

TFG

SANDBORN: THE LAST DJINN

**DISEÑO Y MODELADO DE PERSONAJE PARA PROYECTO DE
ANIMACIÓN 3D**

ANEXO II. PROCESO DE TRABAJO. MODELADO DIGITAL. IMÁGENES

**Presentado por Alicia Sancho Ripoll
Tutor: Alberto Sanz Mariscal**

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

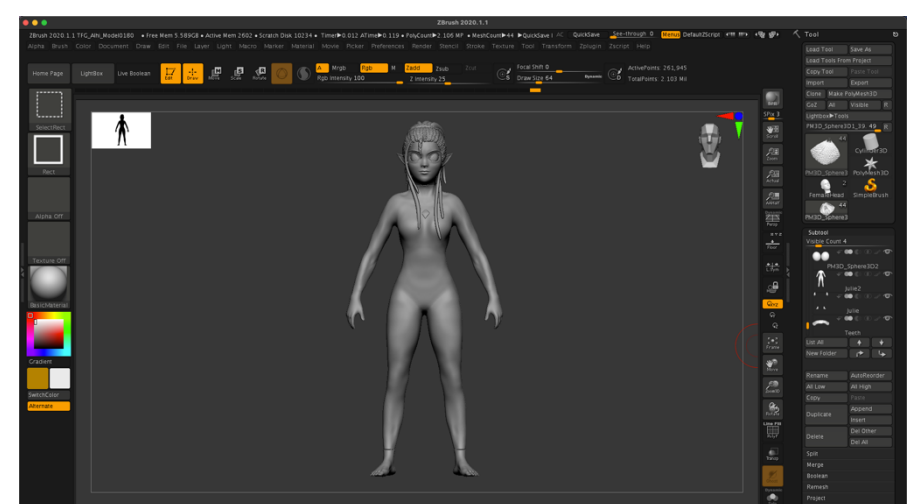
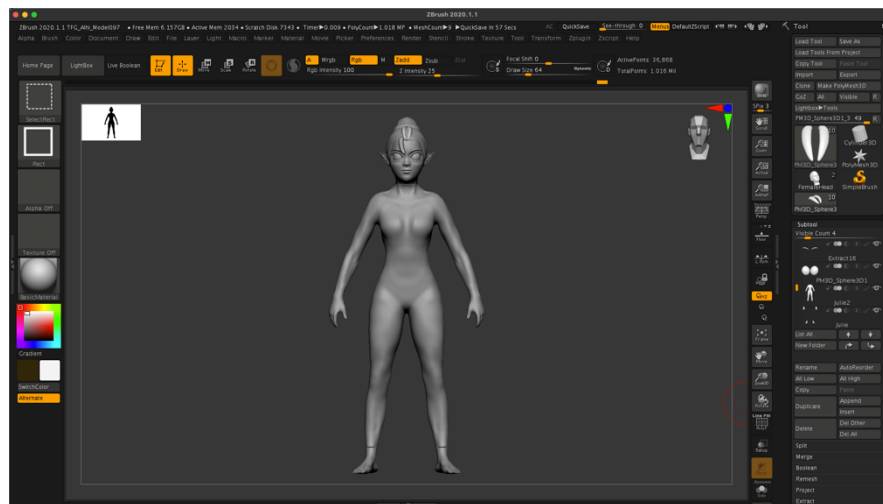
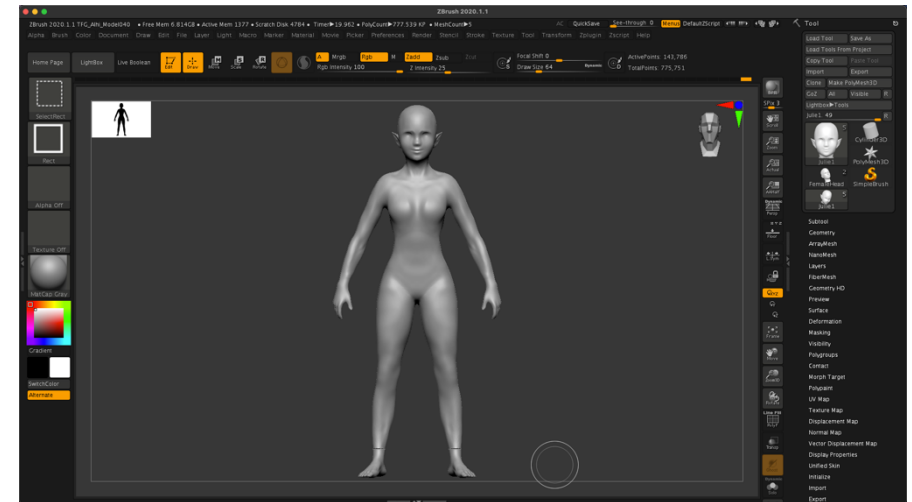
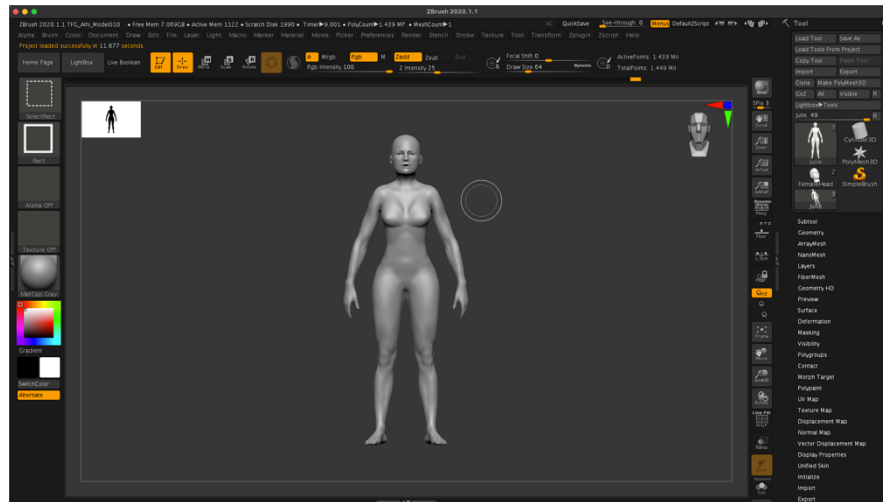


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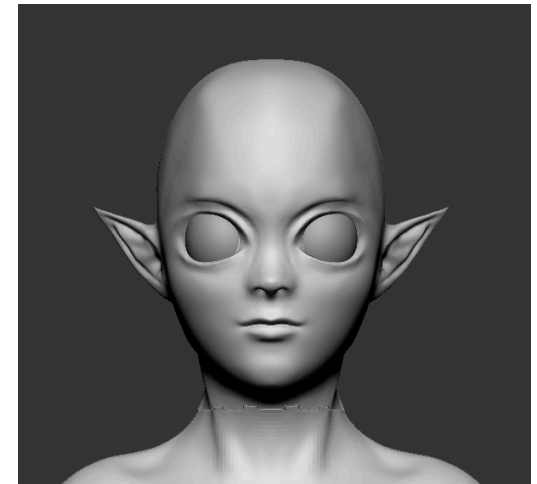


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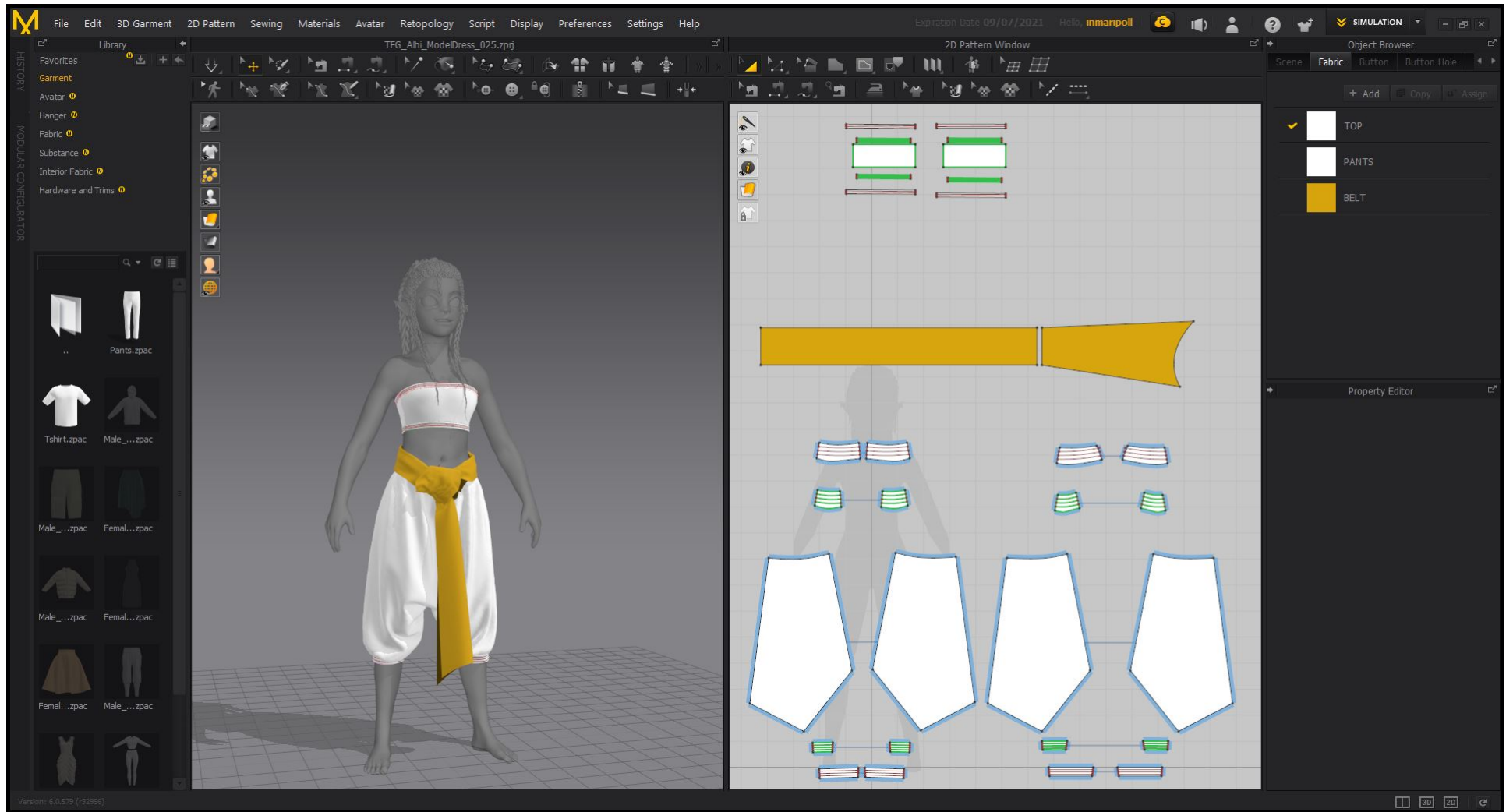
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MODELADO INORGÁNICO



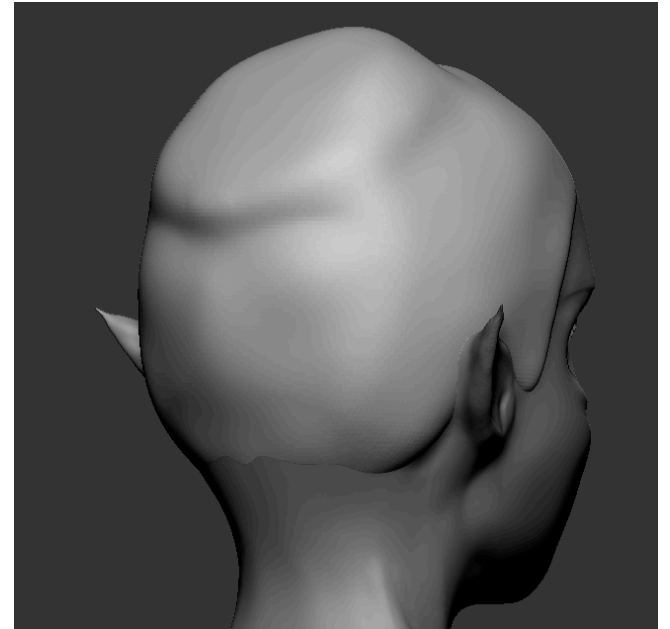


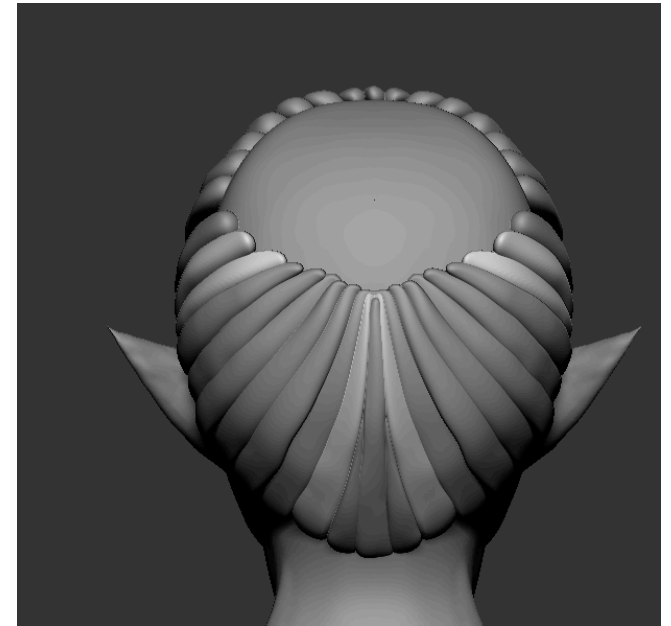
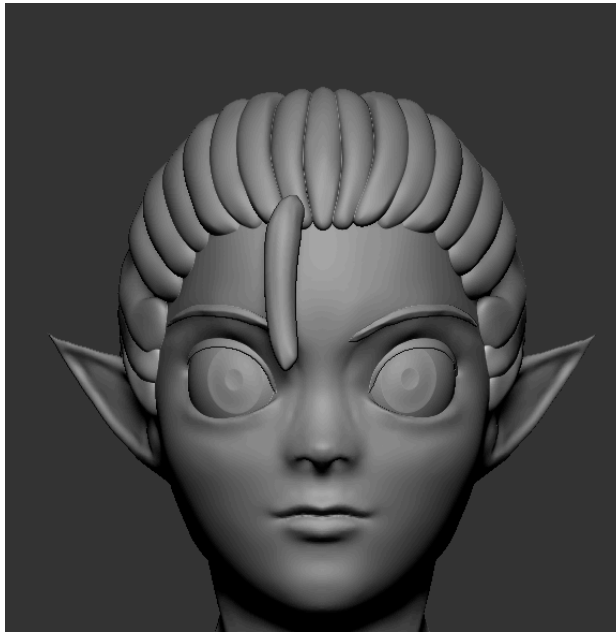


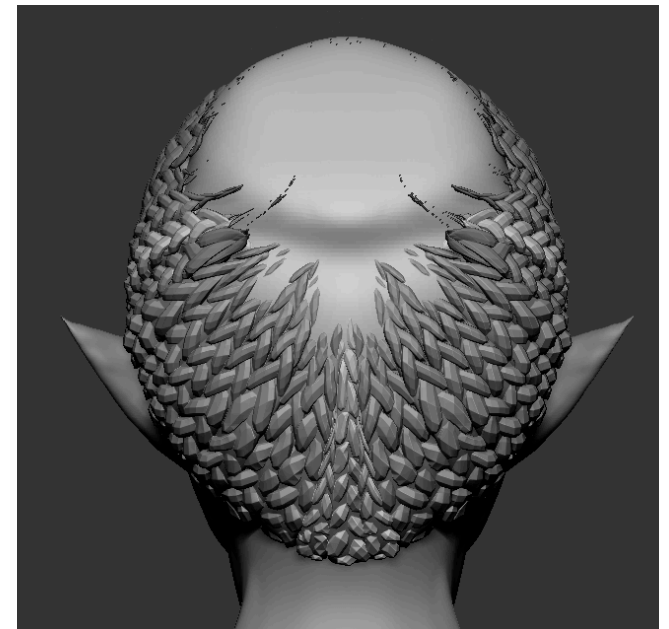




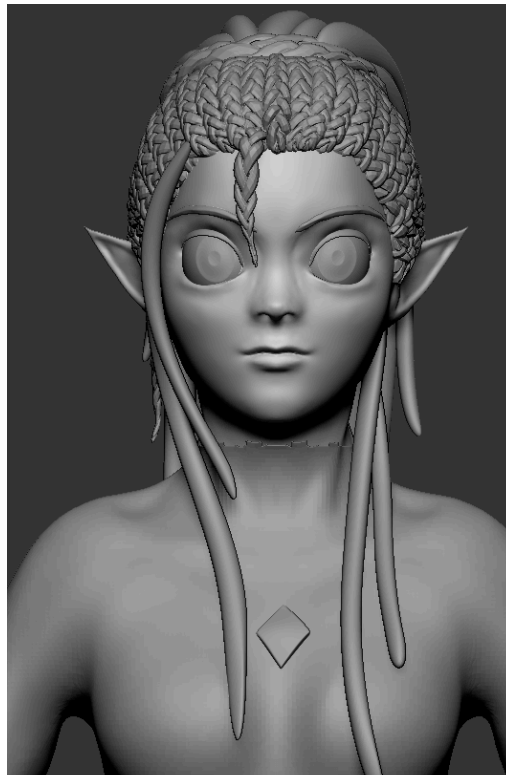
MODELADO DEL PELO





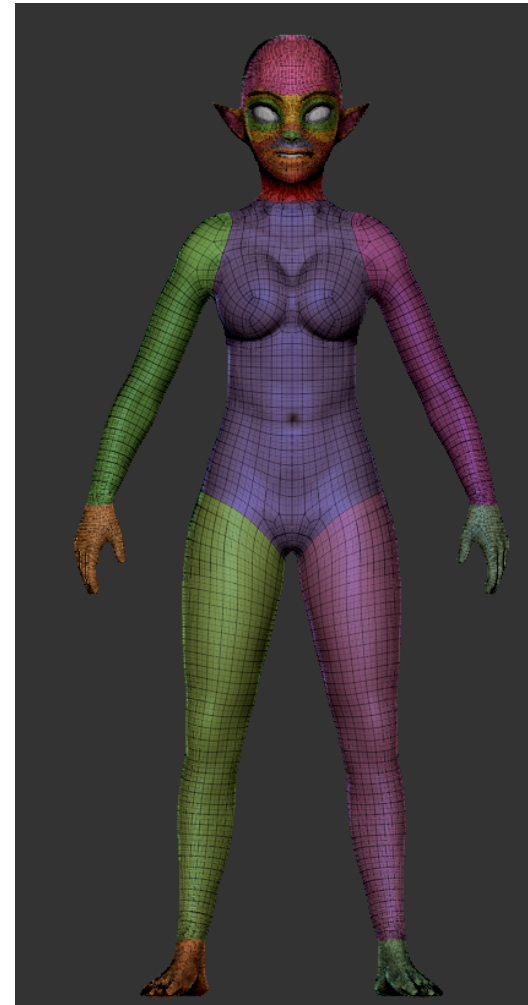


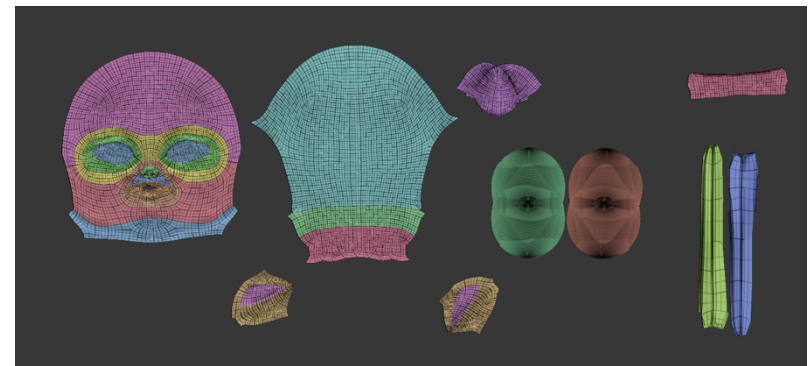


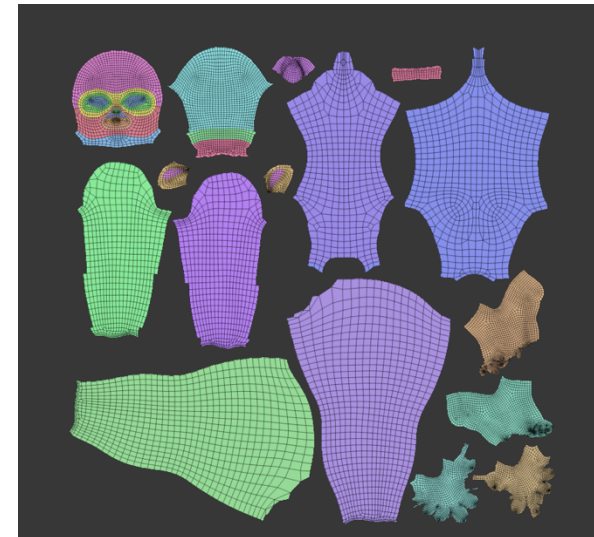
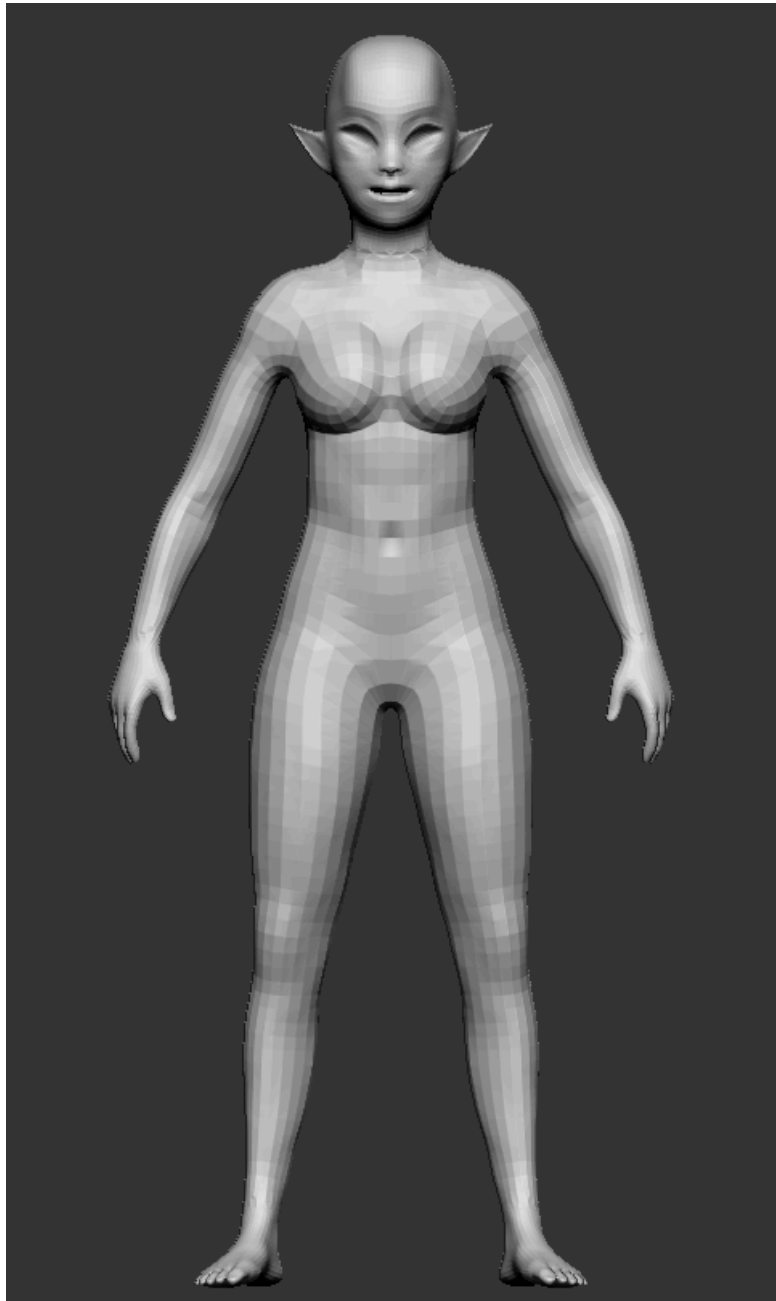


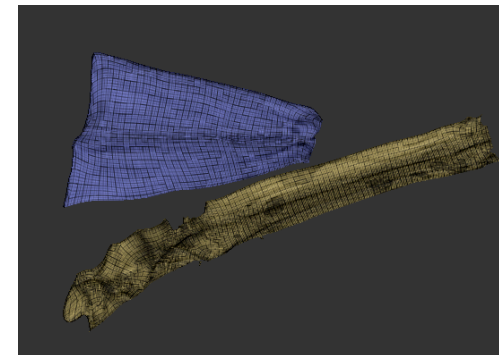
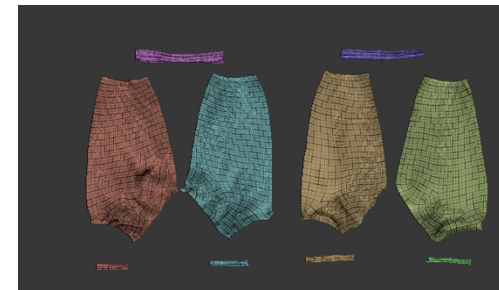
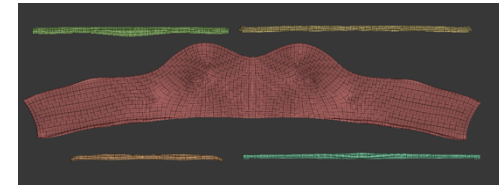


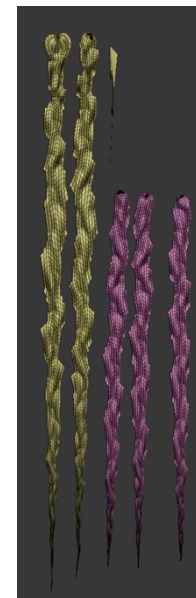
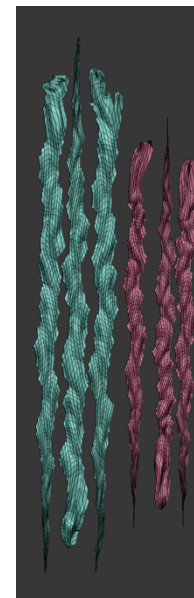
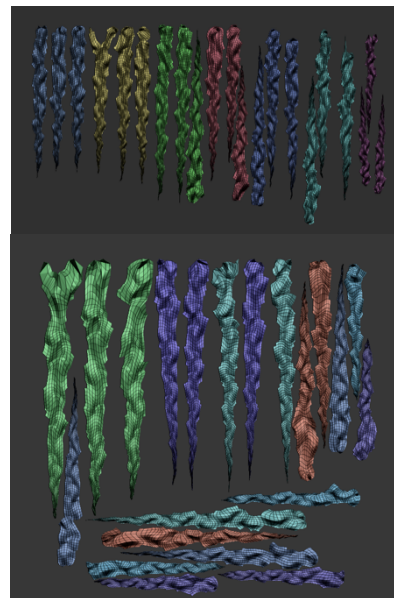
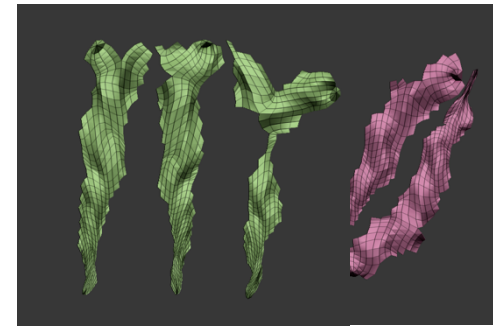
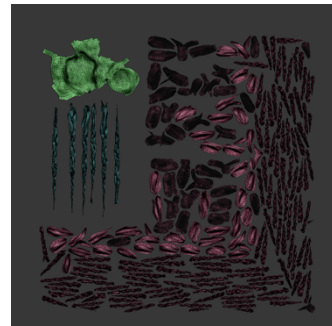
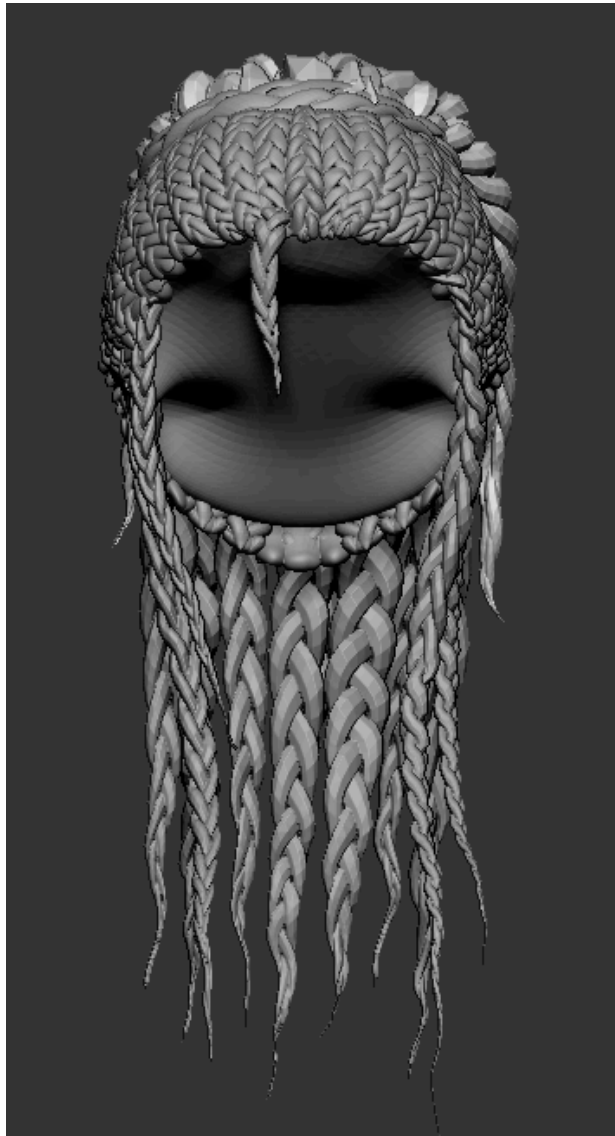
RETOPOLOGÍA Y UVs

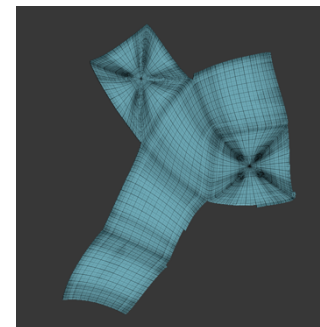
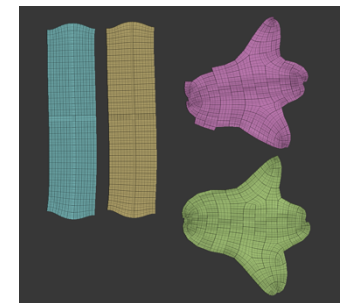
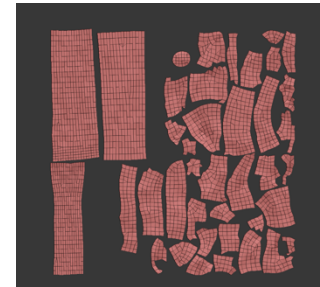
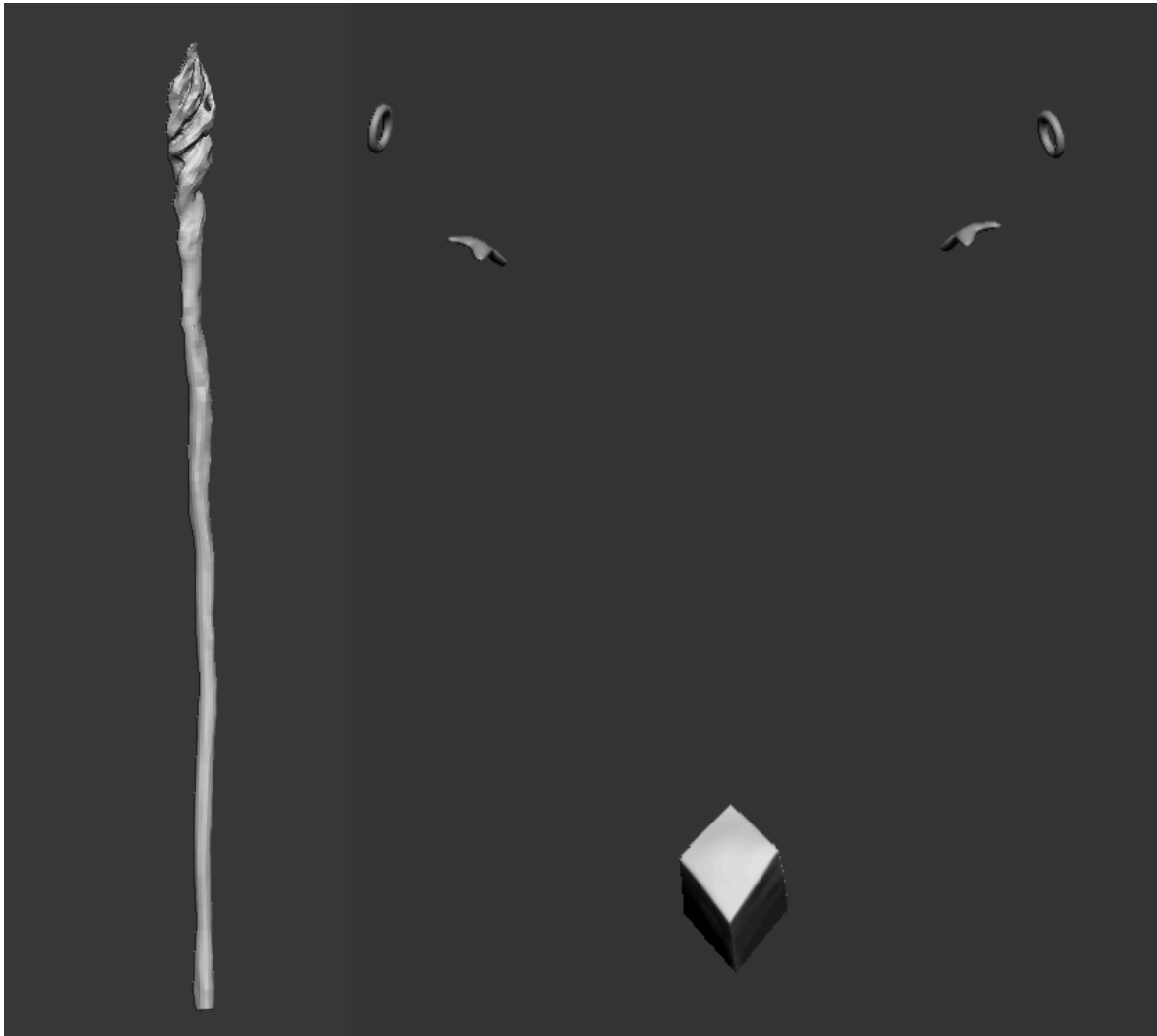




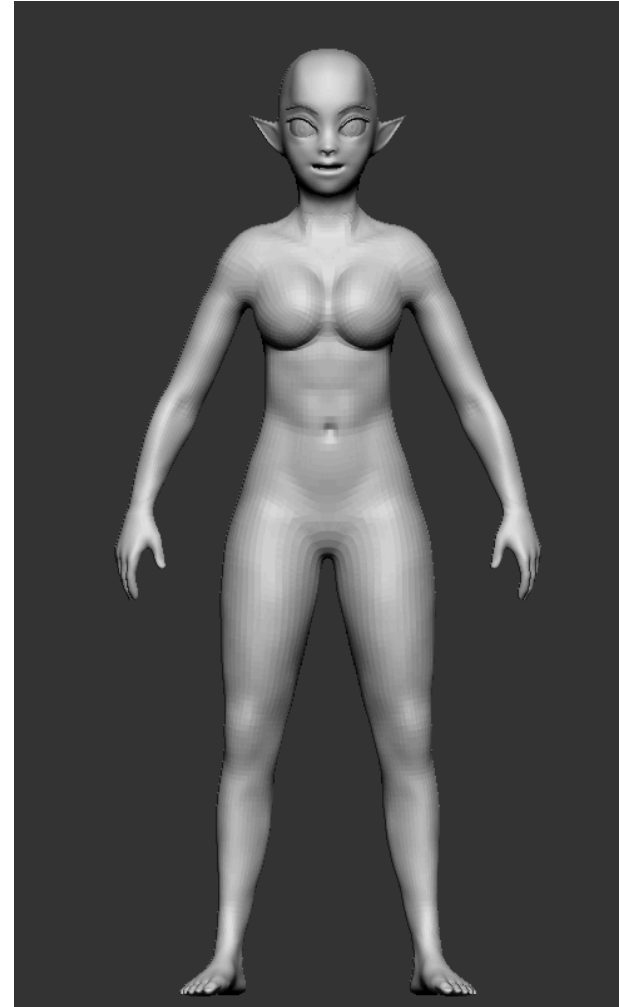








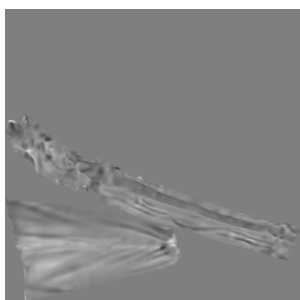
BAKING



Normal Map



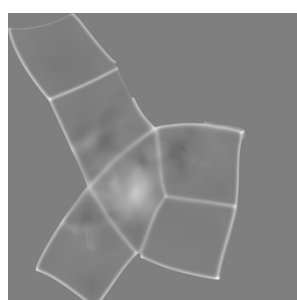
Displacement Map



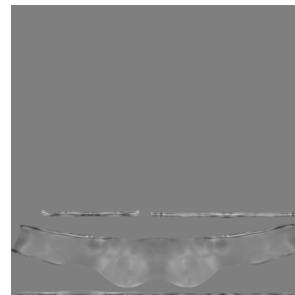
Normal Map



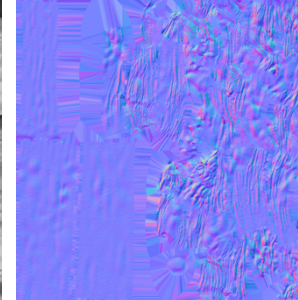
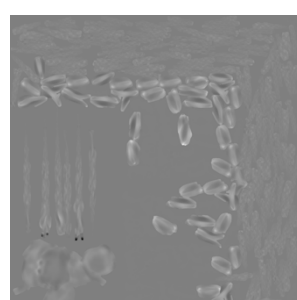
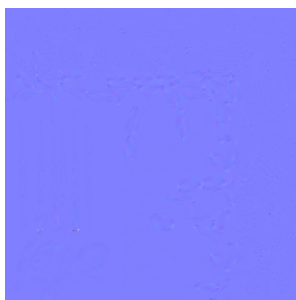
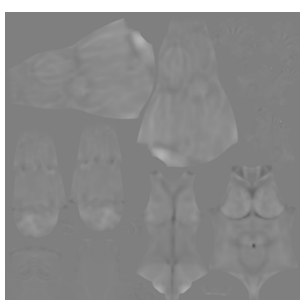
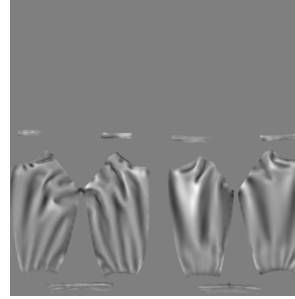
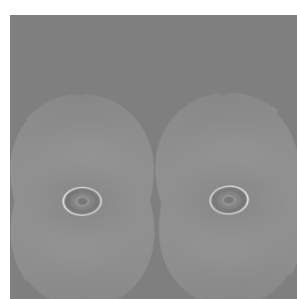
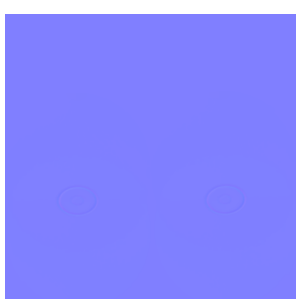
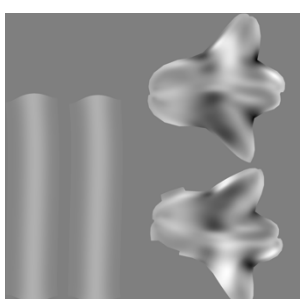
Displacement Map



Normal Map



Displacement Map



TEXTURIZADO

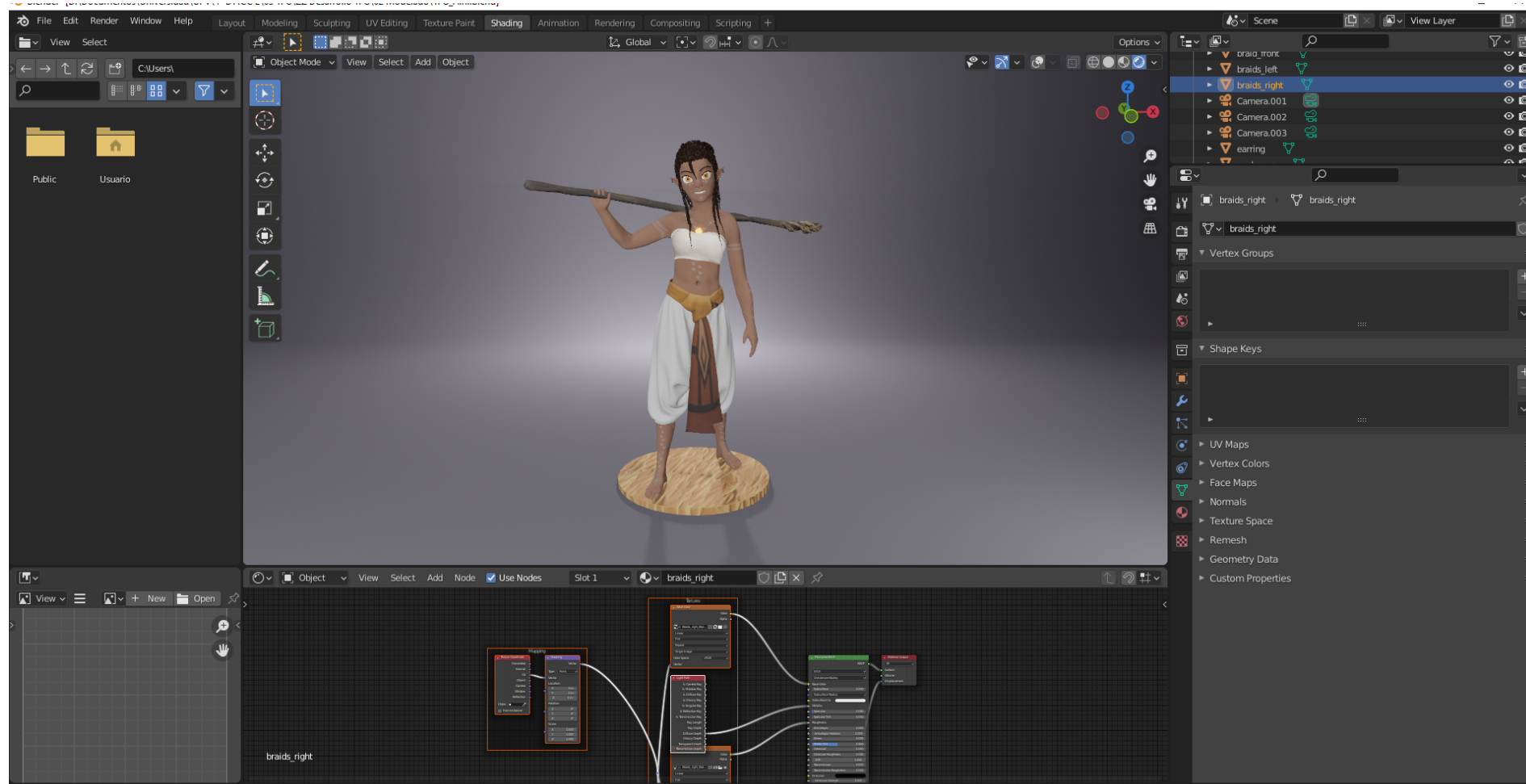




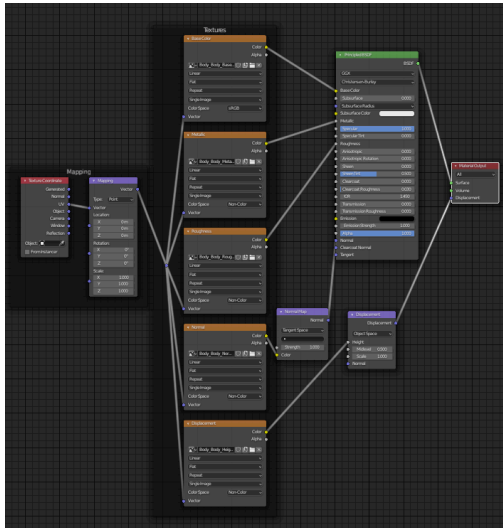




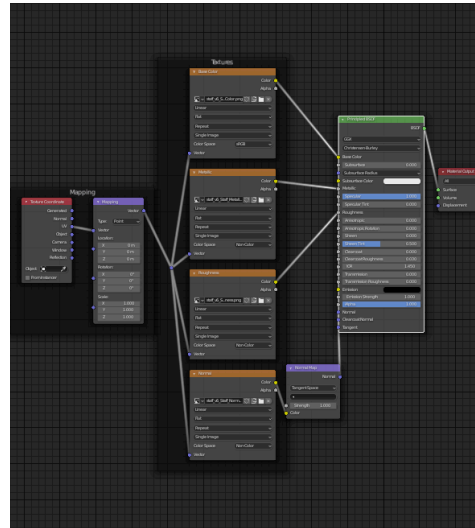
RENDERIZADO



Parámetros material orgánico



Parámetros material inorgánico



Parámetros material ropa

