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Gurps character sheet online

The Valiant Arms Alliance - or AVA for its fans - is an award-winning Korean video game, and the world's first online game to use the Epic Unreal Engine 3.It game is also a game that character artist Inho Kim has been working on for the past seven years. Using a 3ds Max from V-Ray to create a base and then using ZBrush to add all the smaller details, Inho spent six weeks creating this image, which he calls just Qipao Sniper Character. I really enjoyed creating the character's eyes,' Kim says, describing her workflow. When it comes to creating a character, I think eyes should be given more weight as they are windows to the soul and they describe the character's personality and appearance. I've done a lot of trials on how to create depth in my eyes. Injo currently works as a video game character artist, but that wasn't always the case: I started working as a video editor and then changed my career path, becoming a 3D artist, he says. At the time, I was participating in a Korean animation series for kids Ducky The Perky and Bumper King Zapper . But now, video games are Kim's passion, and beautiful female characters of the game in particular. So how and where does he find his inspiration? I really love finding nice images over the internet, especially beautiful women, he says, no wonder. When I get a few pictures of models or great images from other artists, I inspired them to create new 3D things. Kim will now guide you through the nine stages of the character creation process.1 Quite multi-initially, the Qipao symbol was made of low polygon count Initially my Qipao character was made of low polygon so it could be exported to unreal Engine 3 for use in AVA. Then I needed to create a high-polish model for the 3D illustration image. When it came to creating a woman's body, I focused on describing her sophistication because I didn't want her to be overtly sexy.2 Rigged and posingEgeric falsified and poses with Biped and Skin in 3ds Max I rigged and posed with my character with Biped and Skin in 3ds Max. I created a camera to create a strong scene that highlighted the character's silhouette.03. Navigate to ZBrushMove in ZBrush and add some details I exported the low form version to ZBrush and then used ZRemesher to get basic geometry. I added a few details, focusing on elements that emphasize the natural beauty of the character.04. Creating the eye of a Rohivka character is a very important ingredient for this area because it gives eye depth When it came to creating the character's eyes, I tried to make them photorealistic. For example, I used a pink map with some small lines similar to a vein to give my eyes depth. Also, I think the cornea is a very important component for this area because it gives eye depth, so I made them transparent and added a map.05 display light. Baking ordinary and AO Normal and surrounding Occlusion card with high-polygonal mesh I baked baked and maps of the Oklusia environment from the high-polygonal grid that I made in ZBrush and then used them for complex textures.06. By creating texturesCollect colors that will go back to the character concept and mix those tones with some material patterns to create some basic textures in Photoshop I collected colors that I felt suited to the character concept and mixed those tones with some material patterns to create some basic textures in Photoshop. Then I used a green Normal card feed to add a sense of depth.07. Assign textures After creating textures, assign them to each part of the grid using V-Ray shaders After creating textures, I assign them to each part of the grid using V-Ray shaders. Then I added VRaySun and VRayLight to the scene and also used hdri lighting before playing the image in V-Ray.08. Creating and Styling HairUsing V-Ray Hair & Fur for styling I install splines as hair guides and also used V-Ray Hair & Fur for styling. A few stray hairs were provided separately and then I composite all of them in Photoshop.09. The final stage of editingFamously all the more reproduced images is complete, move to the editing stage With all the more completed reproduced images, I move to the editing stage, including color harmonization and background optimization in order to create a romantic and elegant atmosphere. Lyrics: Inho KimY Kim is a senior CG artist, creating characters and weapons for video games. It also creates 3D illustrations for advertising customers. This article originally appeared in 3D World issue 181. Character Maps is the order of the day in this tutorial that covers how to create it for a 3D model character. By 3D modeller friendly, I mean very clear and accurate detailing of the character's clothing and accessories, as well as guiding body proportions to help with setting modeling limits. The full sheet will include close-ups on character elements, some expressions to get a full picture of how the face should be rigged for animation, presentation texture, front, back and side views, color options, functionality and 2D frame simulations. These are the considerations that underlie some of the most amazing 3D art we've seen. Harajuku's shapes and colors will be the primary inspiration for our character design to make it more attractive in any game or animation. We will work with Procreate and Photoshop (some of the best software for digital artists), learning how to use appropriate brushes and editing tools in both programs. This tutorial will give you an idea of creating character tables that you can use in your own work. Get Adobe Creative Cloud here01. Start by using shapesShapes is a great way to communicate a character (Image credit: Dahlia Khodur)Forms are an integral part of the sketch from your character designs and they can help you establish personality and attitude. Large shapes can give a sense of good or solid and strong presence, while small and thin shapes can show flexibility or timid uncertainty! Forms and psychology are linked, so for this concept of underground street racer we will follow a strong but slow character. The choice of large circles and broad shoulder formations will help to portray an influential personality.02. Connect shapes to make the basic shapeContrasting shapes create an interesting symbol (Image credit: Thyia The Mover)After we have decided on the shapes, we move to the installation of smaller shapes that connect to the main body. Here we can see what the arms and legs will look like. To make your character more capricious, try to work with juicy limbs and limbs. Here we will follow a large body, but very thin legs and small hands. This contrast will give your character a funny spirit.03. Create a 2D frame frame for the bodyDam frame lines will give you a better understanding of the shape of the character (Image credit: Dahlia Khodur)A common undetected step is to represent the body in a character table without detail or clothing. Drawing the original body shape provides a good foundation for any future 3D sculpture, without the distraction of shape and contours caused by layering multiple items of clothing or accessories. Using circles and sketch of the body as the basis, we begin to draw the anatomy of the character in raw form. This will allow modelers to add the outfit as separate layers on top of the base sculpture. Another tip is to draw frame lines wrapped around the model in 2D shape; This will give you a better understanding of how clothes will fall around the character's body.04. In detail, then finalize linear artOthat time to crush the appearance of the character (Image credit: Dahlia Khodur)Once the character's basic shape is set, you can start by detailing the character. As mentioned, fashion clothing Harajuku was chosen to create an outfit for this character. The character will be called the Torch, so we can choose fire to be a vivid element of its design. Putting fire on his outfit will be a classic thing, so for this we are going to add a helmet with gas power all the time, which lights the fire. The helmet design is based on a samurai kabuto helmet with gas tubes instead of a classic maedi piece. Reveal the character with accessoriesText details will be useful for a 3D modeler (Image credit: Dahlia Khodur)Torch is a racer who plays dirty so he can win. To do that, we're going to give him a weak weapon to show off his deteriorated sportsmanship. A classic bat pimp to his style would be the perfect weapon. Since Japanese accessories are an inspiration, we will go to the handle in the style of katana. Textures are also presented in the sheet so that the 3D modeler can visualize the end result.06. Personalize your designs to give your designs a personal twist that makes sense for the character (Image credit: Dahlia Khodur)When designing a character accessory, choose a famous item and provide your personal turn. Here, Kabuto's classic helmet includes parts that we can change according to our character. Gas tubes, which will replace the classic maediat, will be an ideal addition to the reflection of its fiery character. The design still needs to be functional, so placing gas pipes makes sense.07 Specify the details of the textureText thumbnails are useful for modelers (Credit to the image: Thyia The Mover)Giving the modeler the desired textures is always a plus. The torch will be clad in a leopard-print fur jacket with a simple shirt and fire shorts. It is better to paint the textures squared in a full sheet to get the desired look. Some designs require custom texture, so it will be the work of the development team to change the texture of the 2D to one fitting for the model.08. Explore different angles of symbolsHelp lines make it easier for fashion designers to understand your character (Image credit: Dahlia Khodur)Next, we will work on the character's side and backward gaze. The advice for drawing different looks is to draw guides positioned on the joints. For example, we have a line that shows how high the head is, or where the elbows are located, or even the height of the body. Once the lines are drawn over the main character, you can use guides to paint it into all corners, such as the front, side, three-quarters and behind. Poses should be drawn in a classic T-pose, excluding hands to make it easier for fashion designers to identify anatomy.09 Detailed limbs separatelyMoking the limbs separately is a common and useful approach (Image credit: Dahlia Khodur)When drawing a character in a lateral kind of T-posture, you exclude the hands so that the side seams are shown and not hidden limbs. In this case, we stretch our hand with a separate piece; it's a good way to present, especially if your character's limbs involve complex seams and folds. The hand is even drawn in a flat perspective as an easier guide.10 Play with color variationsSurge mood board is useful for settling on the color scheme (Image credit: Dahlia Khodur)The colors you choose will not always be the final solution, especially when working in a team. To do this, you need to present several options for painting and discuss what would be better to give both visual impact and memorable combinations. In Character Map, you can get help from your mood board (see mood board tips here) and choose multiple color designs. If you want your character to look visually stronger, you can choose a combination of flat colors with a pattern or animal print. It always looks more saturated and aesthetically pleasing11. Include multiple facial expressionsSeverity reflected in the equipment (Image credit: Dahlia Khodur)We will draw the torch in three main vital expressions: happy, sad and angry. Here we can play with how gas tubes set fire to fire depending on how it feels: when it's happy, the flames will appear pink; anger can be acute fire with ignition isblyks from tubes; sorrow can be shown as a small and timid blue fire.12 Present Present Occlusive LayersAO is another way for fashion designers to better understand your character (Image credit: Dahlia Khodur)Ambient occlusion, or AO, is a rendering method for identifying the darkest shaded areas in a neutral scattered light setting. For example, AO could be added under the chin, between the fingers, above the knees, etc., any area where there would be no easy casting on the surface. It's a good idea to present AO as a separate layer on a sheet of characters. Even if your character is to be turned into a 3D model later, adding an AO to a 2D sheet is a great way to put the idea to your client or team members. Choose colors and textures that match your character (Image credit: Dahlia Khodur)This plays an important role in determining your character's personality and attitude. The torch is a very selfish character and will do anything to win, even if it means playing dirty. So we'll choose purple to reflect vanity along with yellow (leopard print) to show viability and energy. You can experiment with other colors that match your character's personality.14 Include many different posse to help convey the character's attitude (Image credit: Dahlia Khodur)Chasing your character into basic body movements allows people to learn more about your character's attitude. To draw your character in different poses, always keep in mind the basic shapes that shape your design. Drawing circles that react to movement will help us with filling in the details. Remember the squid and squash techniques in the animation and apply it directly to the pose. Another tip is to use the spine as a simple line. When you draw that line, the rest of the limbs will be easier to fill. This rough and dirty car perfectly binds in character (Image credit: Thyia The Walker)The last step in our character sheet is to create your valuable car, Totchi! Designing vehicles revolves around the same notion as the character's design. First, draw the main shape of the car after a lot of research, then add details that should be related to the character. In doing so, the car must include a fire and leopard print to show ownership. You can also exaggerate with the shape of the car and increase the size, so here we make the cab very wide and large to fit the Torch in its one-person seat. This article originally appeared in the issue of 248 3D World, the best-selling magazine for 3D artists. Buy issue 248 or subscribe to 3D World.Related articles: articles: