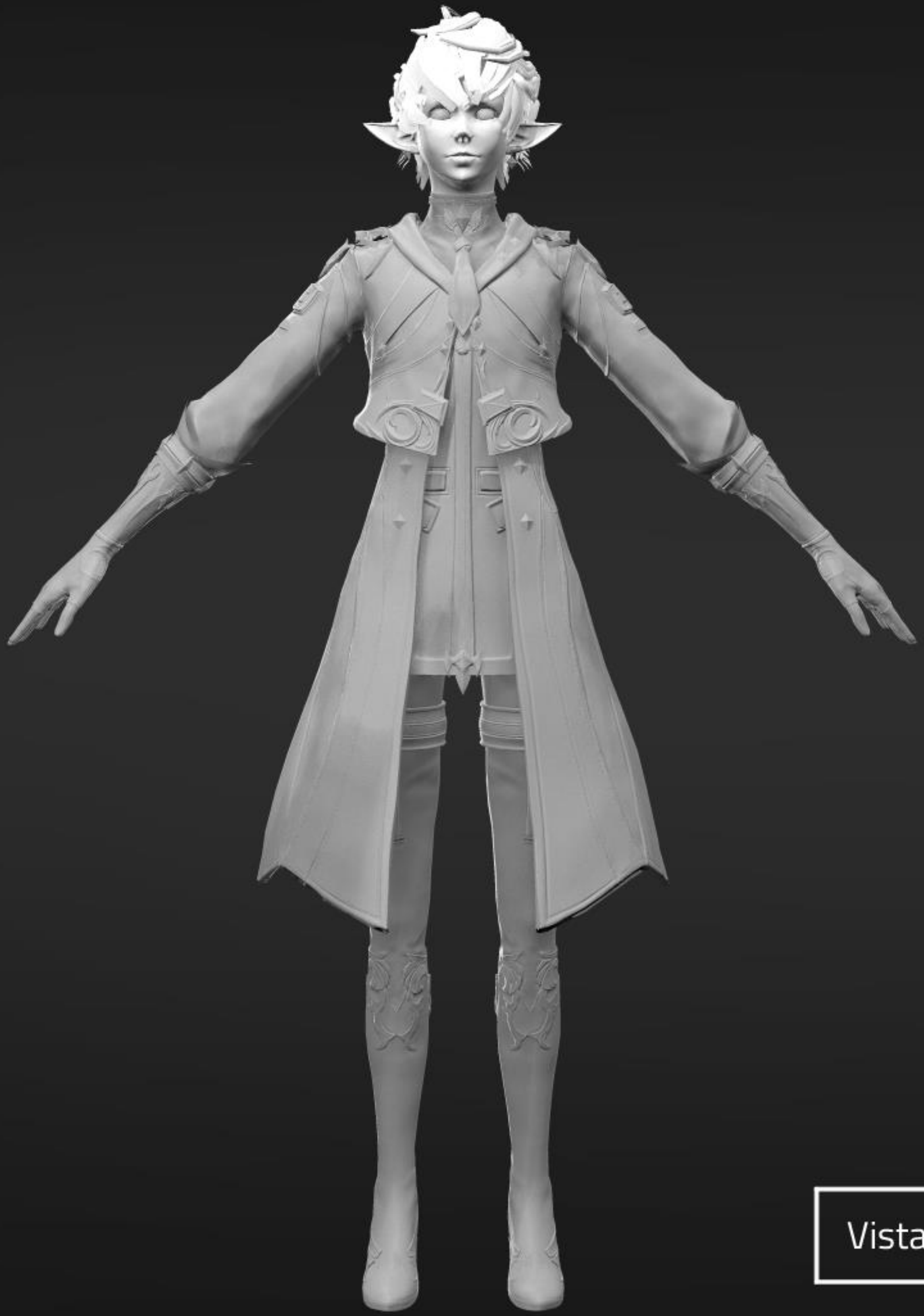

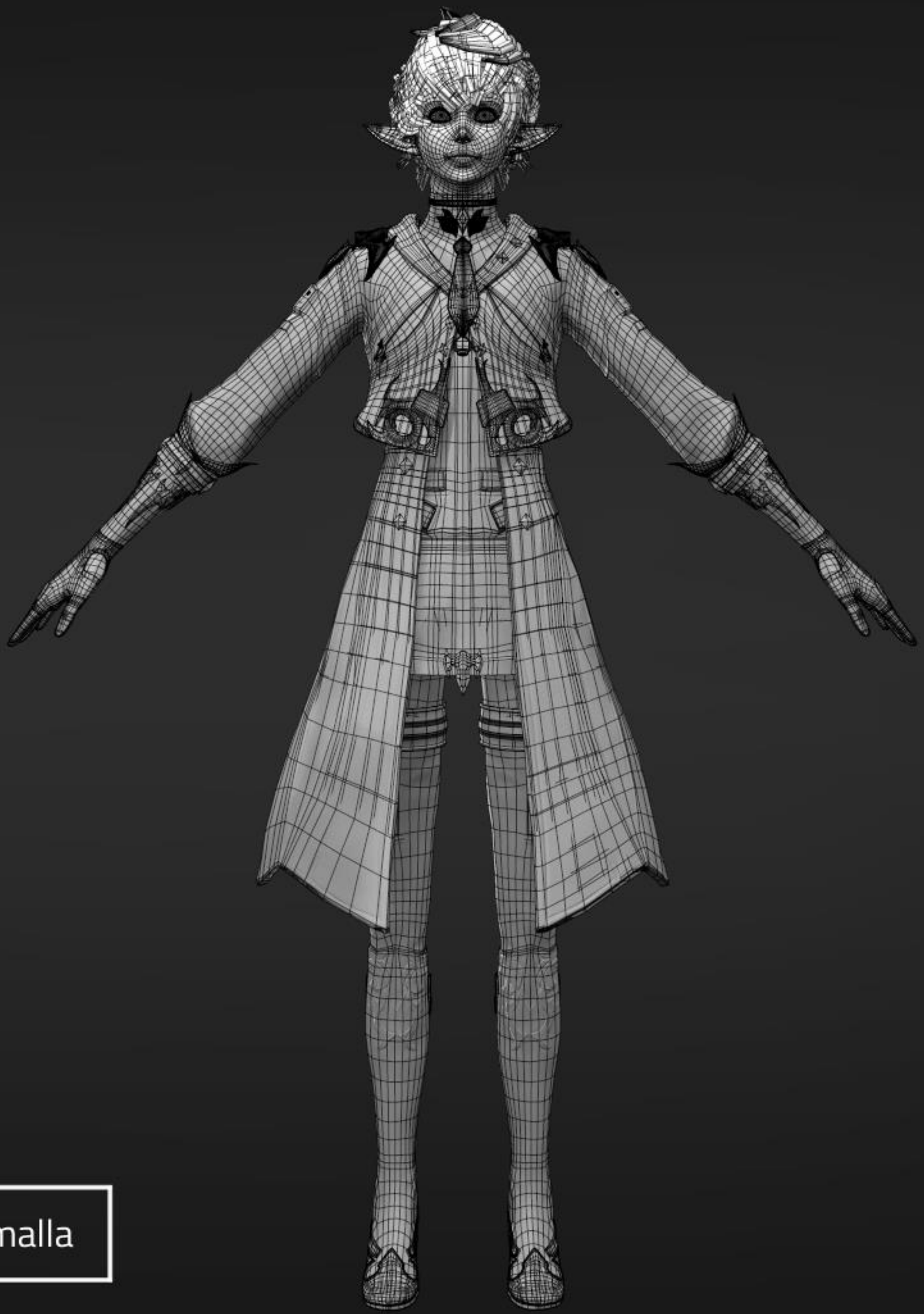

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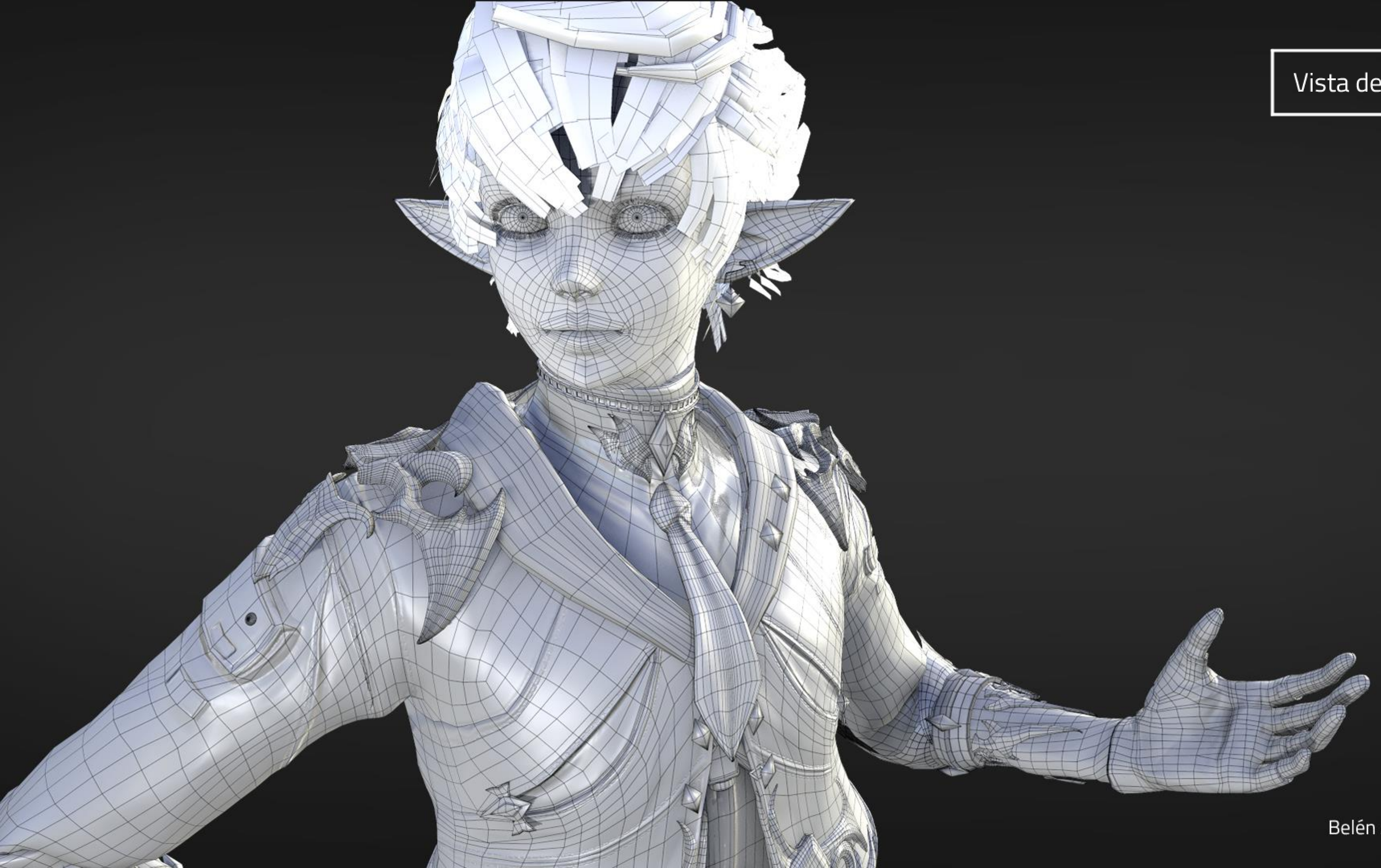
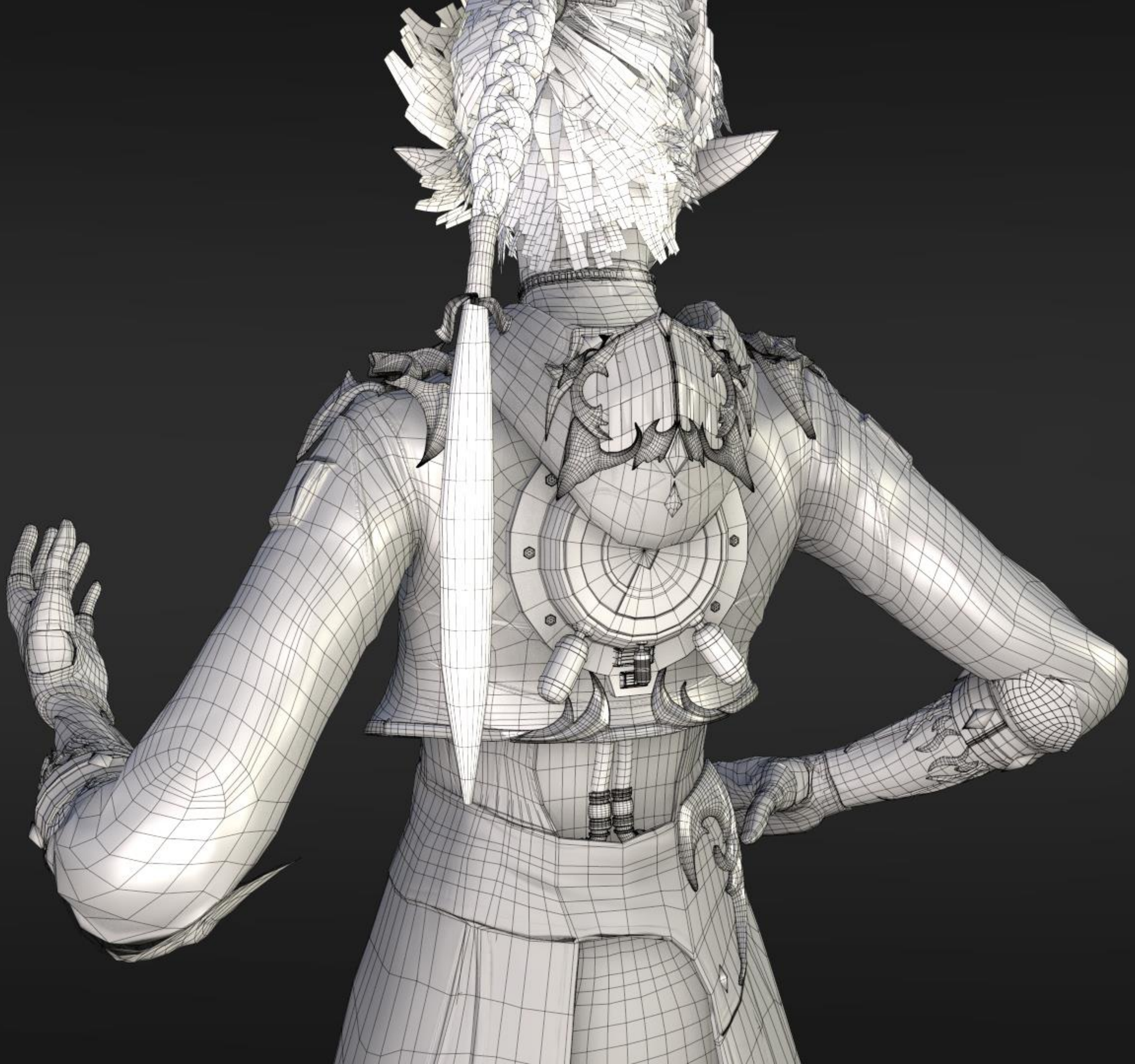


Vista de malla

Belén Amat (Keyren)

Vista de malla



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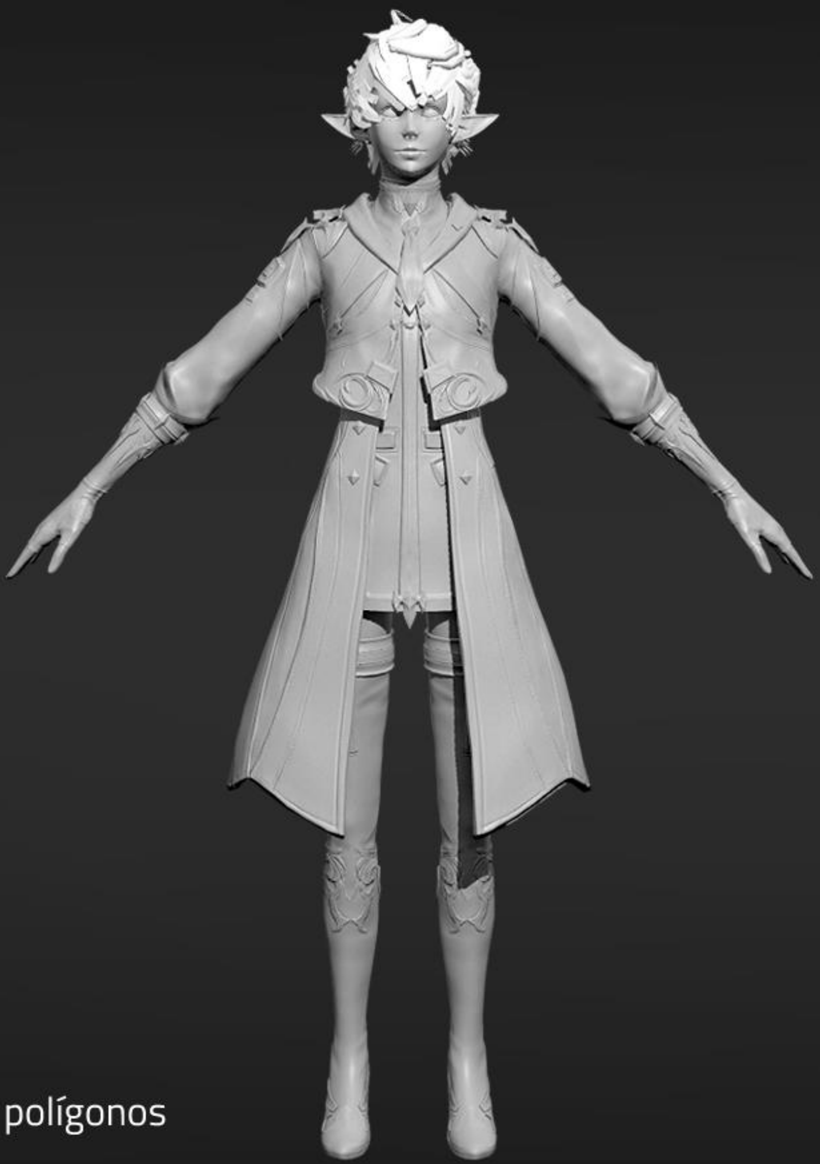
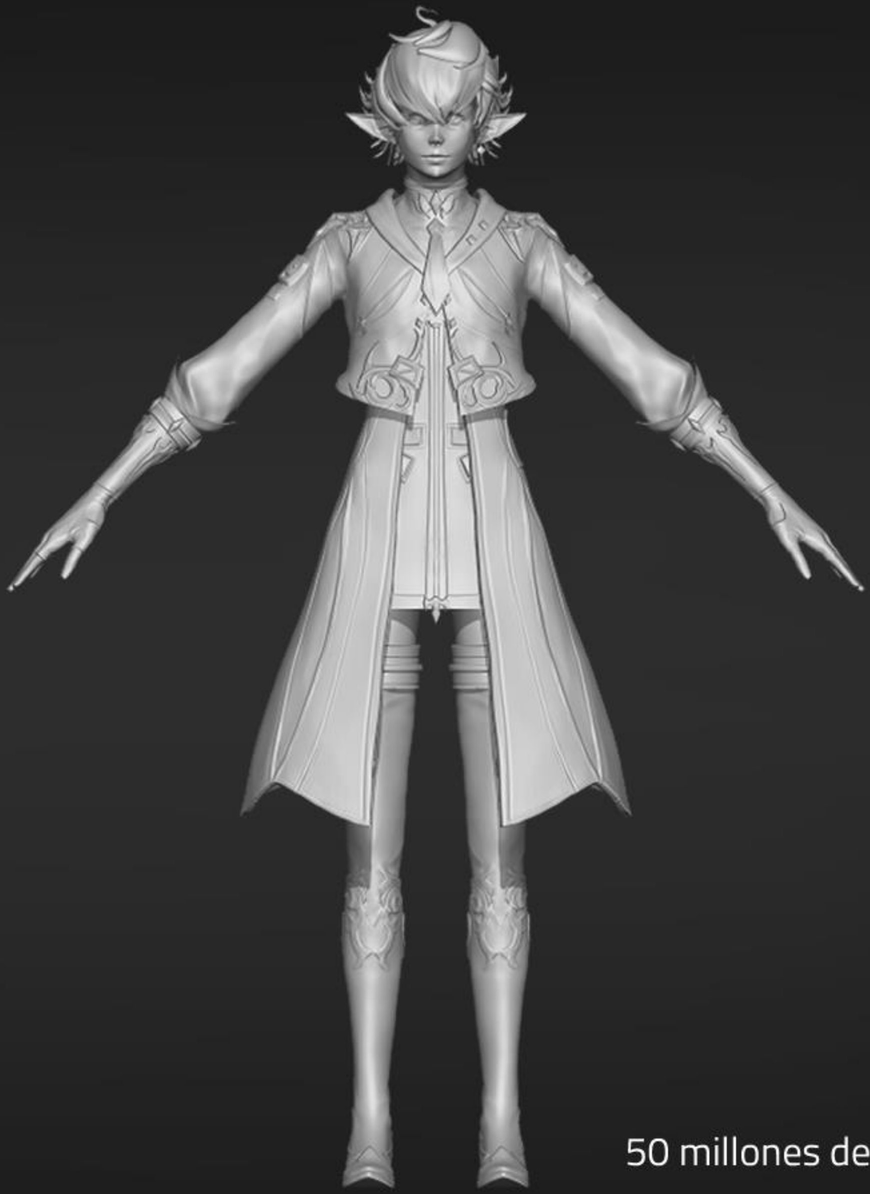
Comparativa visual



180 mil polígonos

Versión low poly
- Renderizada en Marmoset -



50 millones de polígonos

Versión high poly
- Renderizada en ZBrush -

Despiece del modelo

Vistas alternativas

- Marmoset Toolbag -

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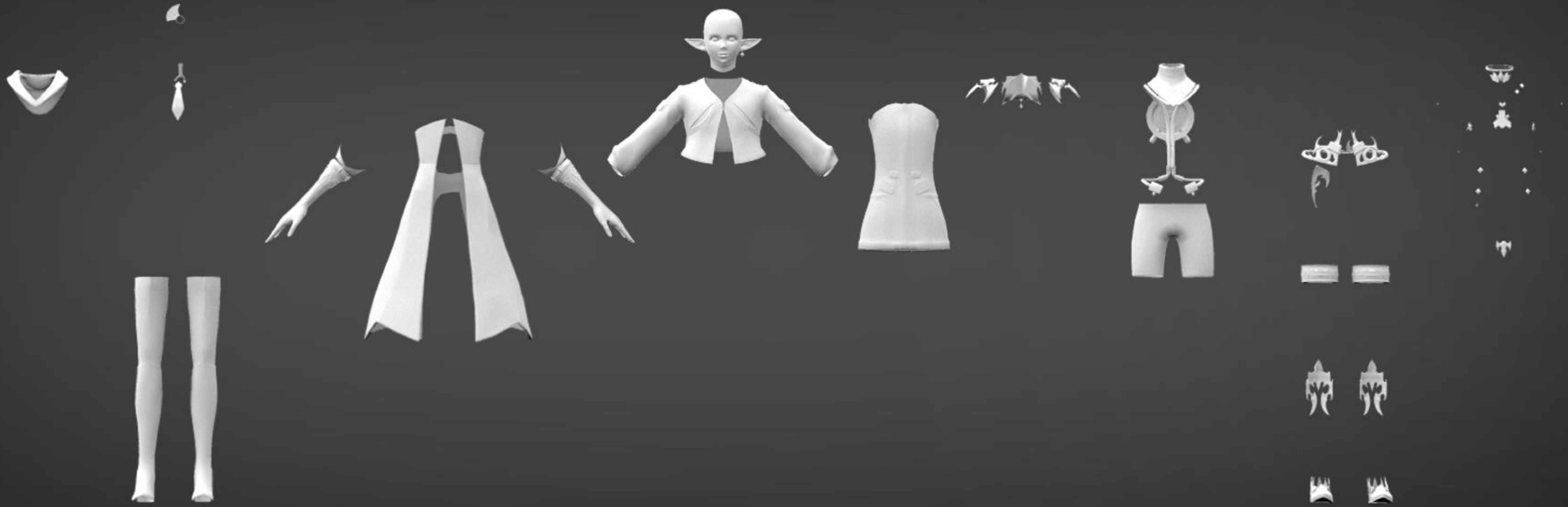
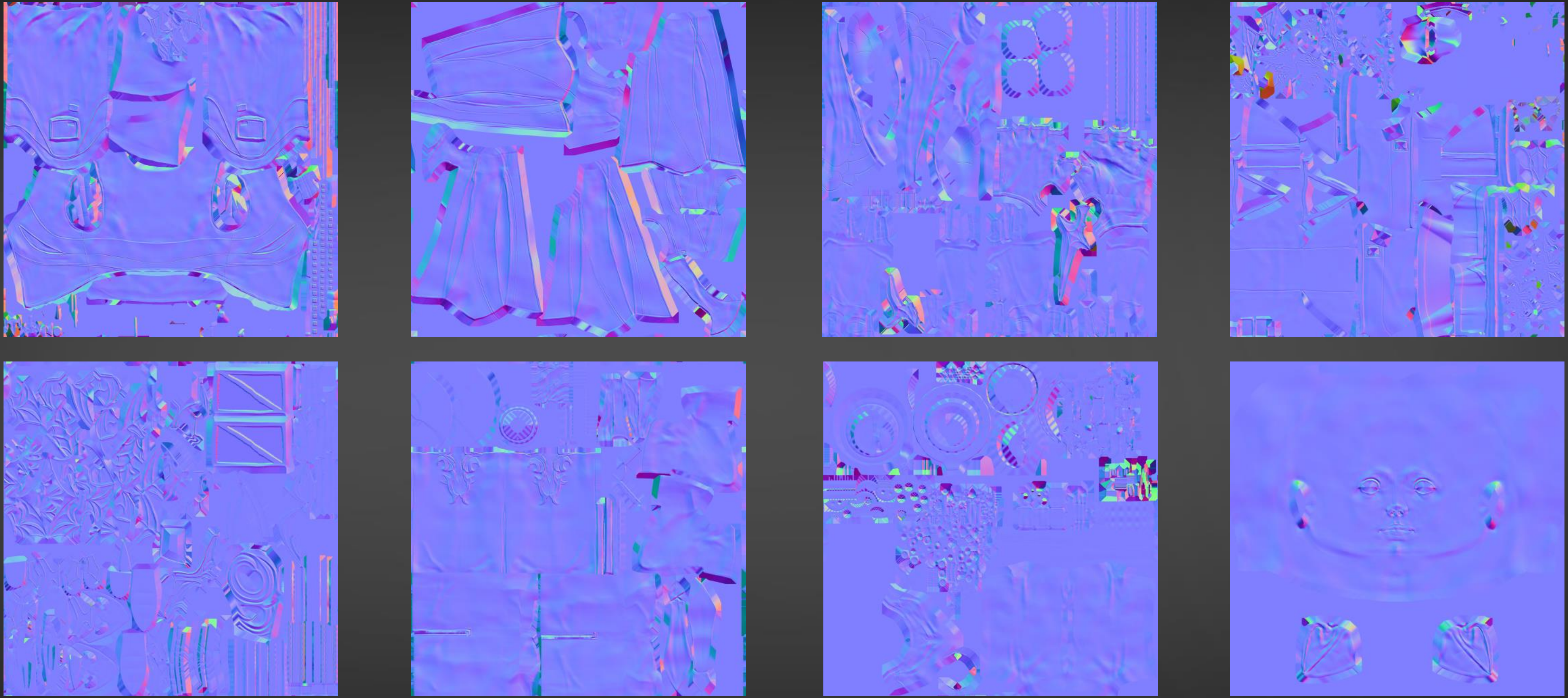


Despiece del modelo *low poly*



Mapas de normales extraídos

Publicación de Artstation

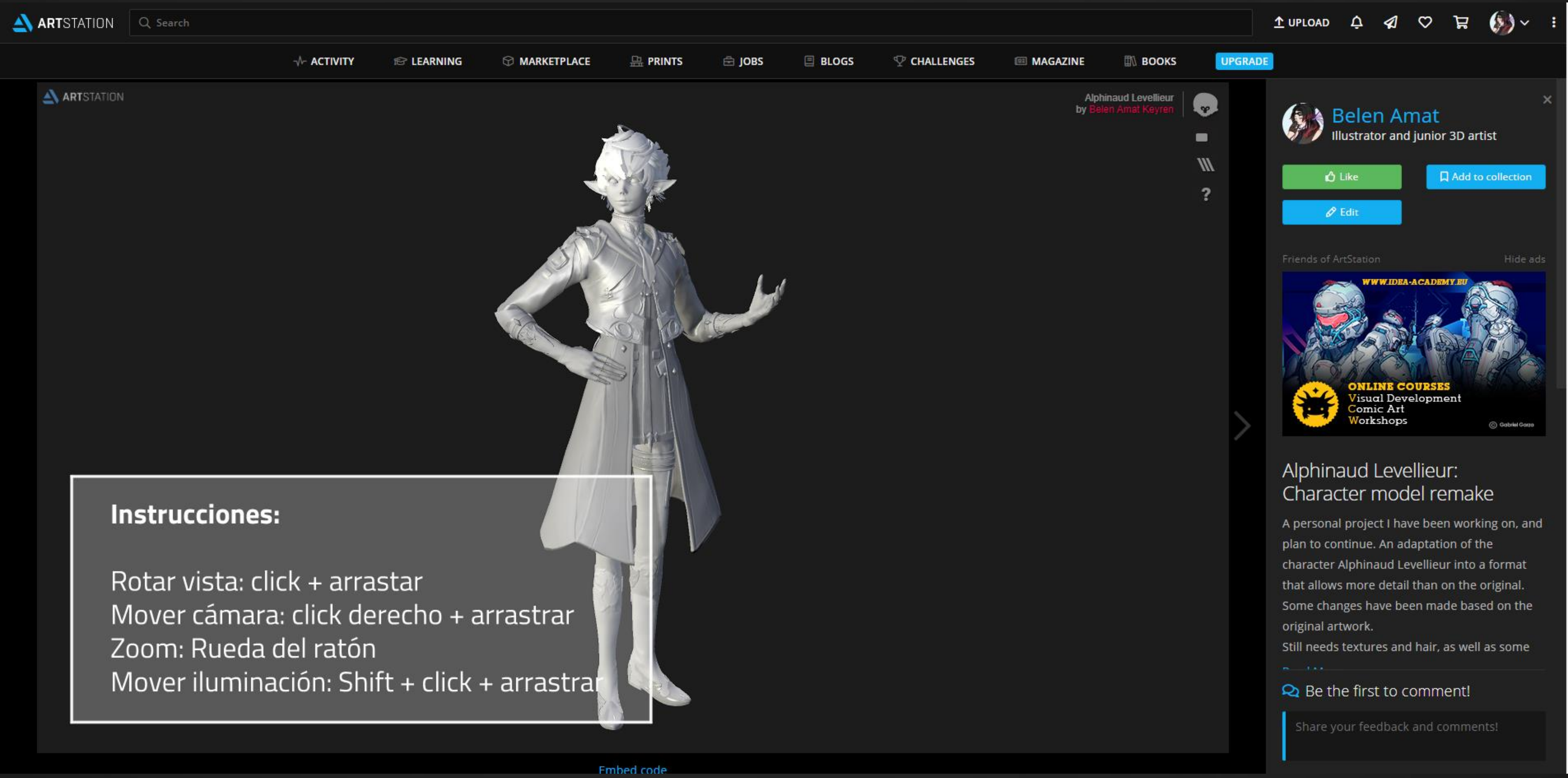
Guía de uso del visor 3D, renderizado a tiempo real

Enlace a la publicación:
https://www.artstation.com/artwork/xJzb2m

Al final de la publicación, se encuentra
el visor 3D en tiempo real.

[En caso de no funcionar el link, buscar “Belen Amat” en Artstation, entrar al perfil, y entrar en la imagen correspondiente al proyecto, titulado “Alphinaud Levellieur: Character model remake”]

Hacer click en el visor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Instrucciones:

Rotar vista: click + arrastrar
Mover cámara: click derecho + arrastrar
Zoom: Rueda del ratón
Mover iluminación: Shift + click + arrastrar

Belen Amat
Illustrator and junior 3D artist

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Alphinaud Levellieur: Character model remake

A personal project I have been working on, and plan to continue. An adaptation of the character Alphinaud Levellieur into a format that allows more detail than on the original. Some changes have been made based on the original artwork.
Still needs textures and hair, as well as some

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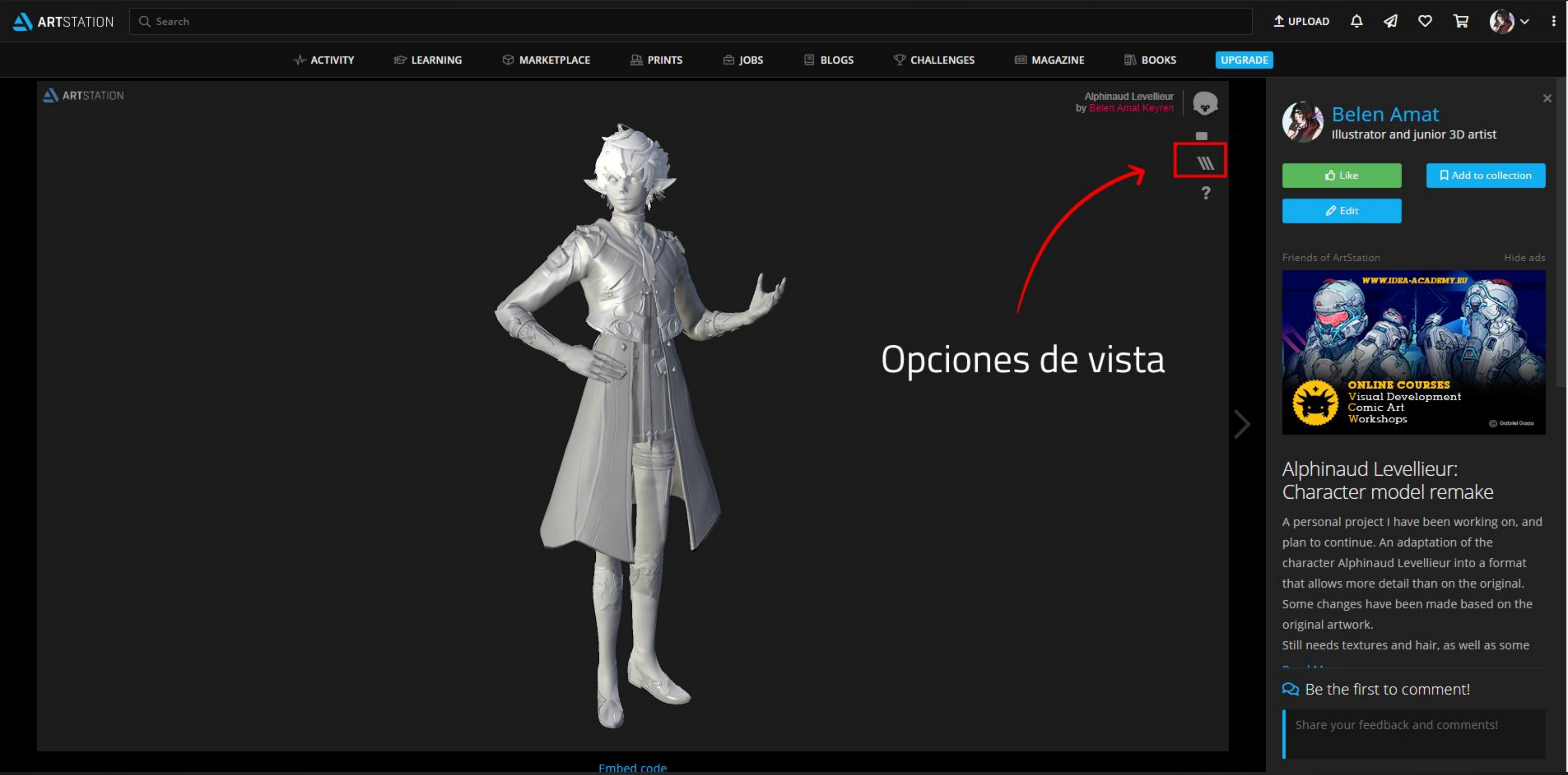
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Opciones de vista

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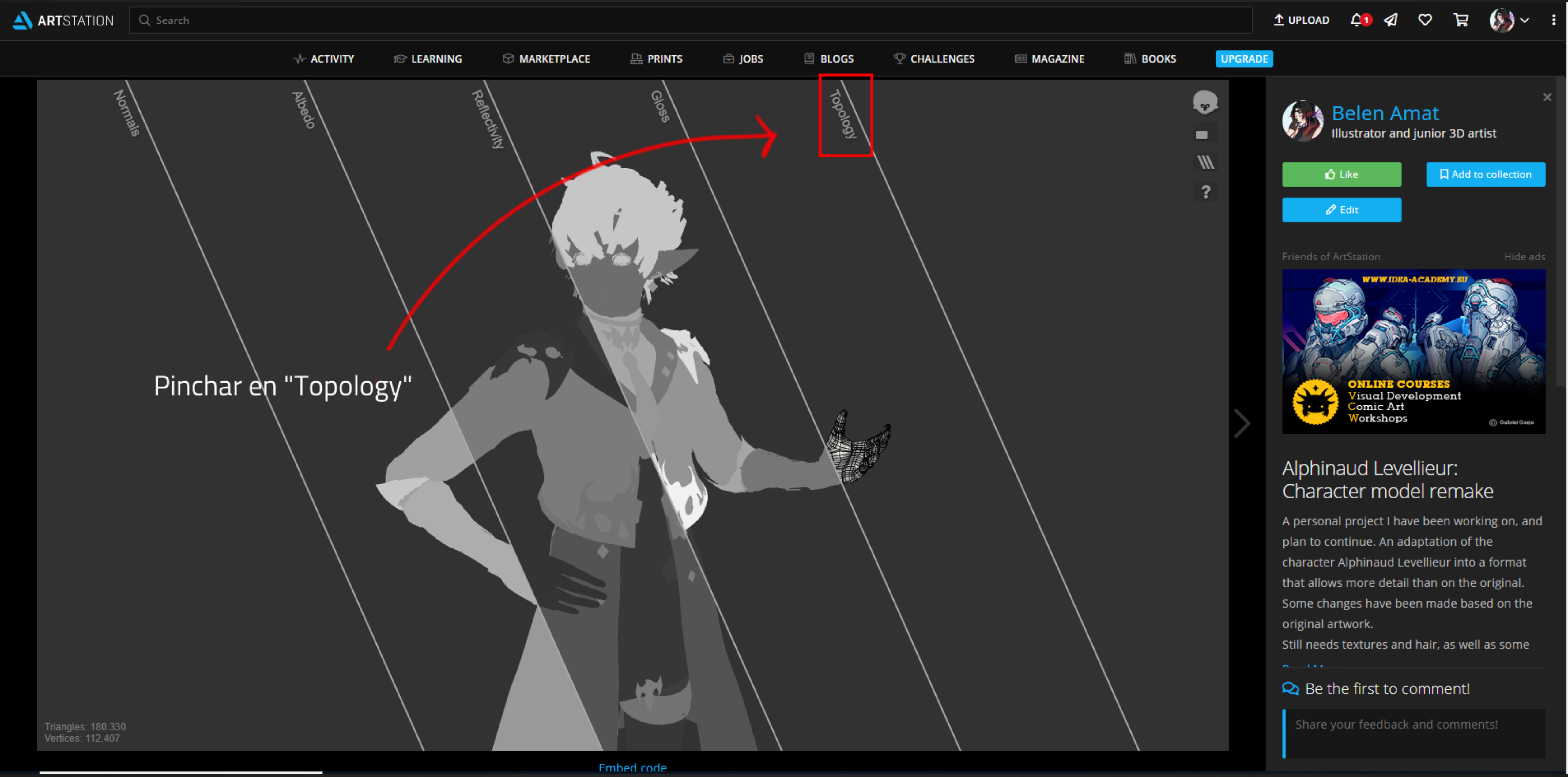
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Pinchar en "Topology"

Belen Amat
Illustrator and junior 3D artist

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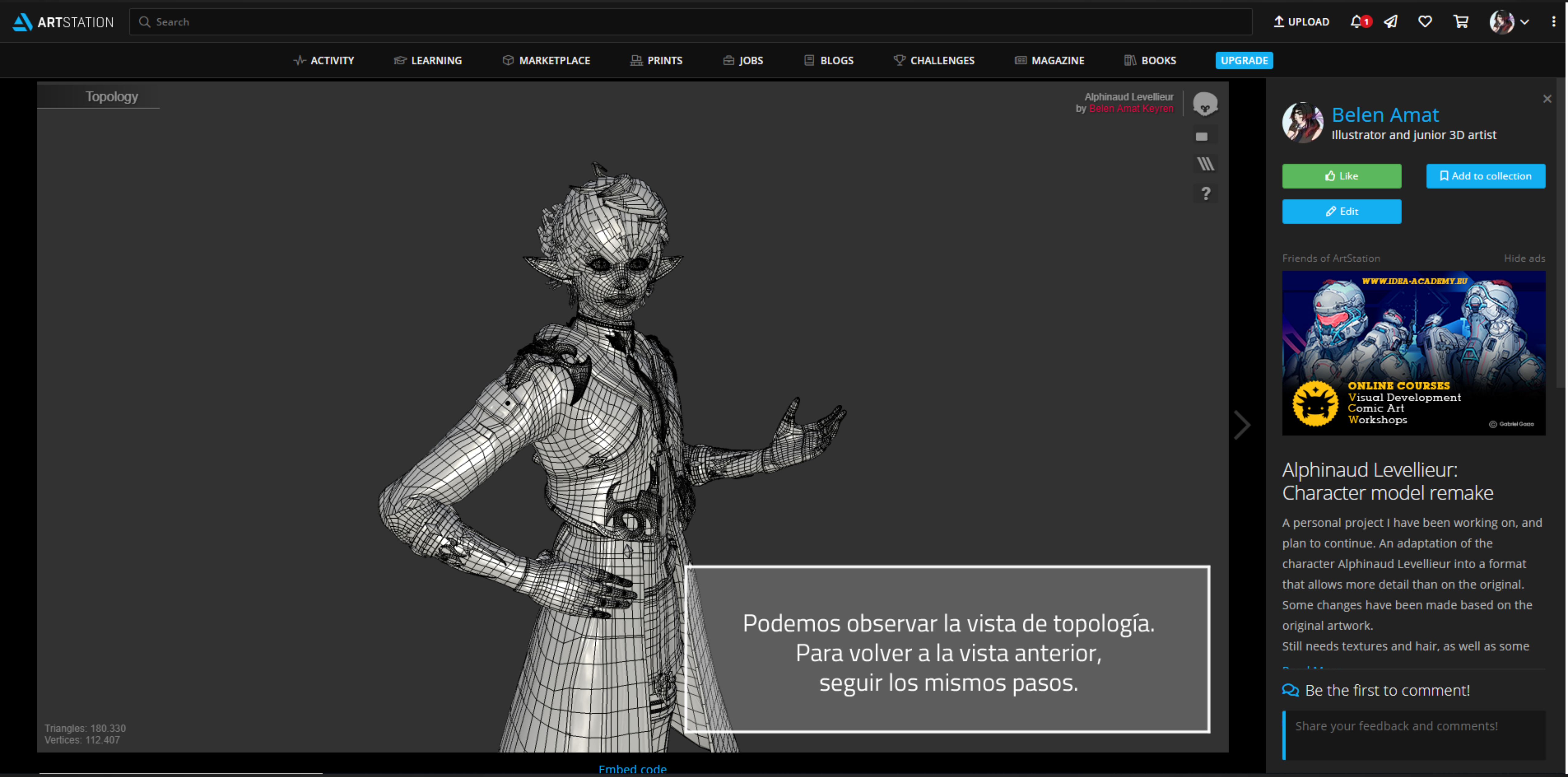
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Podemos observar la vista de topología.
Para volver a la vista anterior,
seguir los mismos pasos.

Belen Amat
Illustrator and junior 3D artist

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Además del visor 3D, se pueden ver diferentes vistas ya presentadas en este proyecto, así como renders *en 360º* del modelo *low poly*.

Muchas gracias,
Belén Amat Pérez