

TFG

SANDBORN: THE LAST DJINN

DISEÑO Y MODELADO DE PERSONAJE PARA PROYECTO DE ANIMACIÓN 3D

ANEXO II. PROCESO DE TRABAJO. MODELADO DIGITAL. IMÁGENES

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Tutor: Alberto Sanz Mariscal

Facultat de Belles Arts de Sant Carles
Grado en Diseño y Tecnologías Creativas
Curso 2020-2021

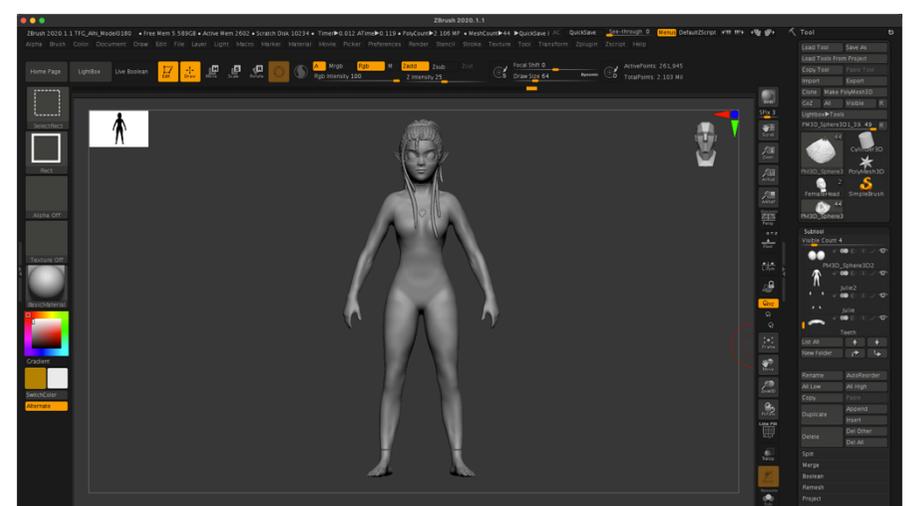
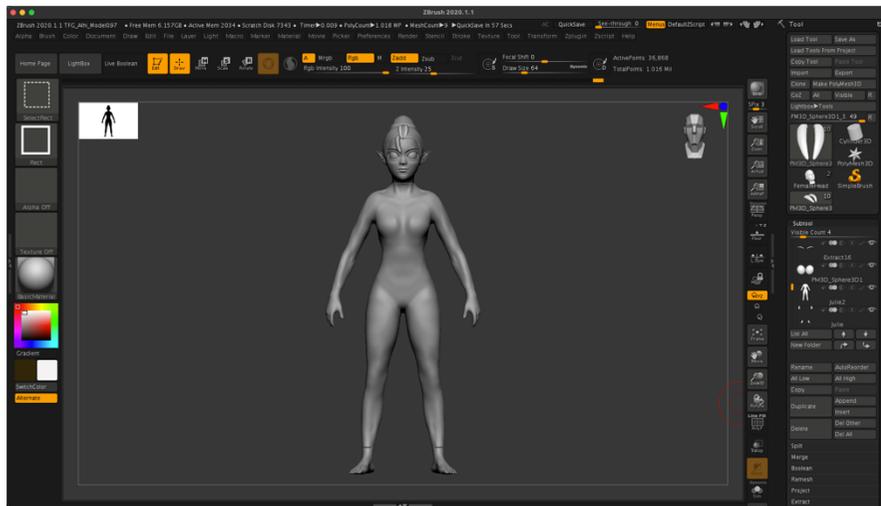
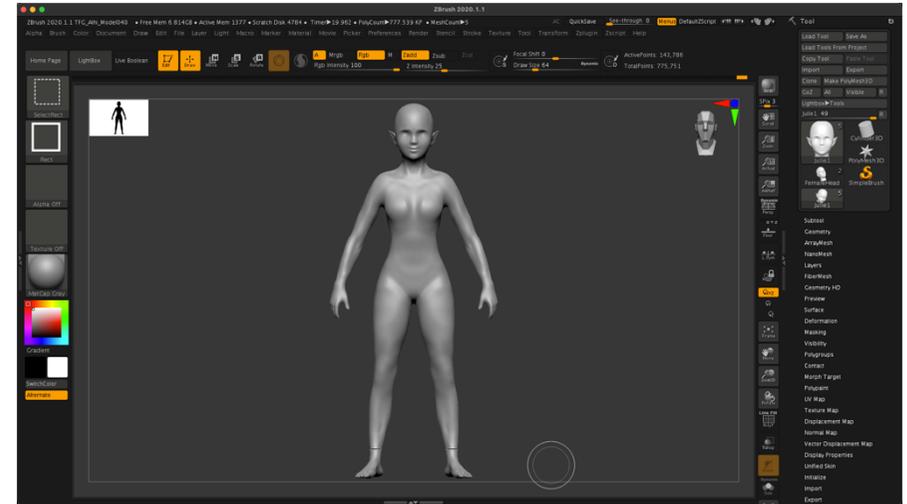
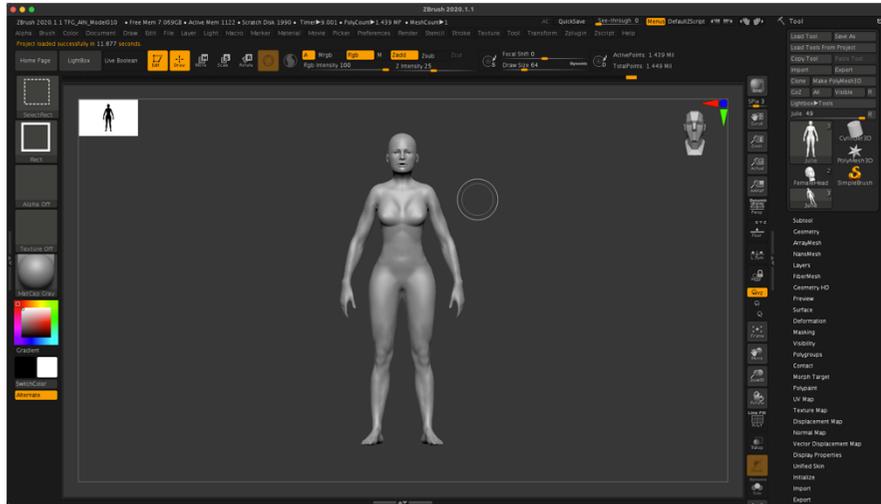


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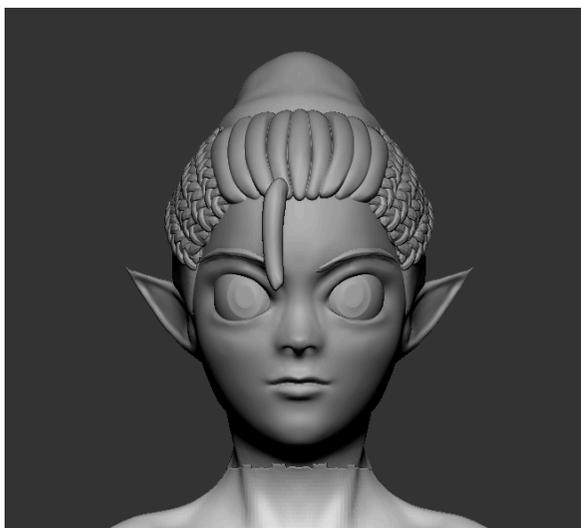
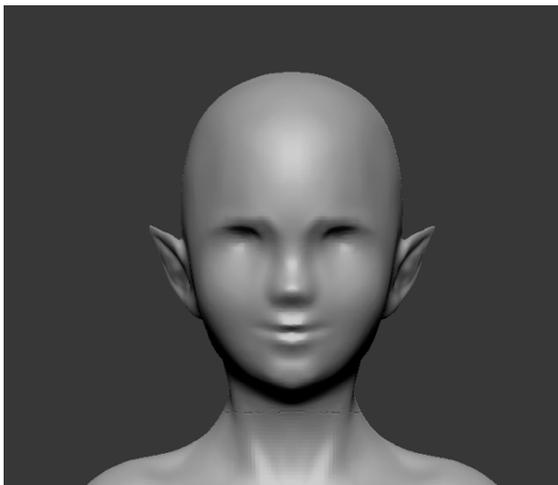


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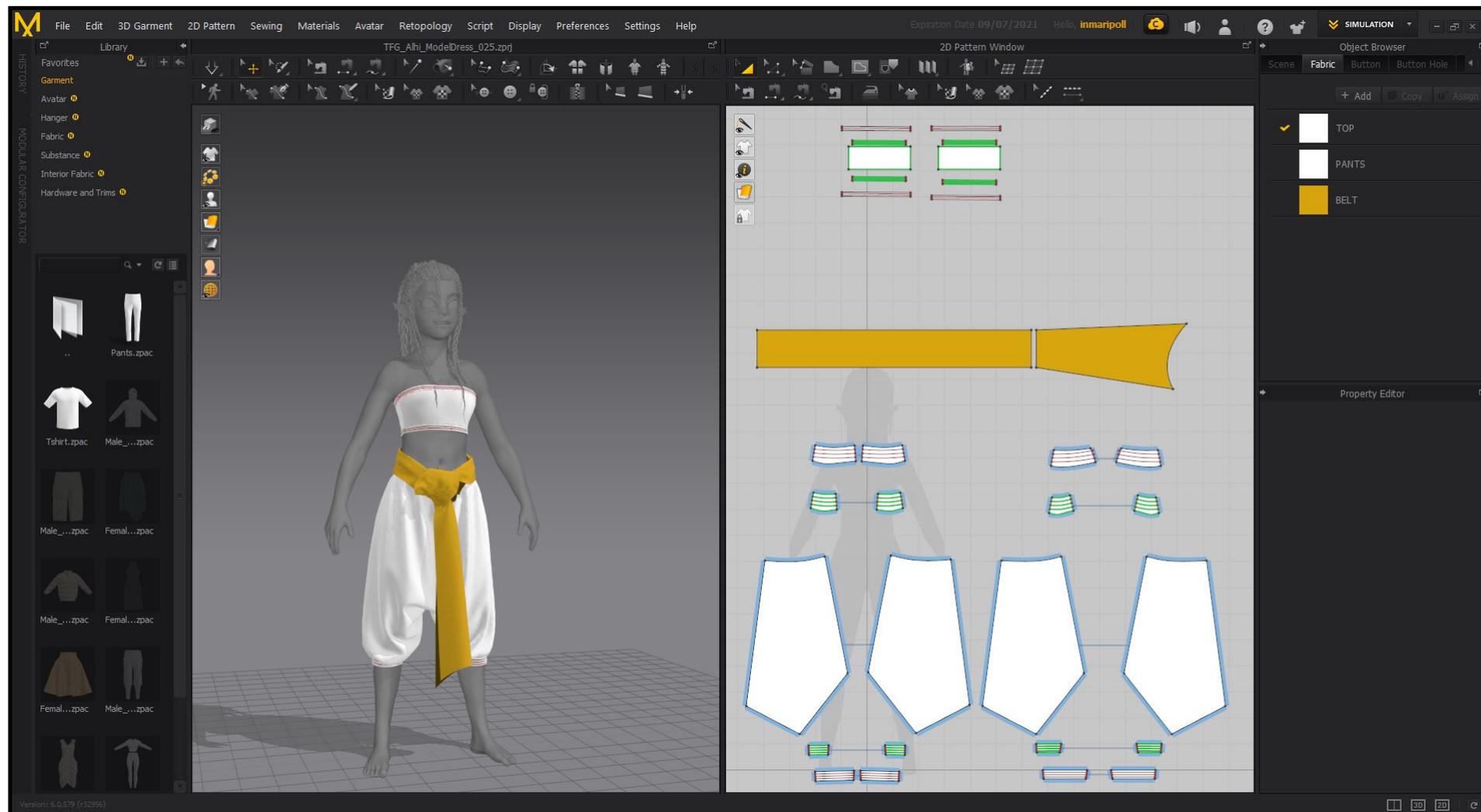
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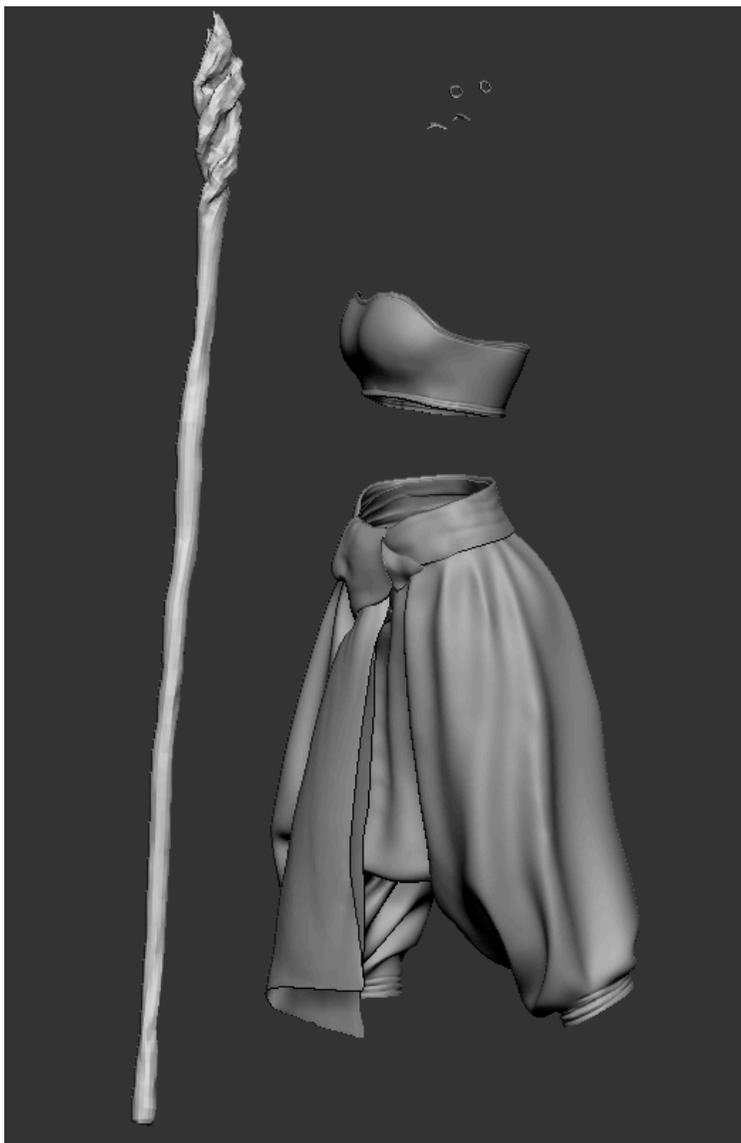


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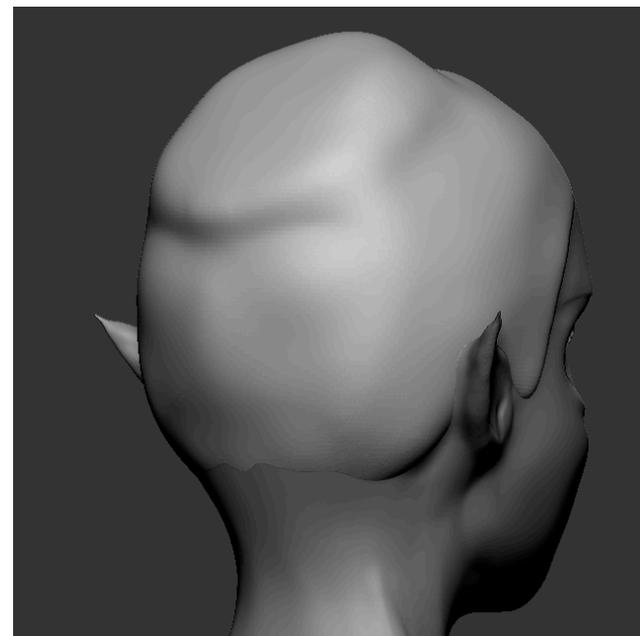


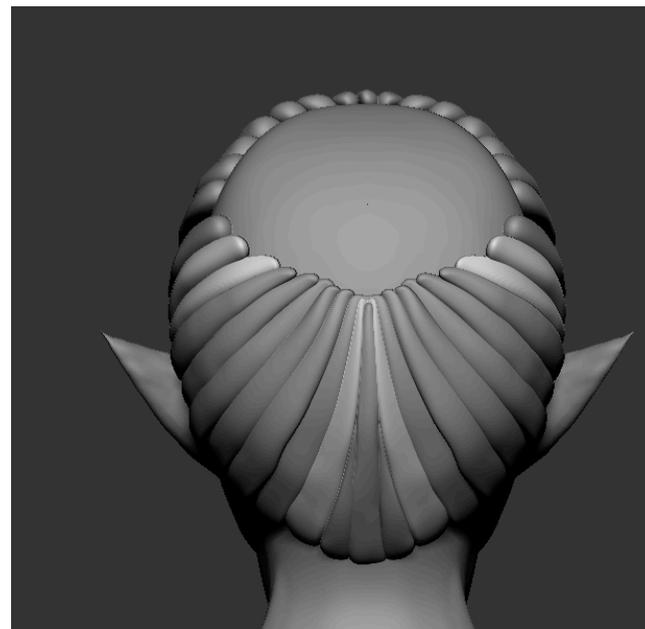


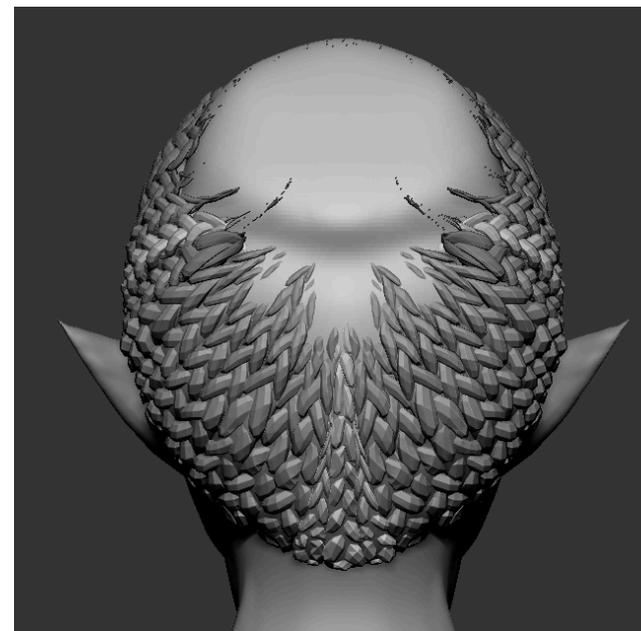


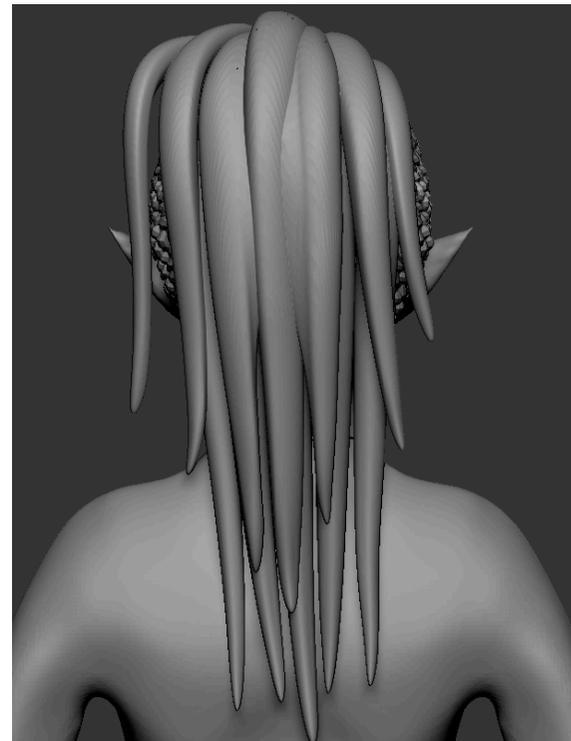


MODELADO DEL PELO





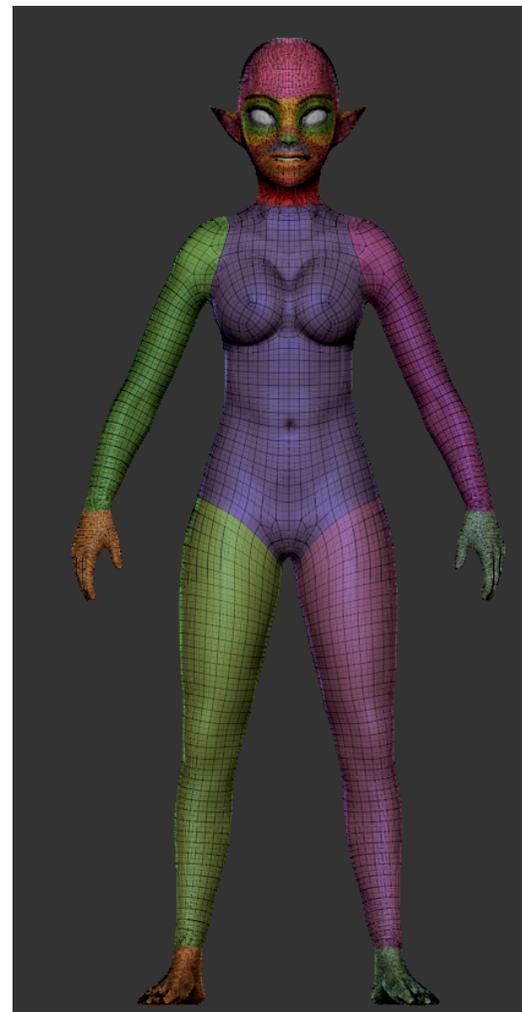


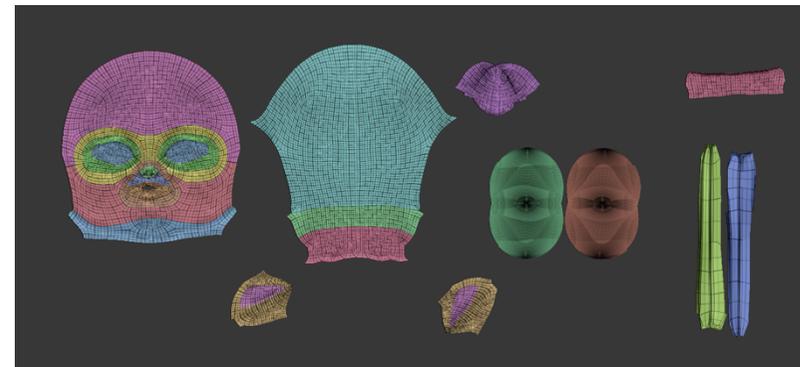


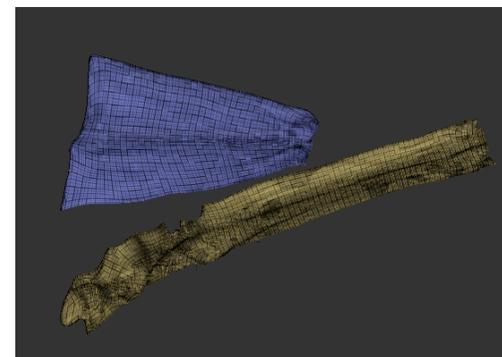
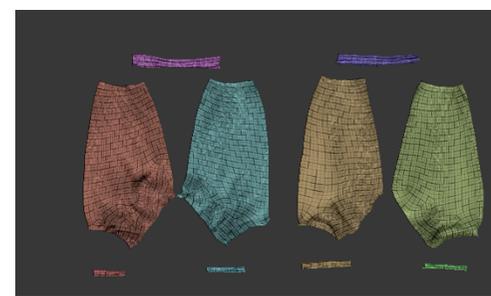
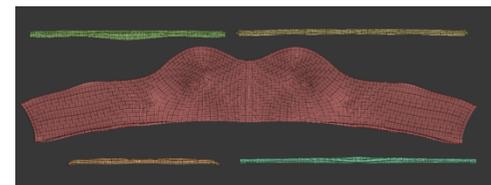


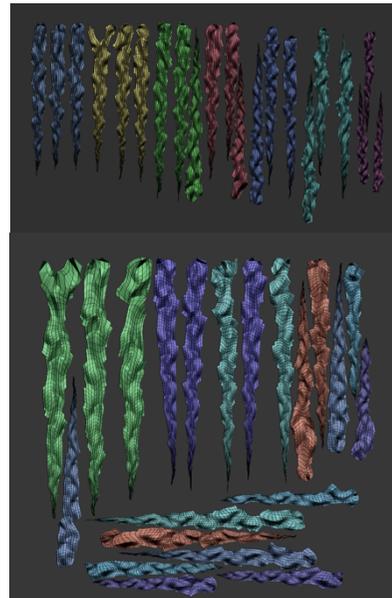
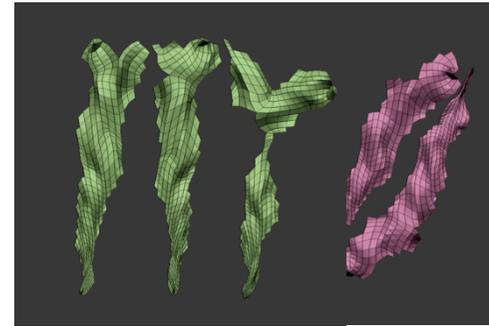
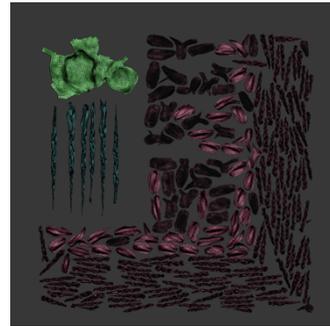
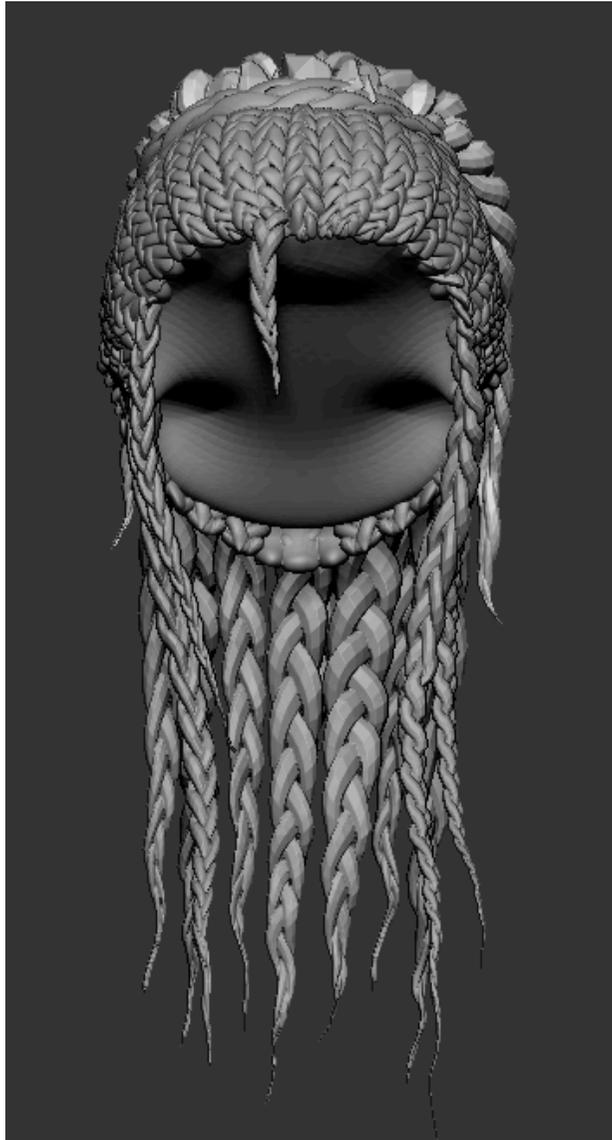


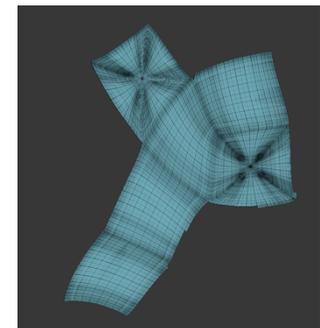
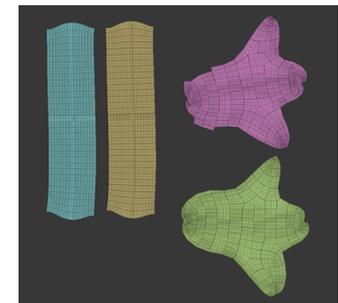
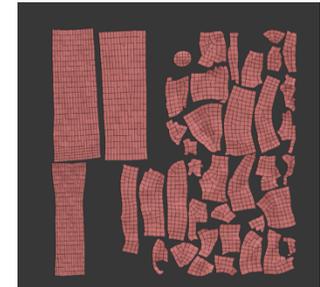
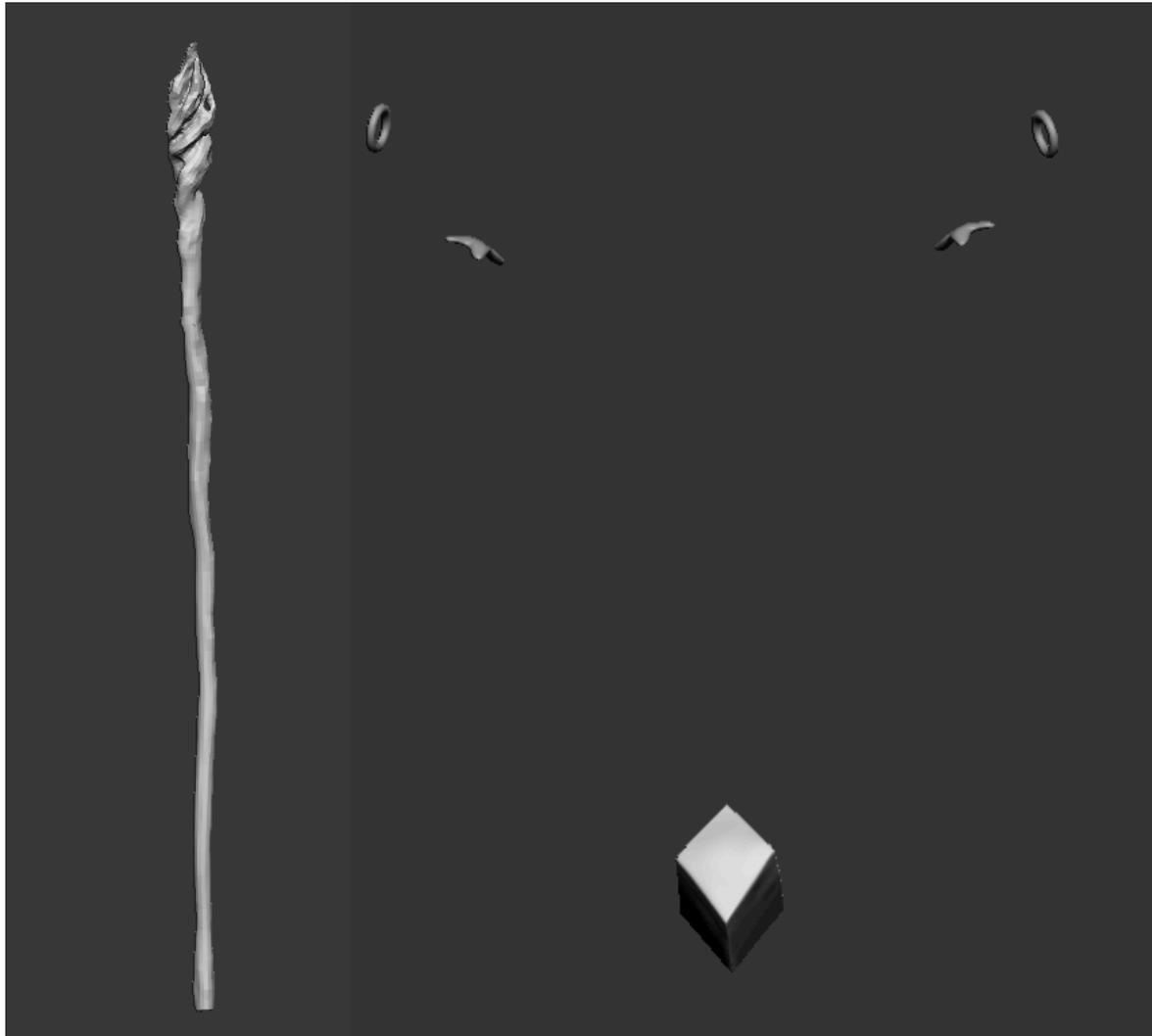
RETOPOLOGÍA Y UVs



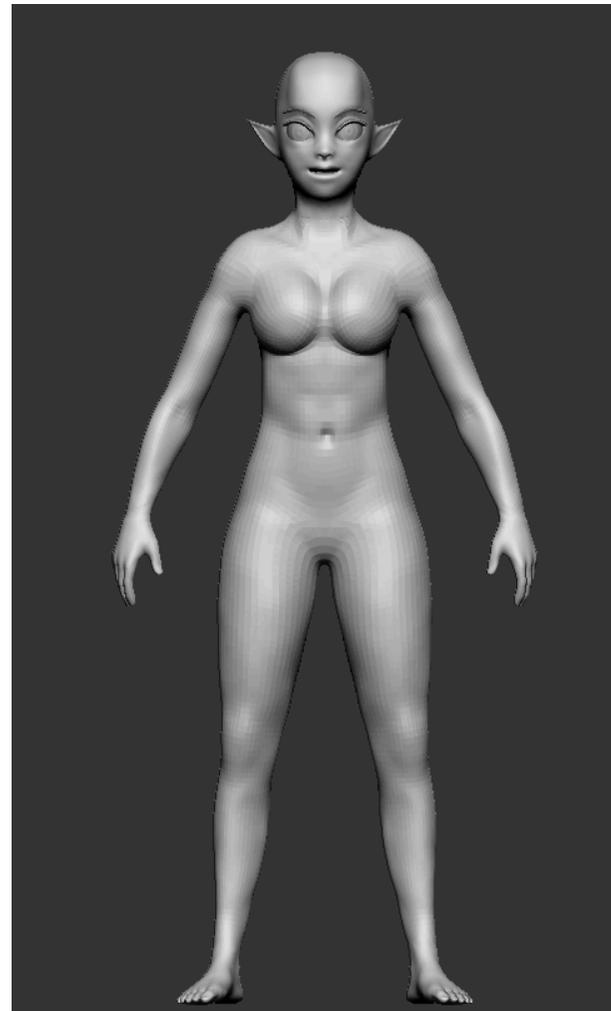








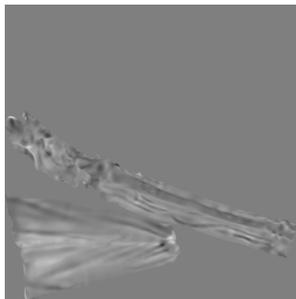
BAKING



Normal Map



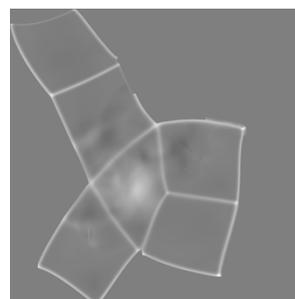
Displacement Map



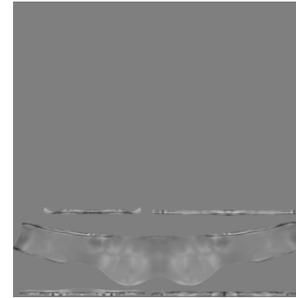
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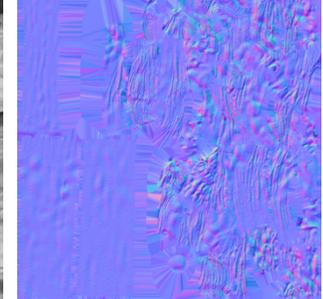
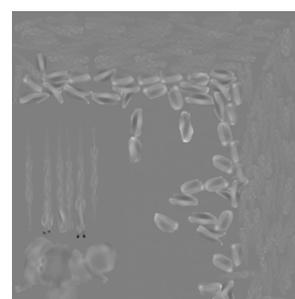
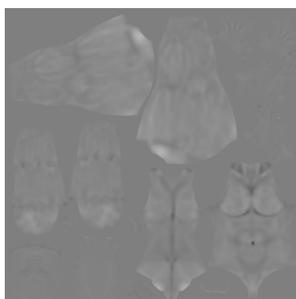
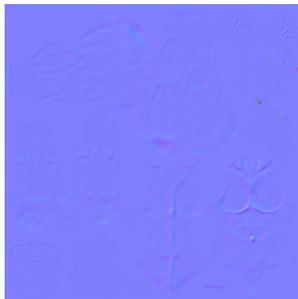
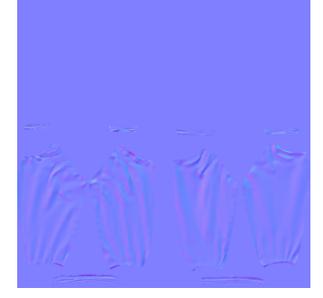
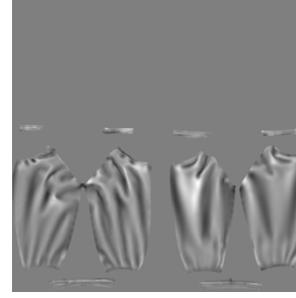
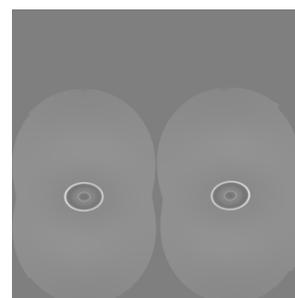
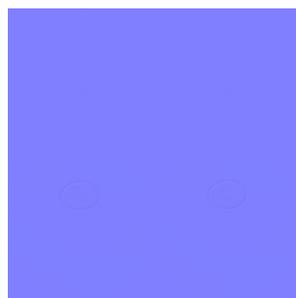
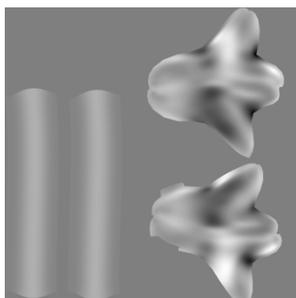
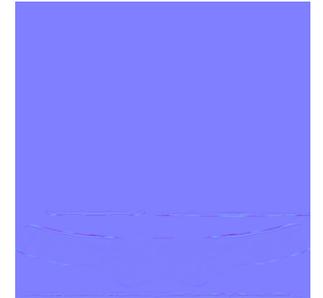
Displacement Map



Normal Map



Displacement Map



TEXTURIZADO









RENDERIZADO

