

GLOSARIO DE IMÁGENES

- Las imágenes están organizadas según su orden de aparición en la memoria.

Space Invaders.
Toshihiro Nishikado. 1978



Warcraft III.
Blizzard Entertainment. 2003



The mighty Quest For Epic Loot.
Ubisoft Montreal.2013.



Mystery House.
By Roberta Williams y Ken Williams. 1980.



Mirror's edge.
EA Digital Illusions CE (DICE). 2008.



Scare for Sale, vista de juego (gameplay).
Unity.



The mighty Quest For Epic Loot.
2013.



Alone in The Dark.
1992.



Luigi's Mansión.
2001.



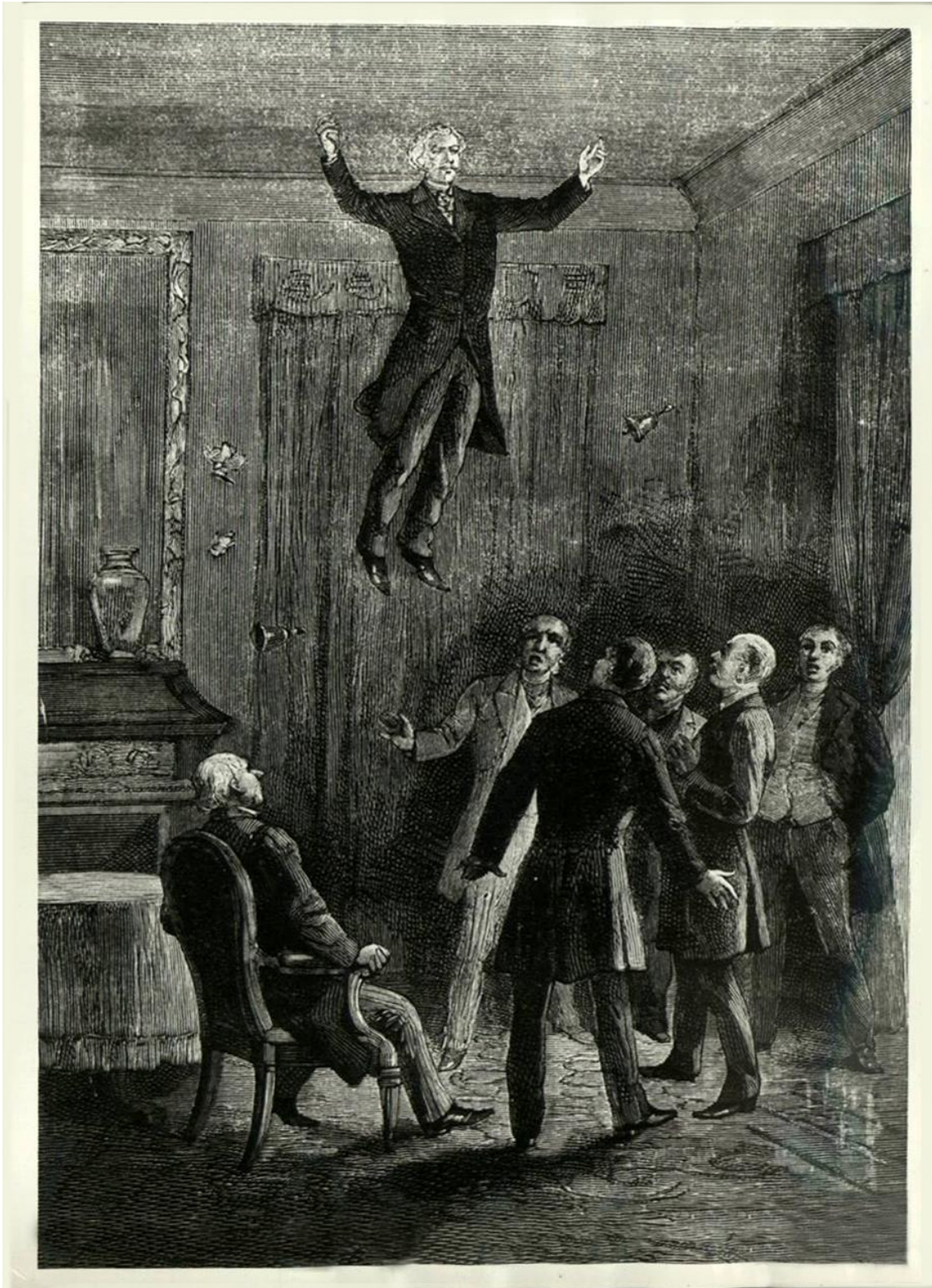
Poltergeist. By Steven Spielberg.
1982.



The shining. By Stanley Kubrick.
1980.



La levitación grabada en la casa de Ward Cheney.
Daniel Dunglas. Los misterios de la ciencia, 1887.



Scare for Sale concept art,mansion.



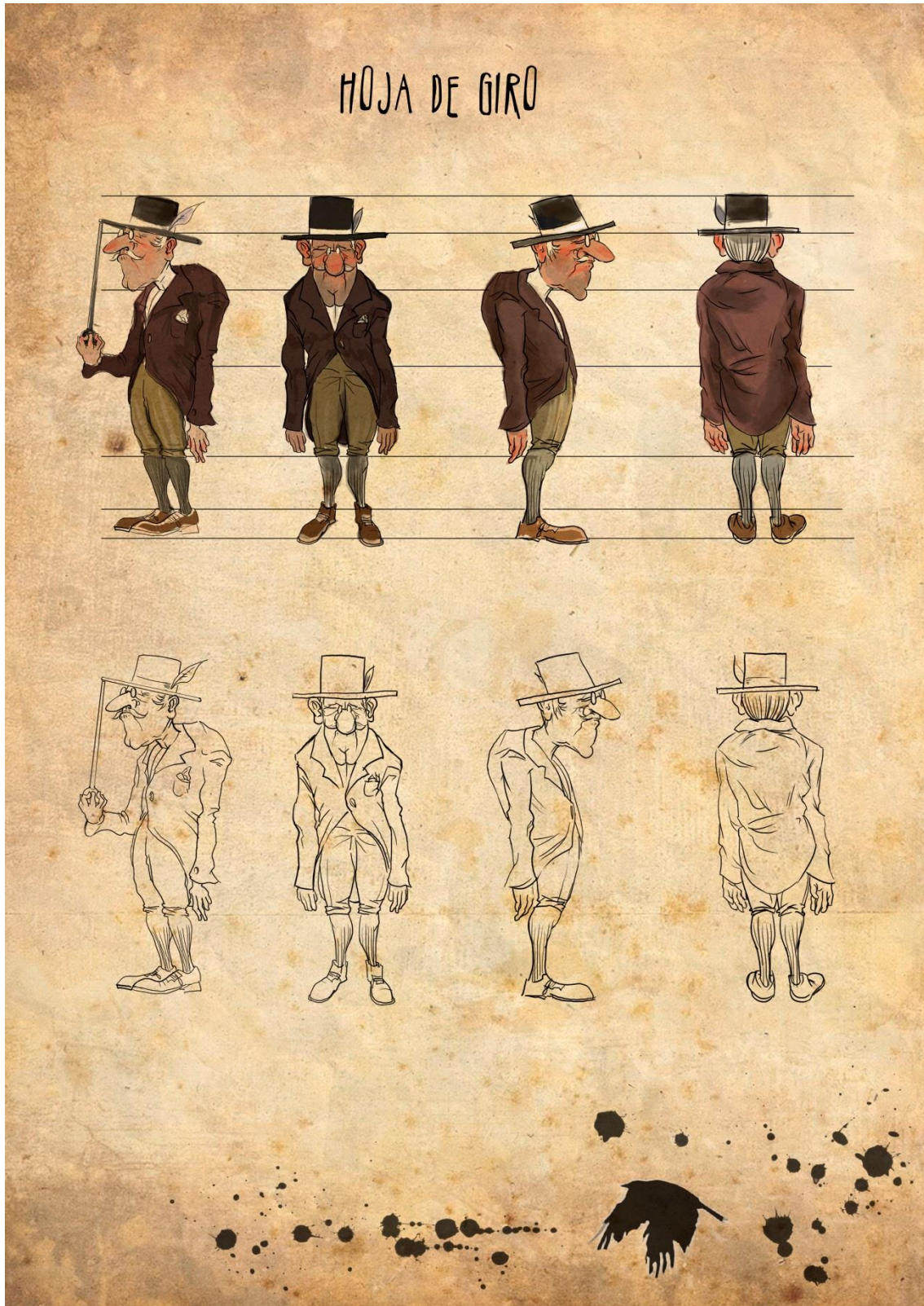
Scare for Sale concept art, mansion.



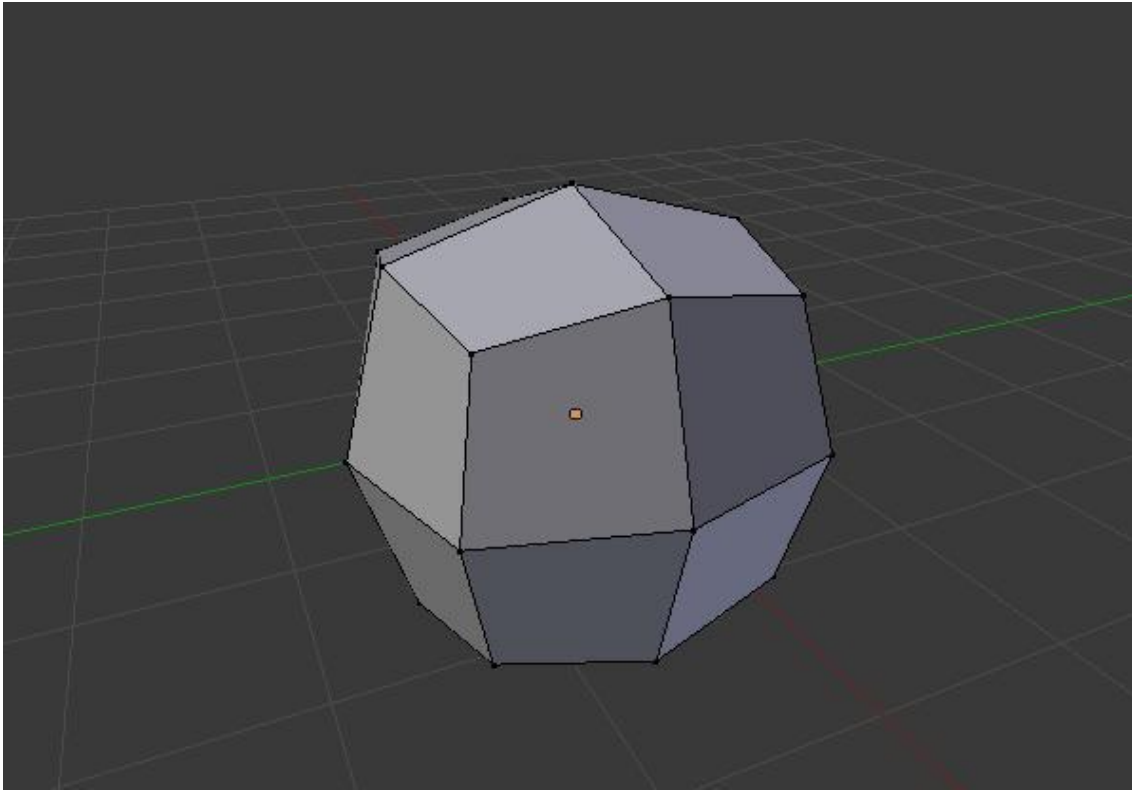
Scare for Sale concept art, mansion.



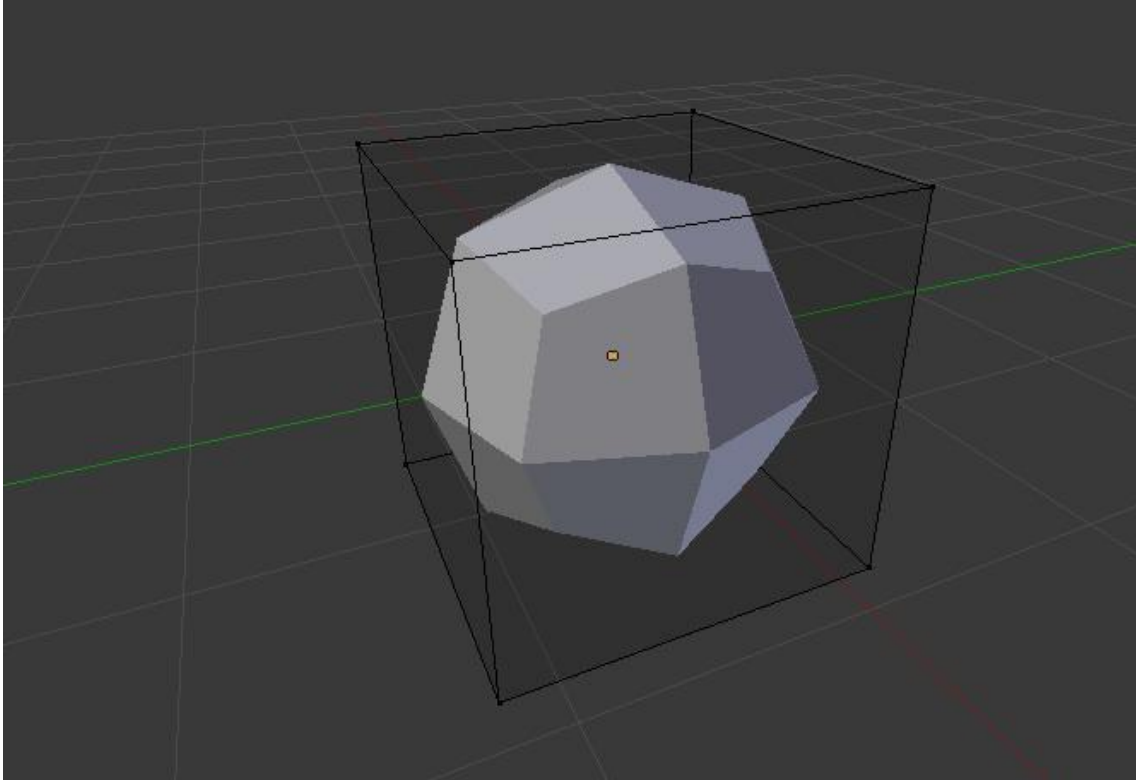
Scare for Sale concept art, personajes.



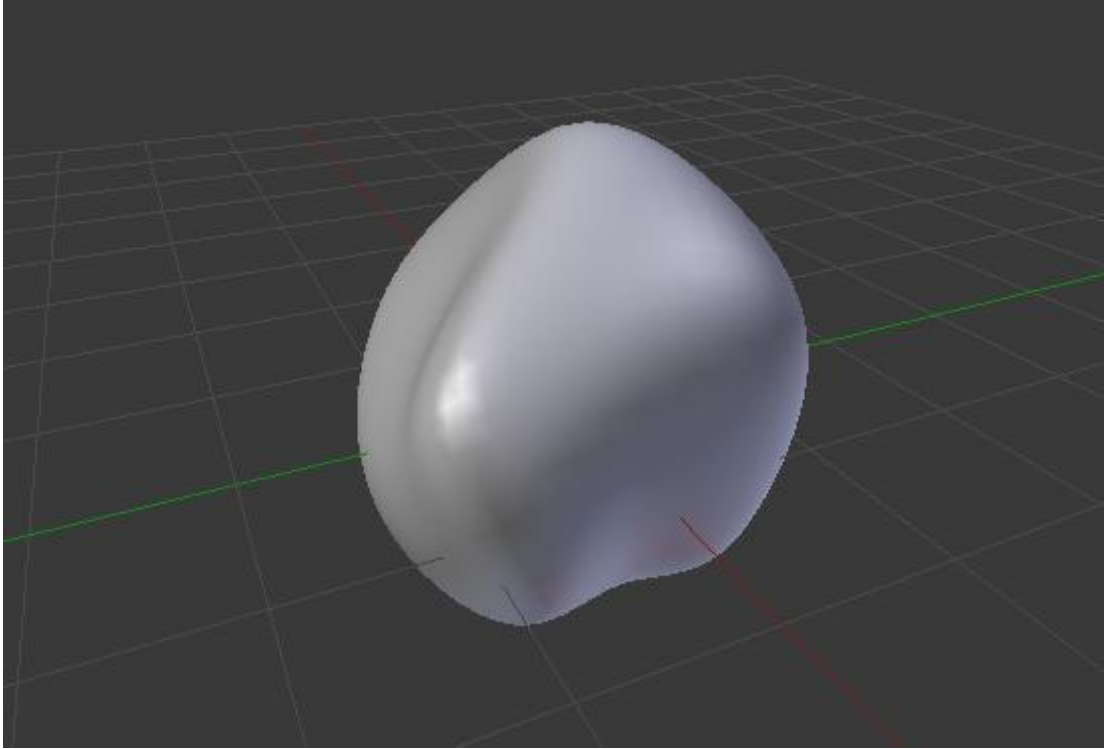
Ejemplo de modelado poligonal.



Ejemplo de modelado por curvas nurbs.



Ejemplo de modelado digital.



League of Legends.
Riot Games. 2009. Cinematic video, non-realtime render.



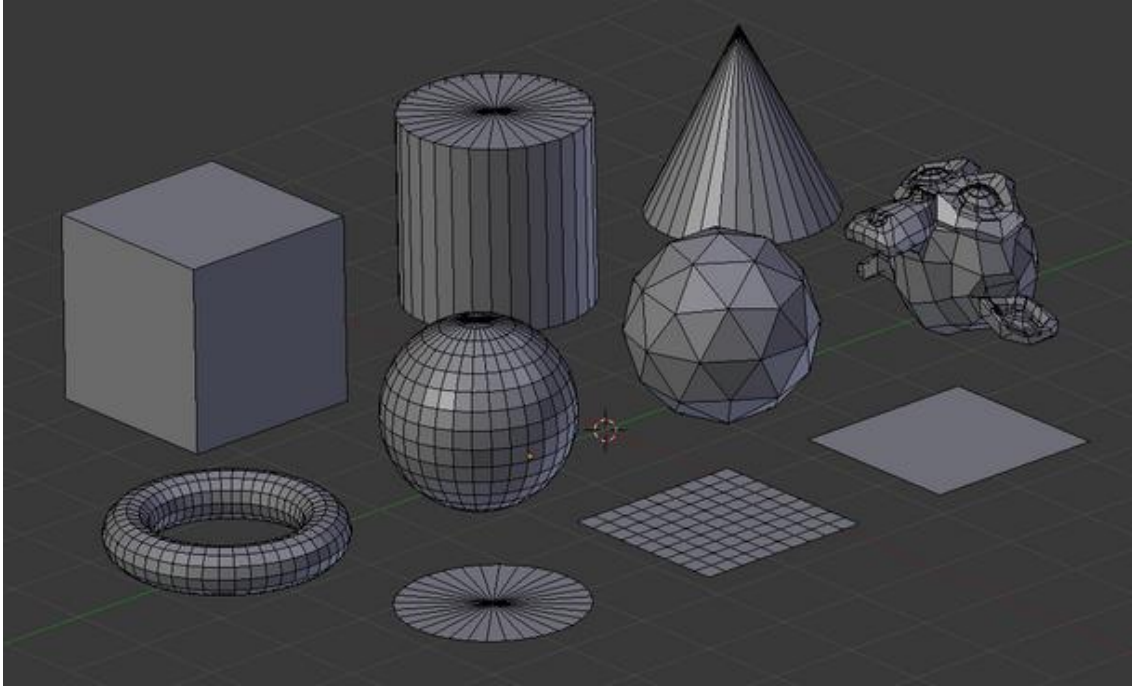
League of Legends.
Riot Games. 2009. Gameplay, real-time render.



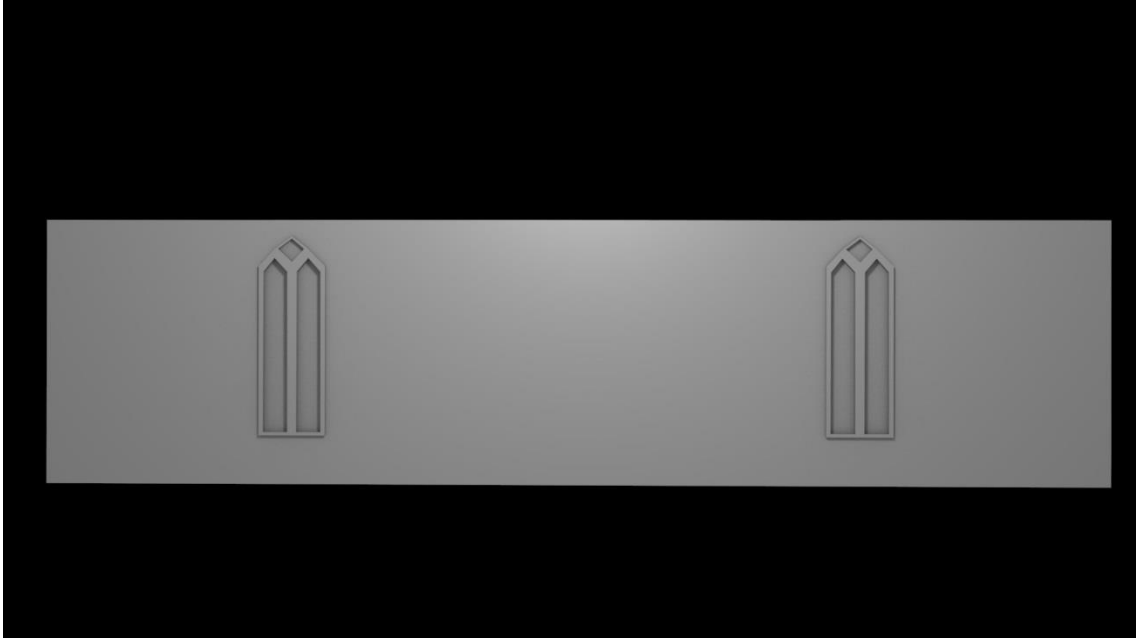
Team Fortress 2.
Valve.2011
Cel shading render.



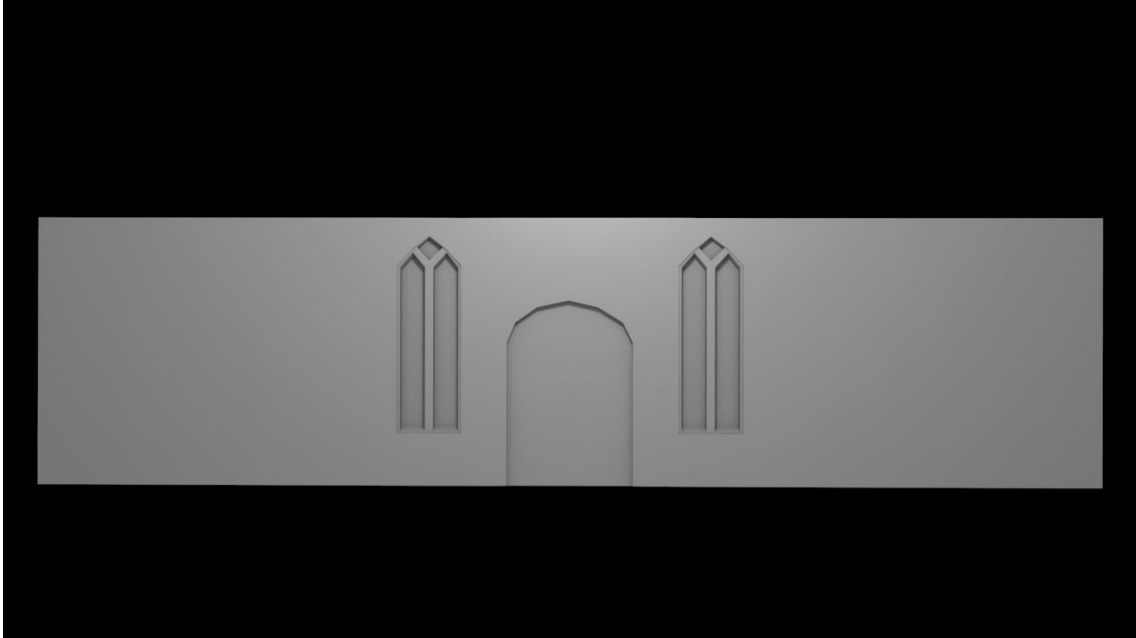
Primitivas de Blender.
Vista del software.201



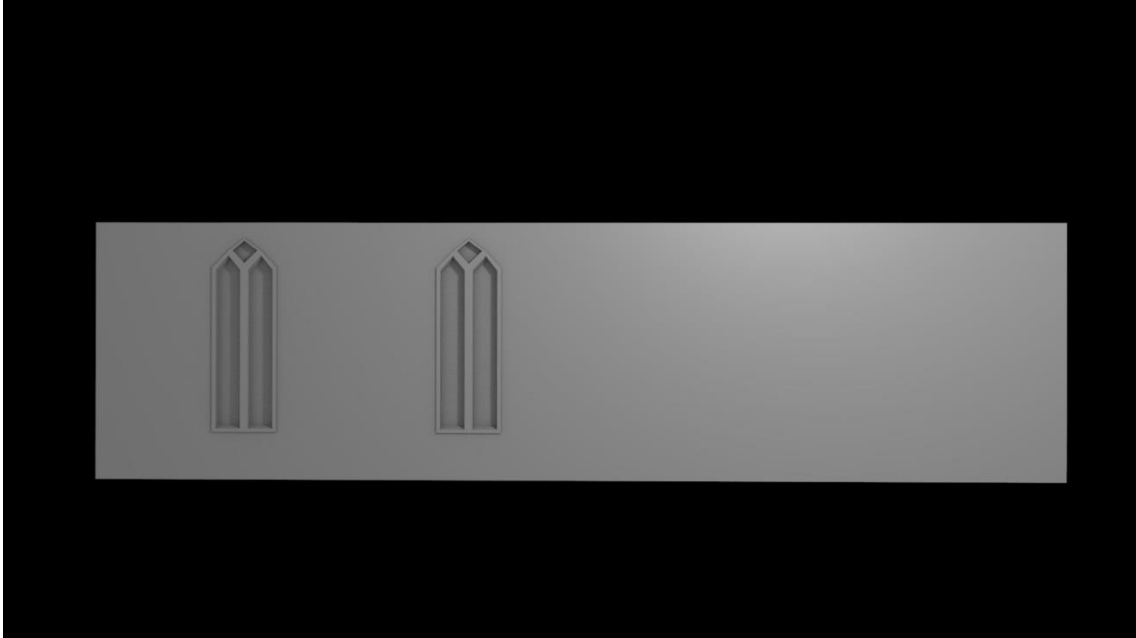
BackWall.
Blender render.



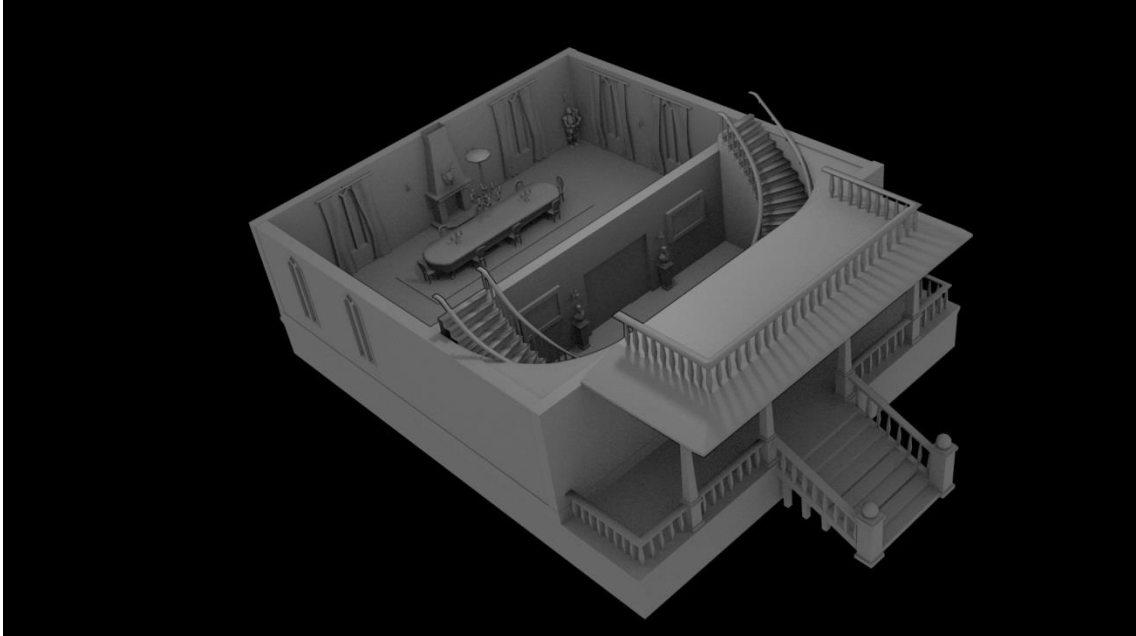
Front Wall.
Blender render.



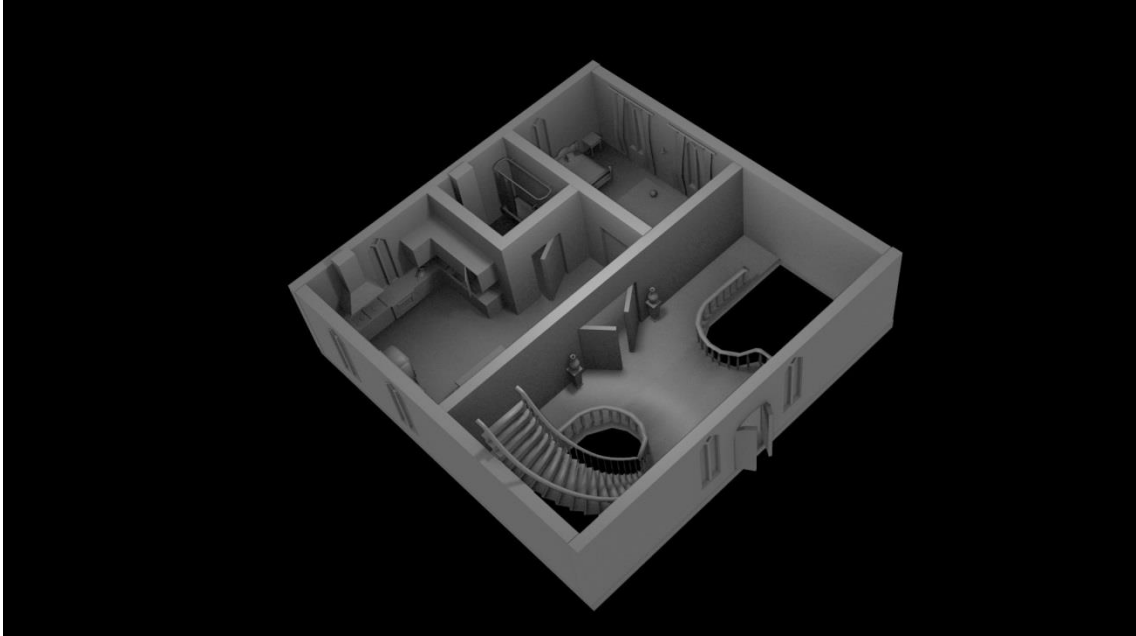
Side Wall
Blender render.



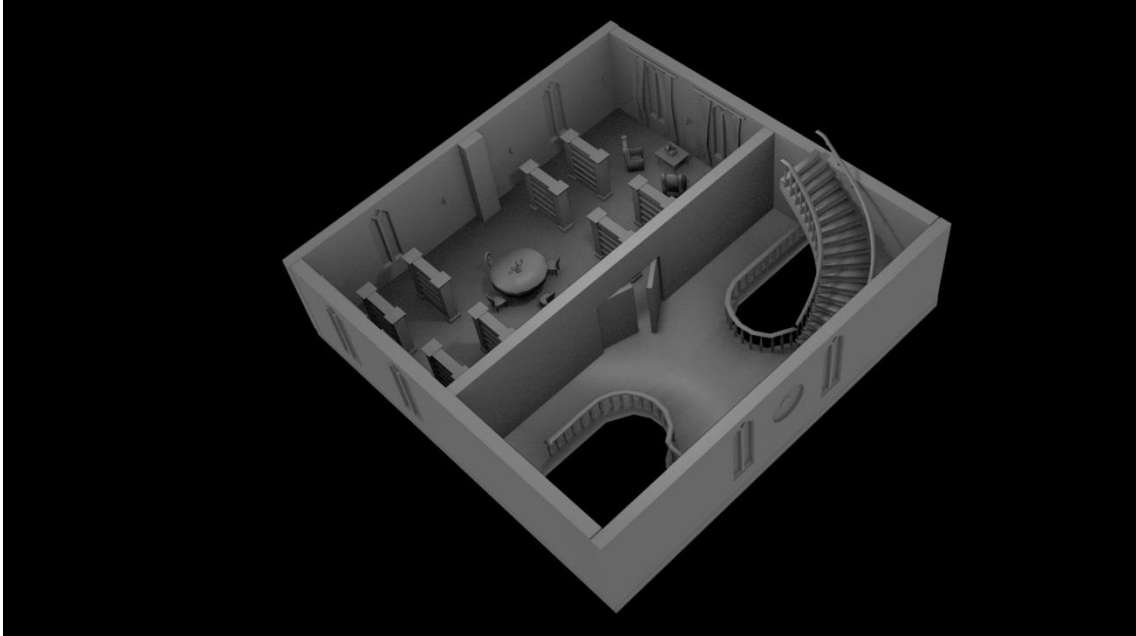
Primer piso.
Blender render.



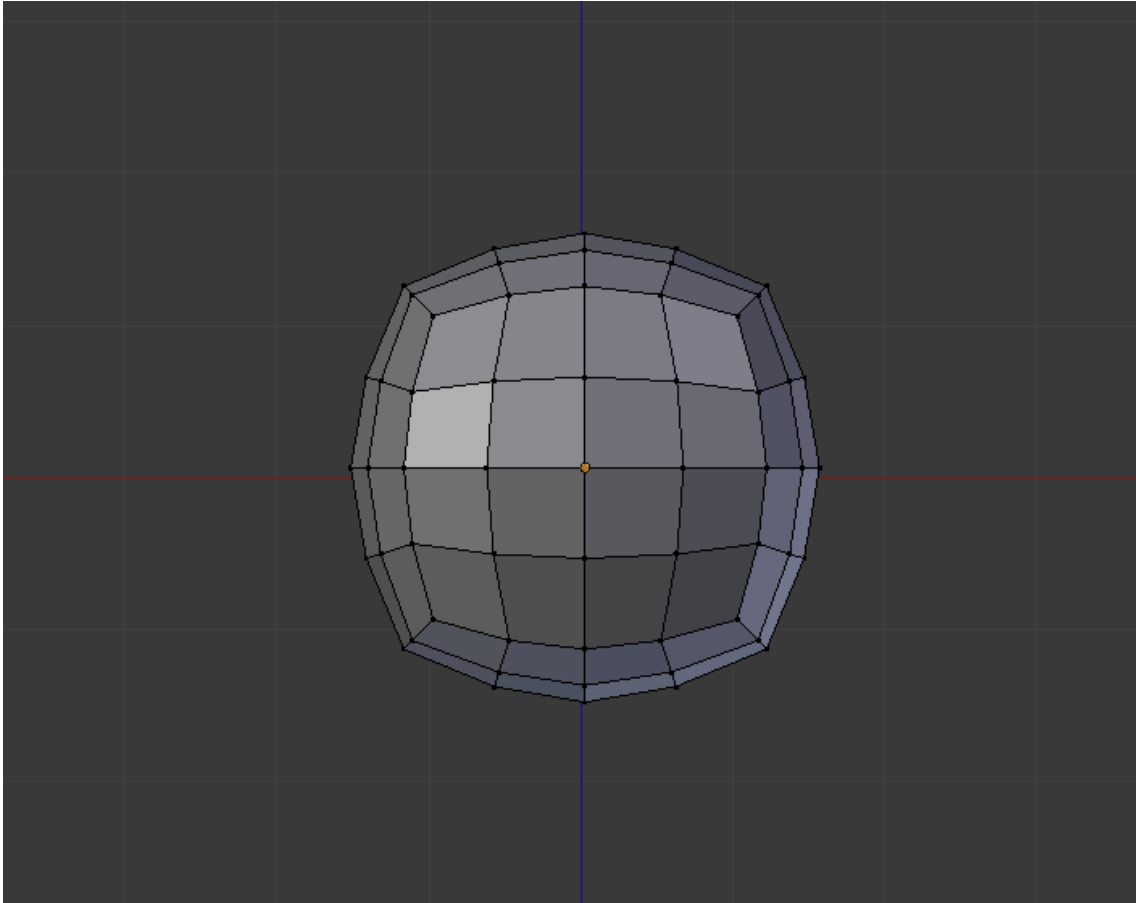
Segundo piso.
Blender render.



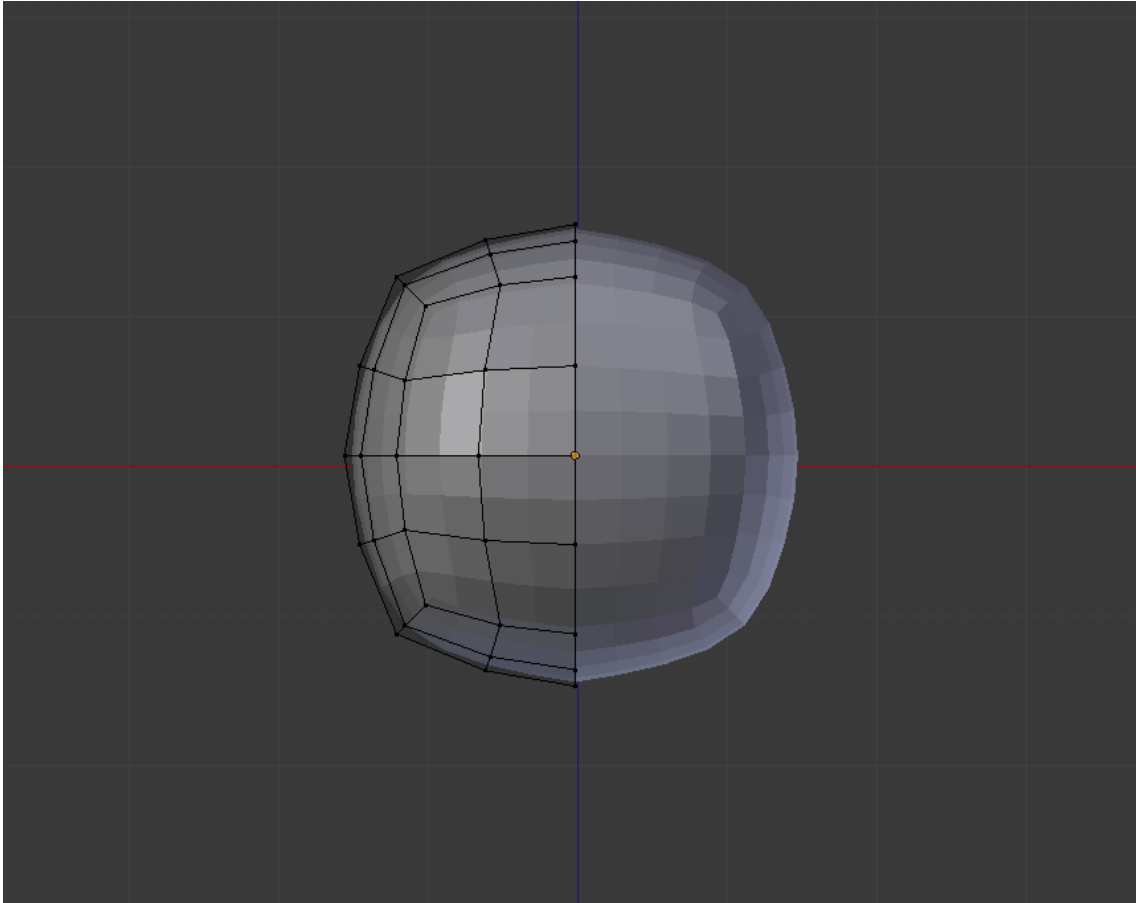
Tercer piso.
Blender render.



Paso 1.



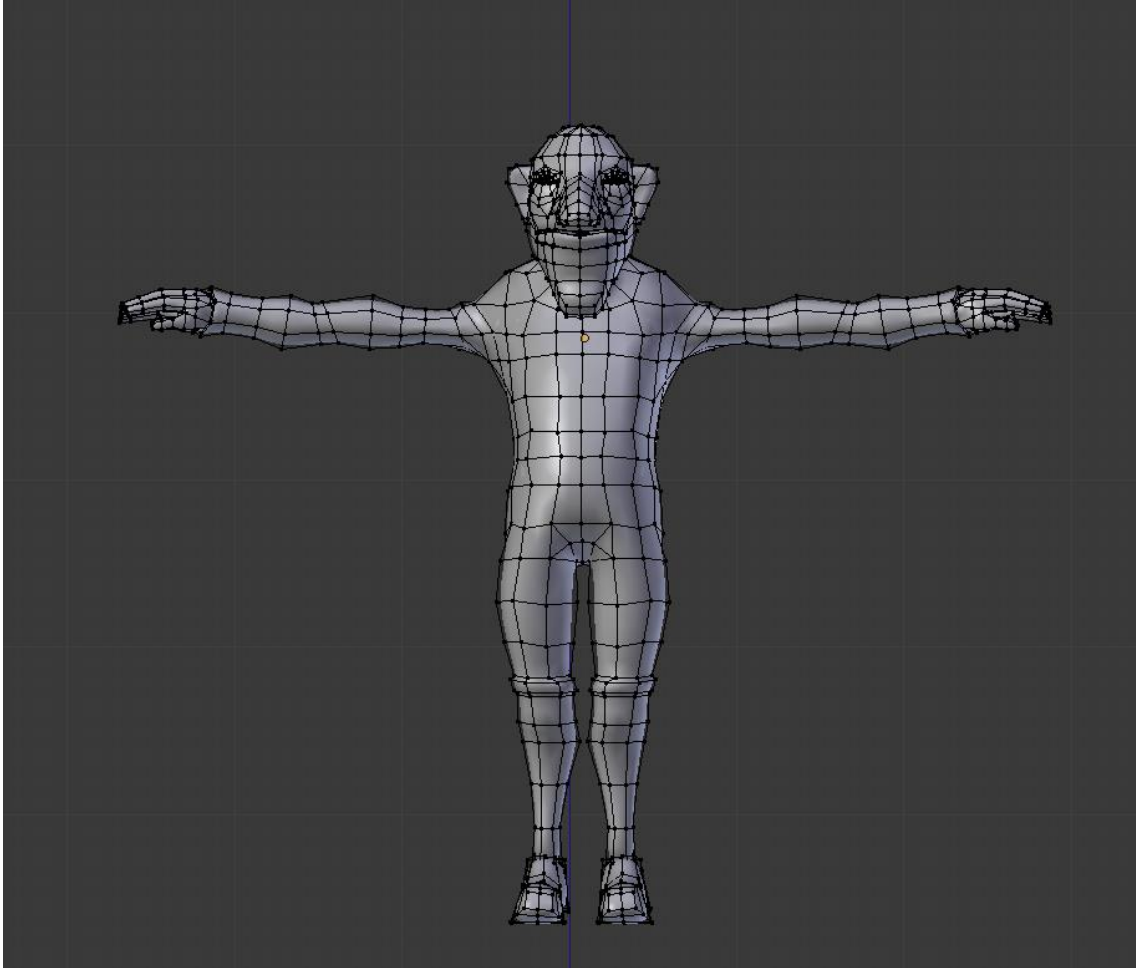
Paso 2.



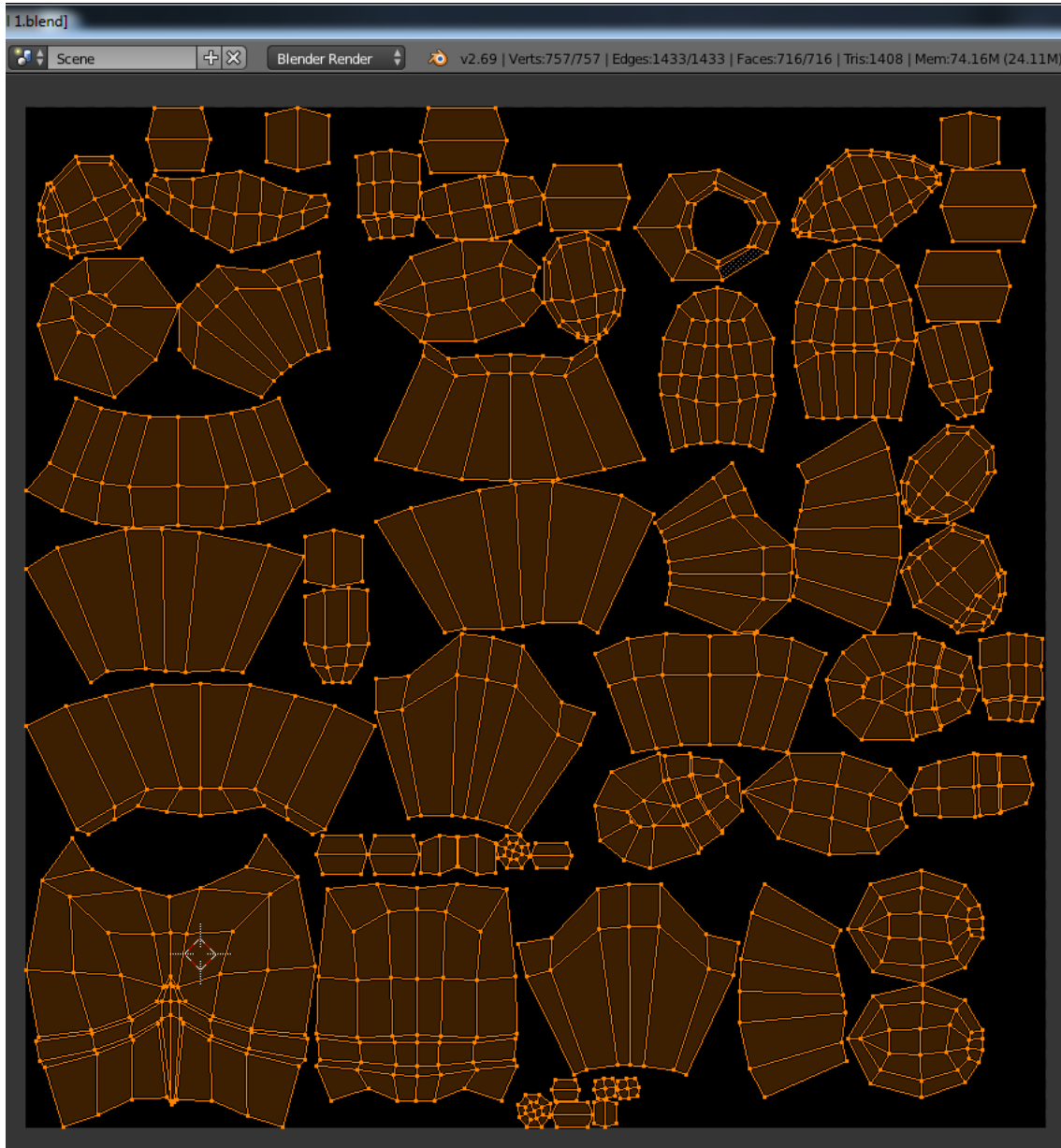
Paso 3.



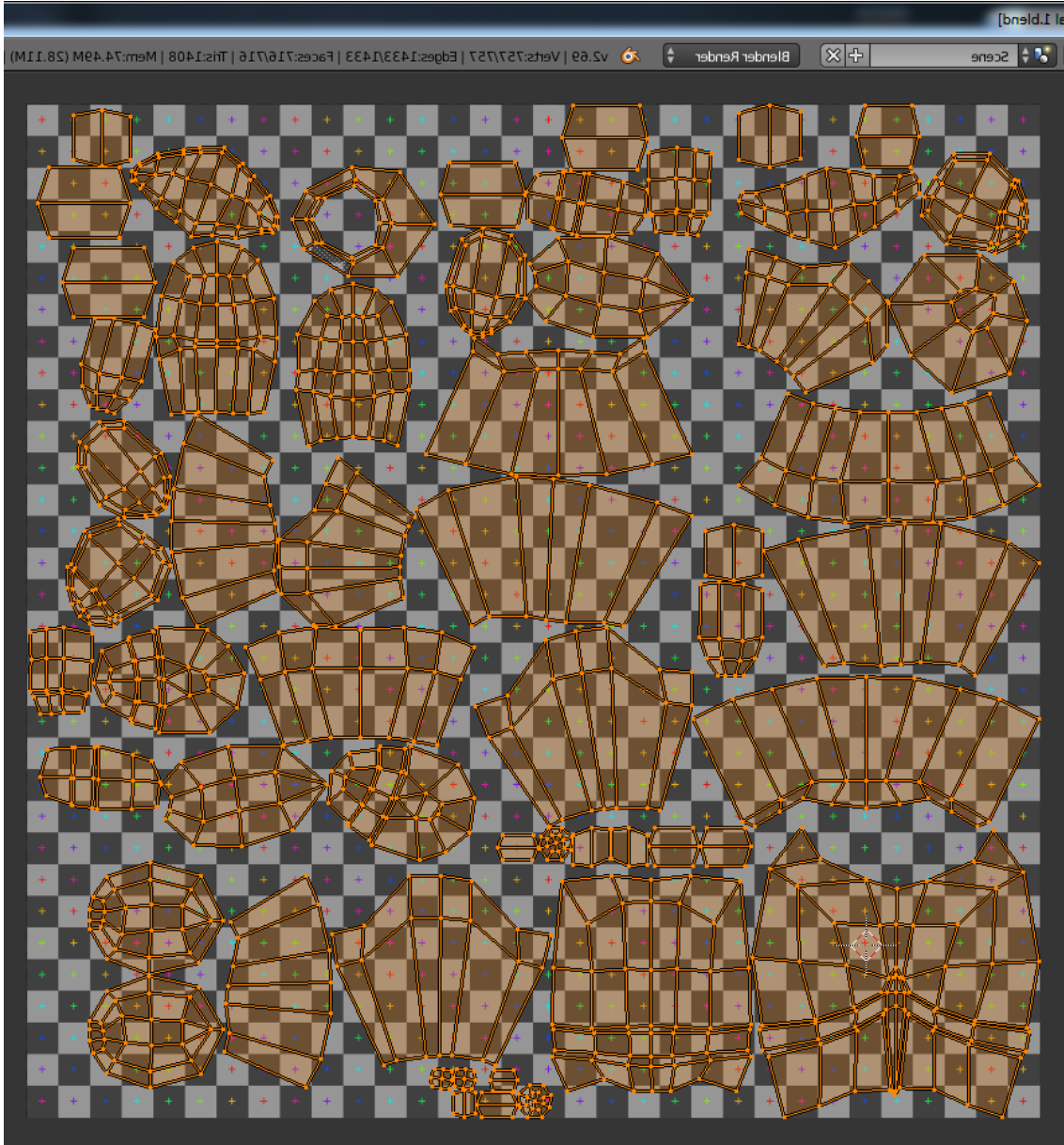
Modelado final.



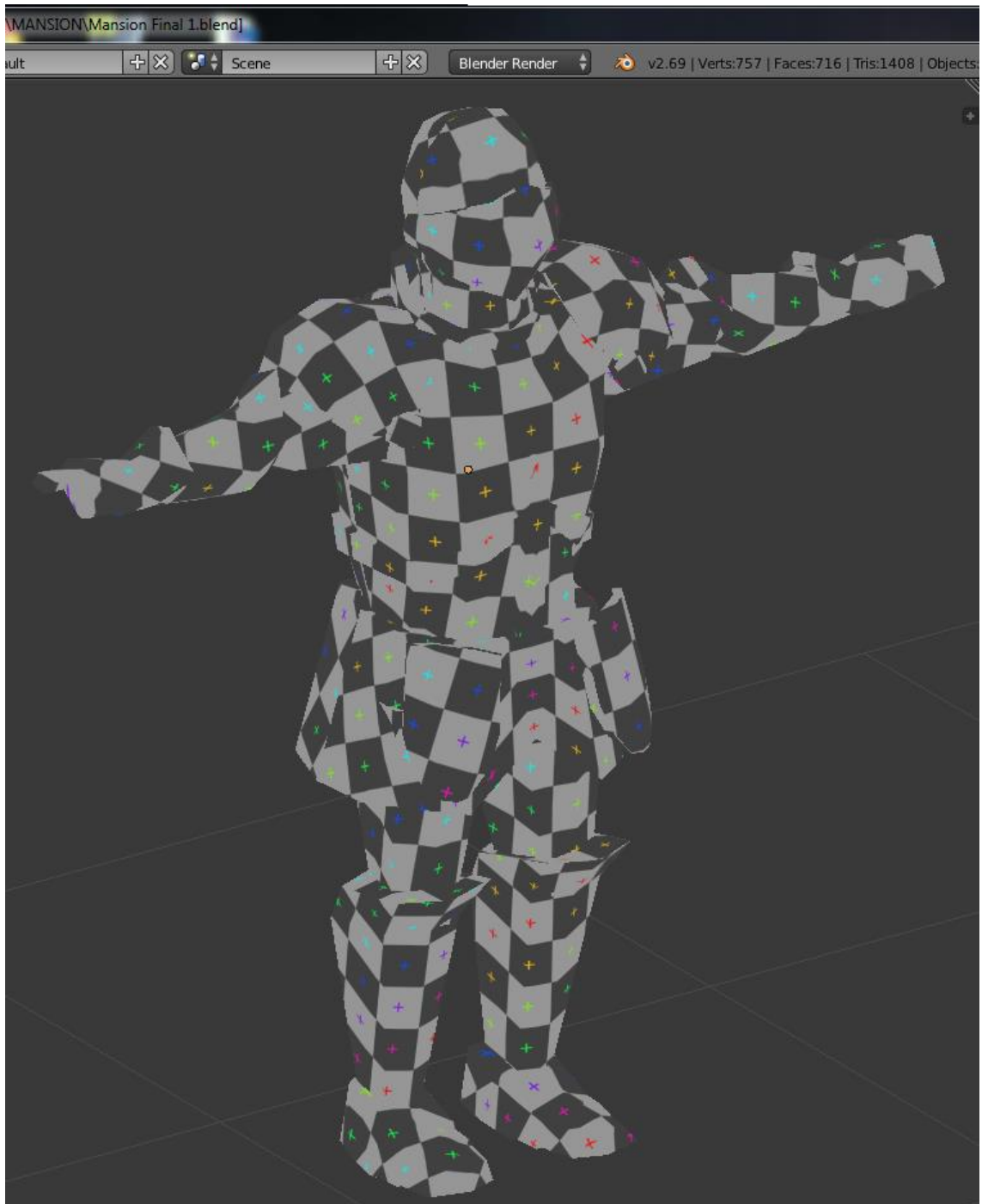
Mapa de UV's desplegado en una imagen en negro.



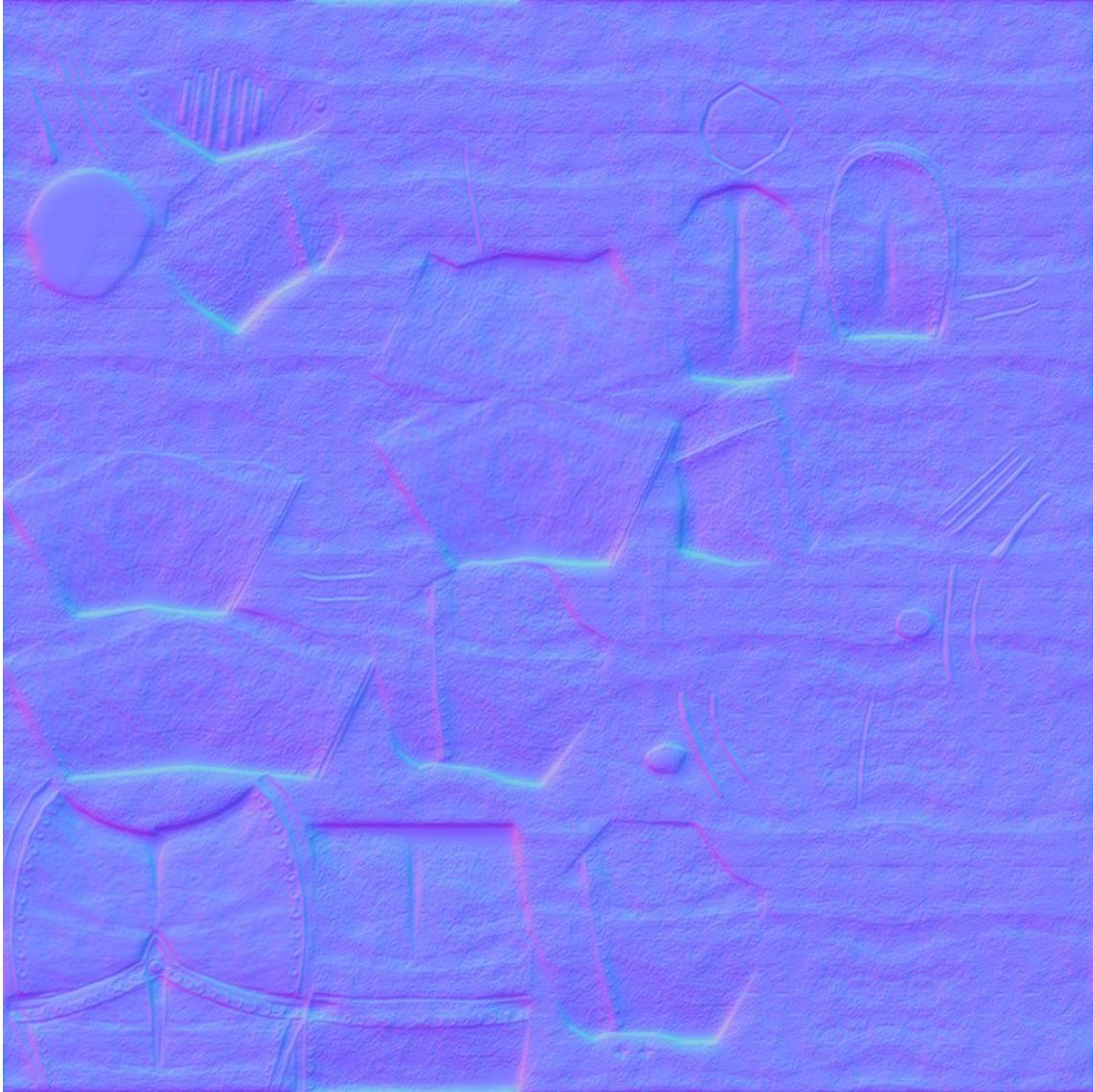
Mapa de UV's desplegado en UV grid map



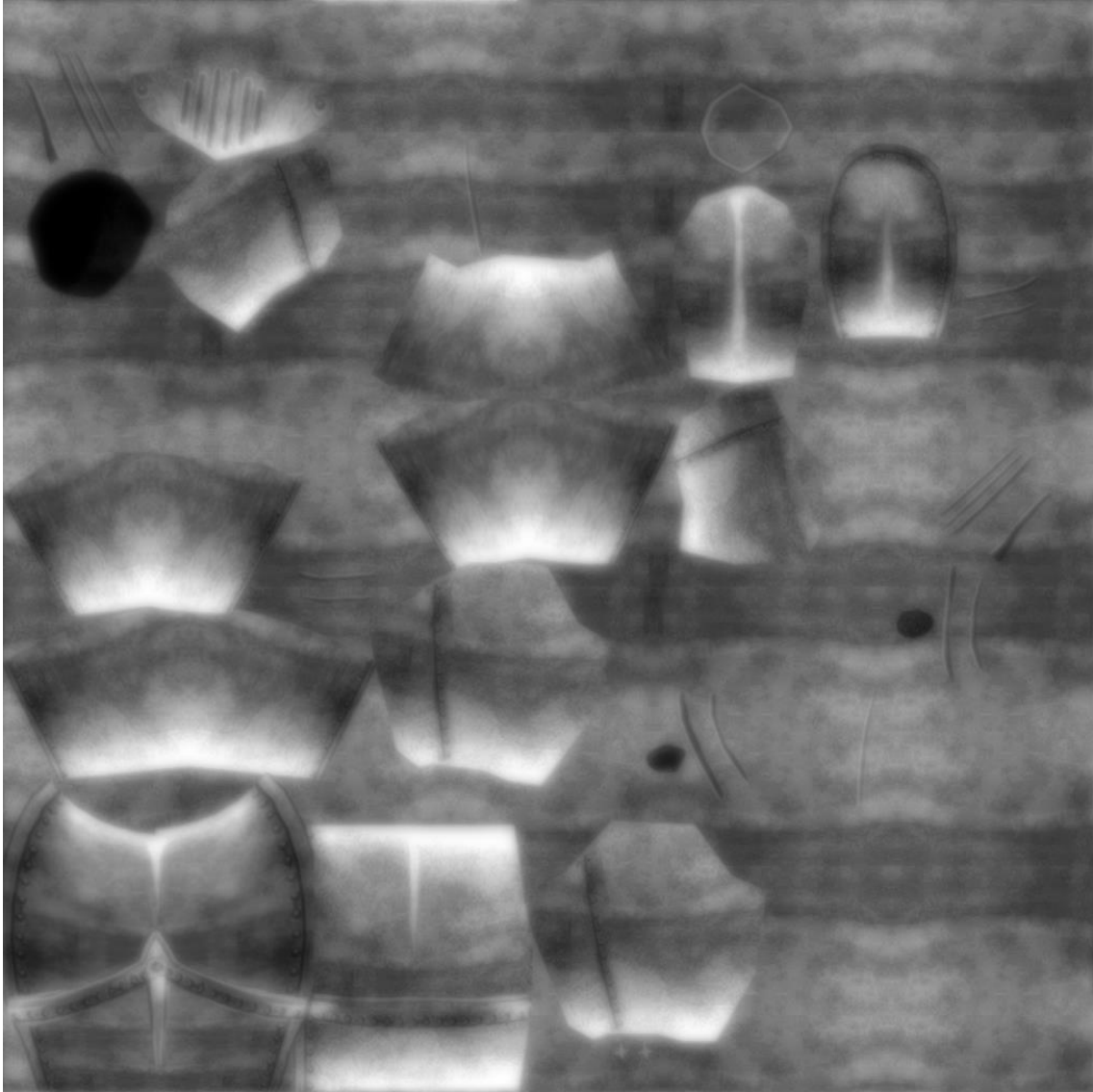
Modelo con mapa de UV en imagen UV grid.



Armor, Mapa de normales.



Armor, Specular map.

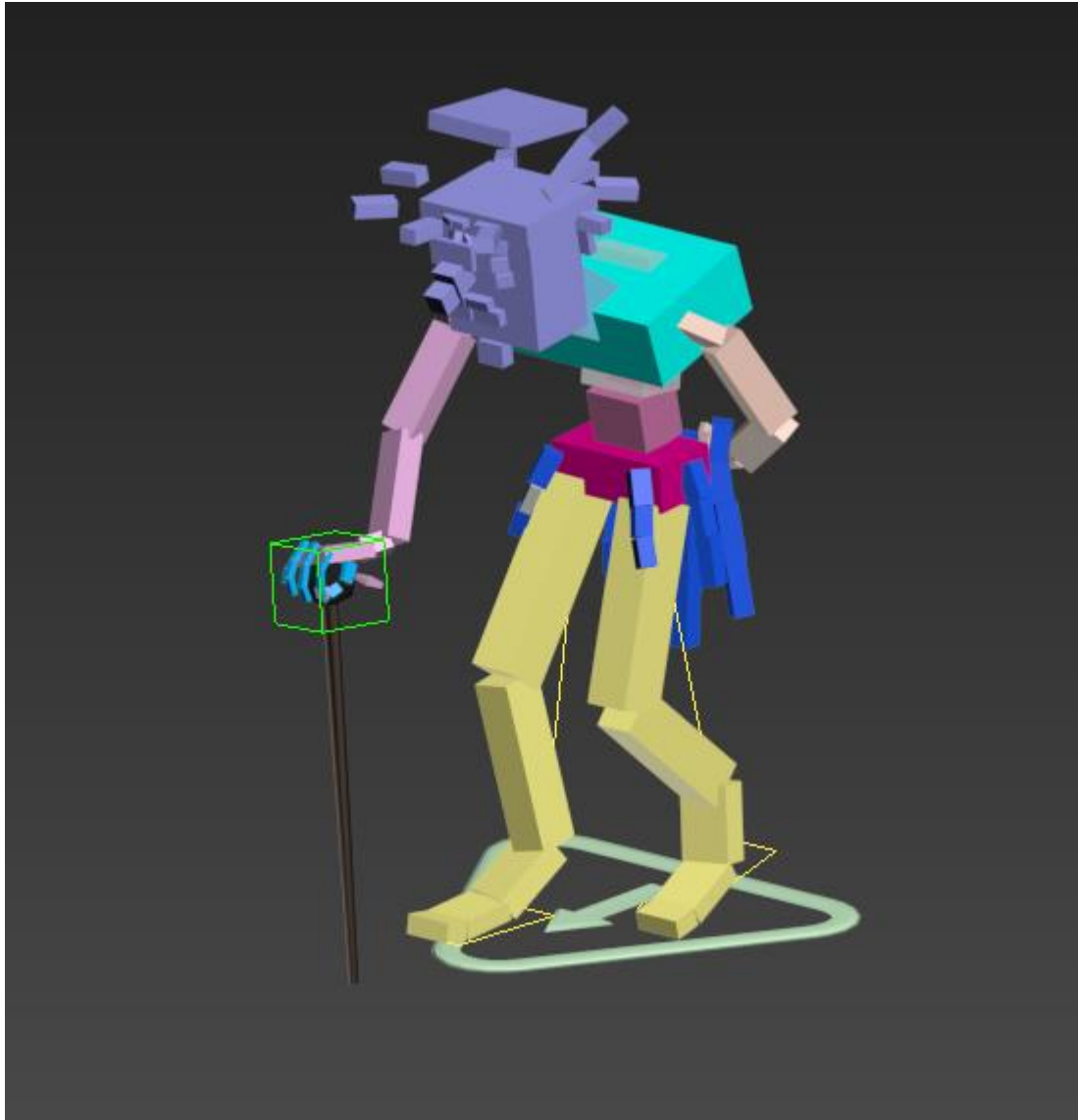


Armadura.

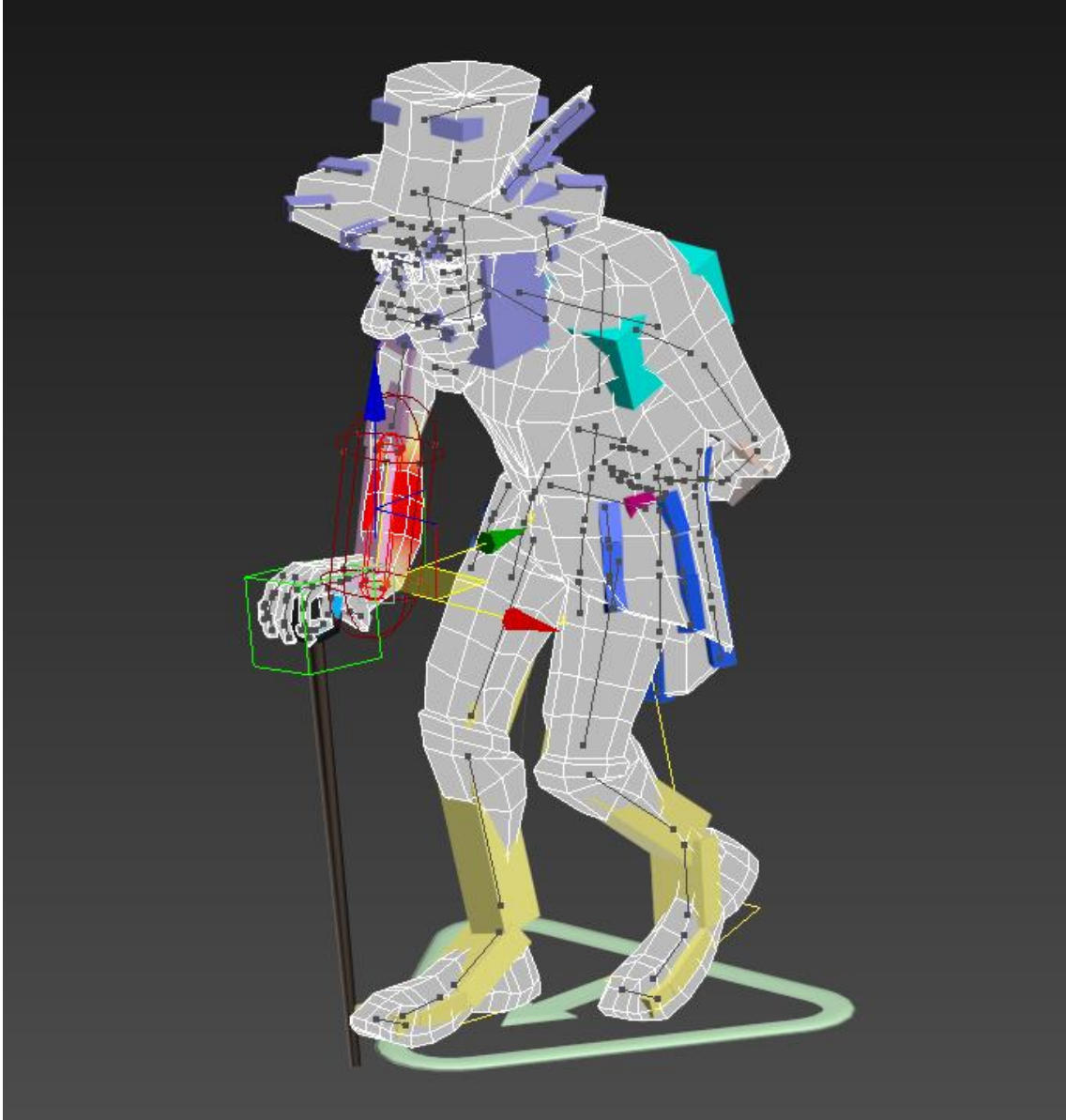
Prueba de material con diffuse map, normal map y specular map.
Blender Render con toon shader.



Mr. Charles, esqueleto de huesos.
3Ds Max, Catparen



Mr. Charles, skinning process.
3Ds Max, Catparent.



Mr. Charles, rigging completed.
3Ds Max, Catparent.



3Ds Max, Cell fracture test.



3Ds Max, Cloth test.



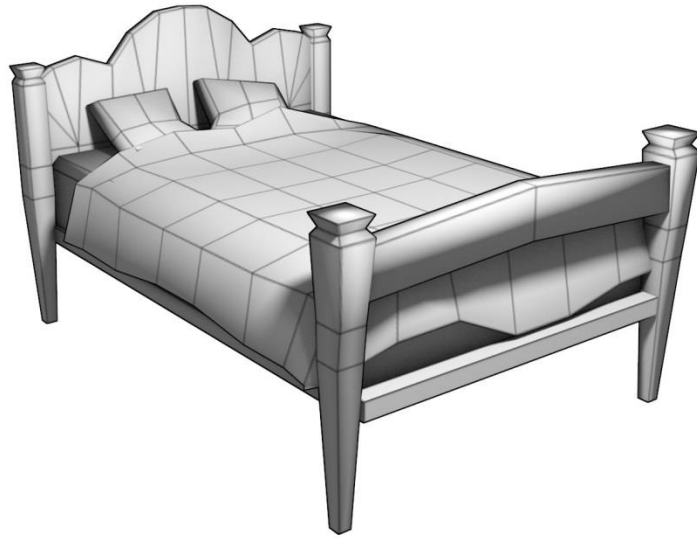
Hall.
Renderizado en 3Ds Max con Mental Ray.



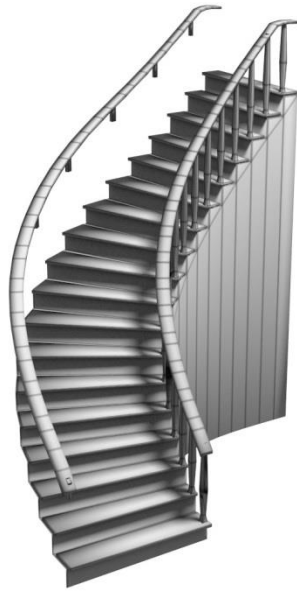
Bedroom.
Renderizado en 3Ds Max con Mental Ray.



Bed mesh.
Blender render.



Stairs mesh.
Blender render.



Props interactuables.
Blender render con toon shader.



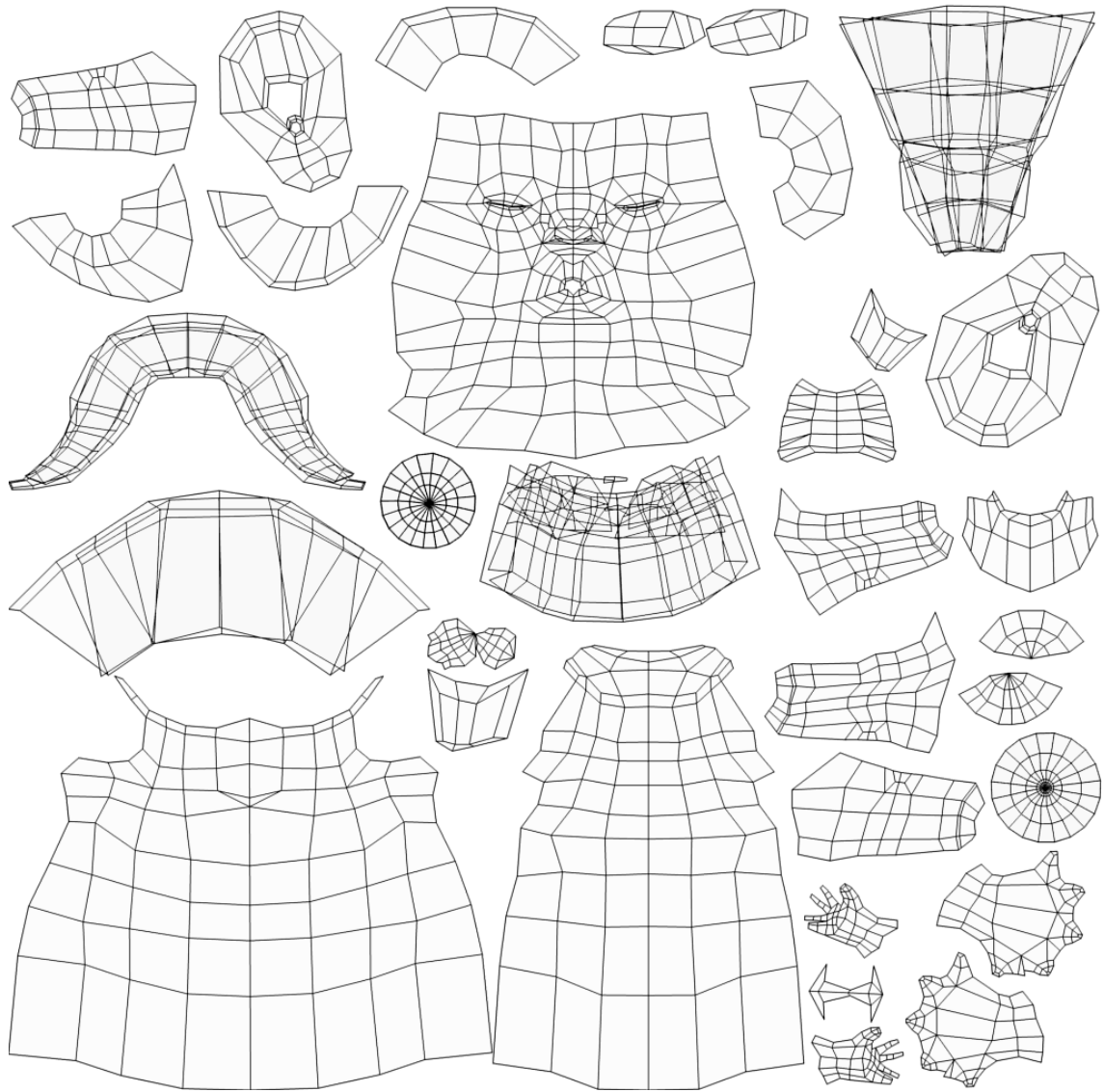
Lady Marian, acting I.
Renderizado en 3Ds Max con Mental Ray.



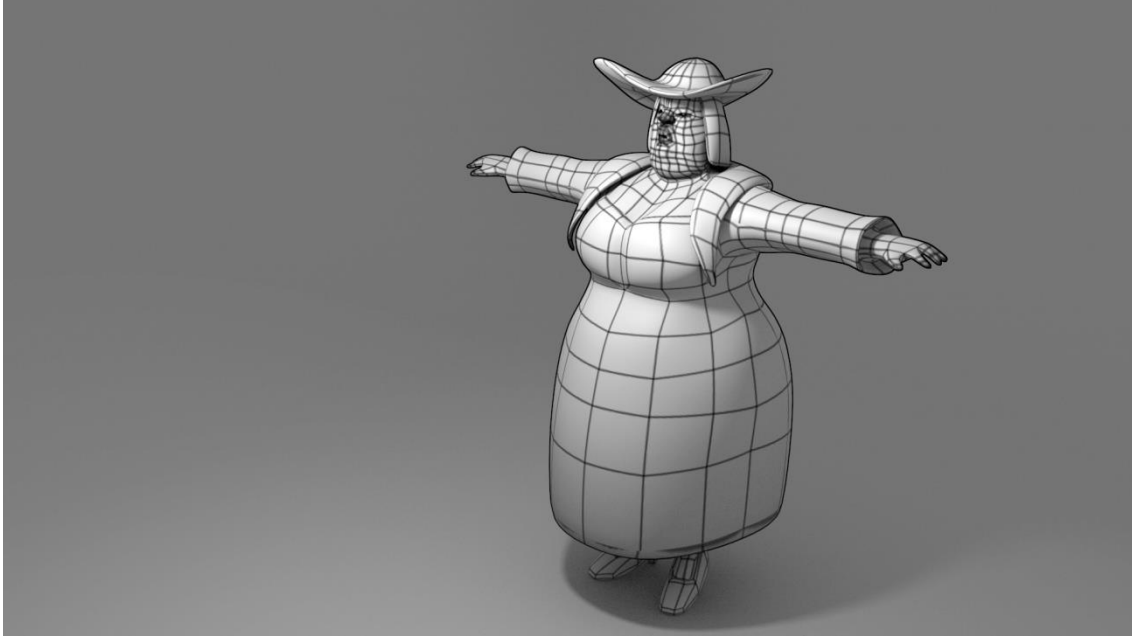
Lady Marian, acting II.
Renderizado en 3Ds Max con Mental Ray.



Lady Marian UV map.



Lady Marian modelo con UV map.



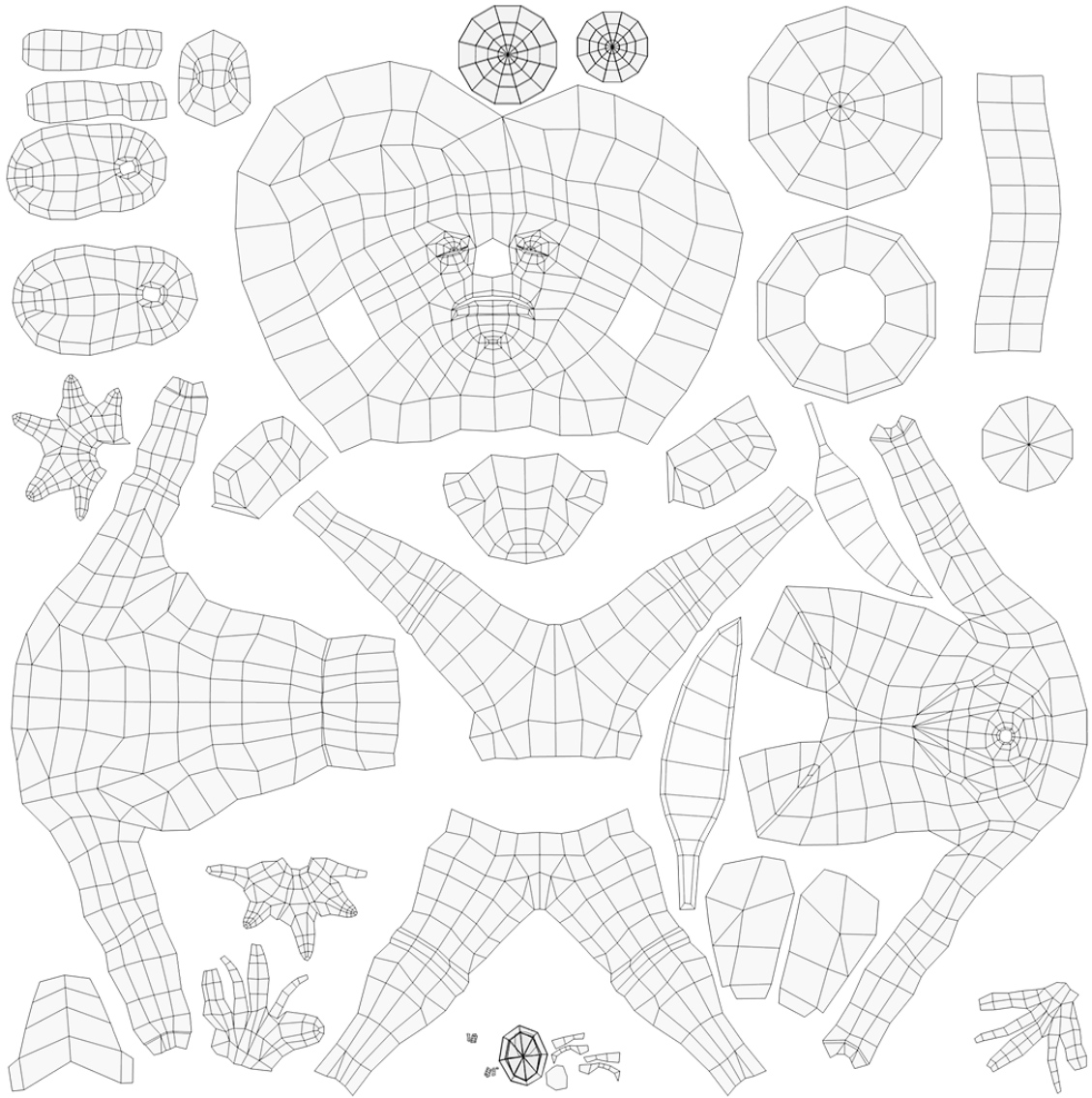
Lady Marian diffuse map.



Lady Marian modelo con diffuse map



Mr. Charles UV map.



Mr. Charles modelo con UV map.



Mr. Charles diffuse map.



Mr. Charles modelo con diffuse map.

