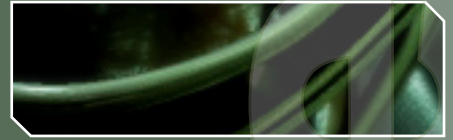




Made in Surtur

2302273A 200NW P1AEP



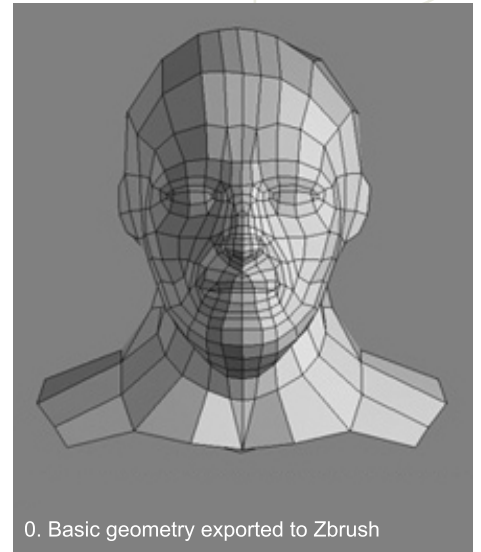
CHARACTER CONCEPT

The idea of this Character design came to me while I was having a look at some Astronomy Websites. I saw pictures and specifications of the planet Saturn and I thought it would be interesting to create a Character from there. I haven't used any concept drawing for this particular model, I wanted to made it up while modeling, to see what I would come up with.

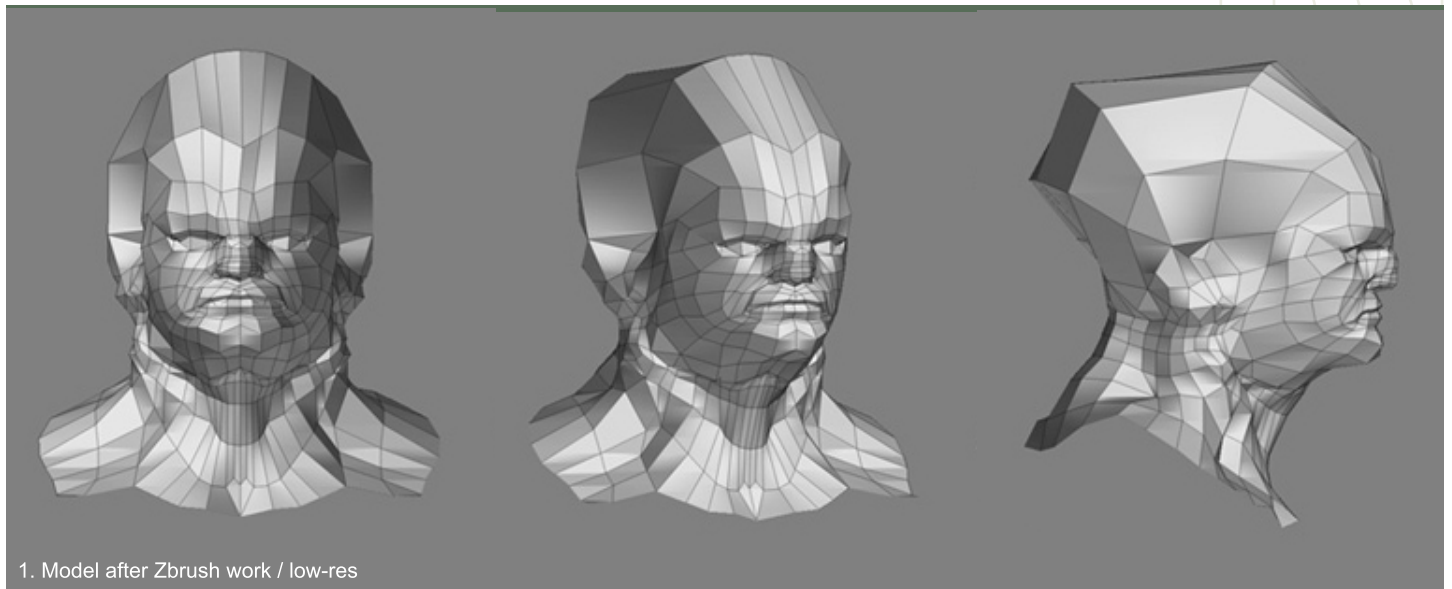
0. This image is the basic model I exported to zbrush. I wanted it to be expressionless to avoid the model suggesting any modeling direction or design. Just a human "blank" expression.

1. Image 1 Is the low-res geometry after zbrush work. The result of all the moving and pulling I did to get something I was happy with.

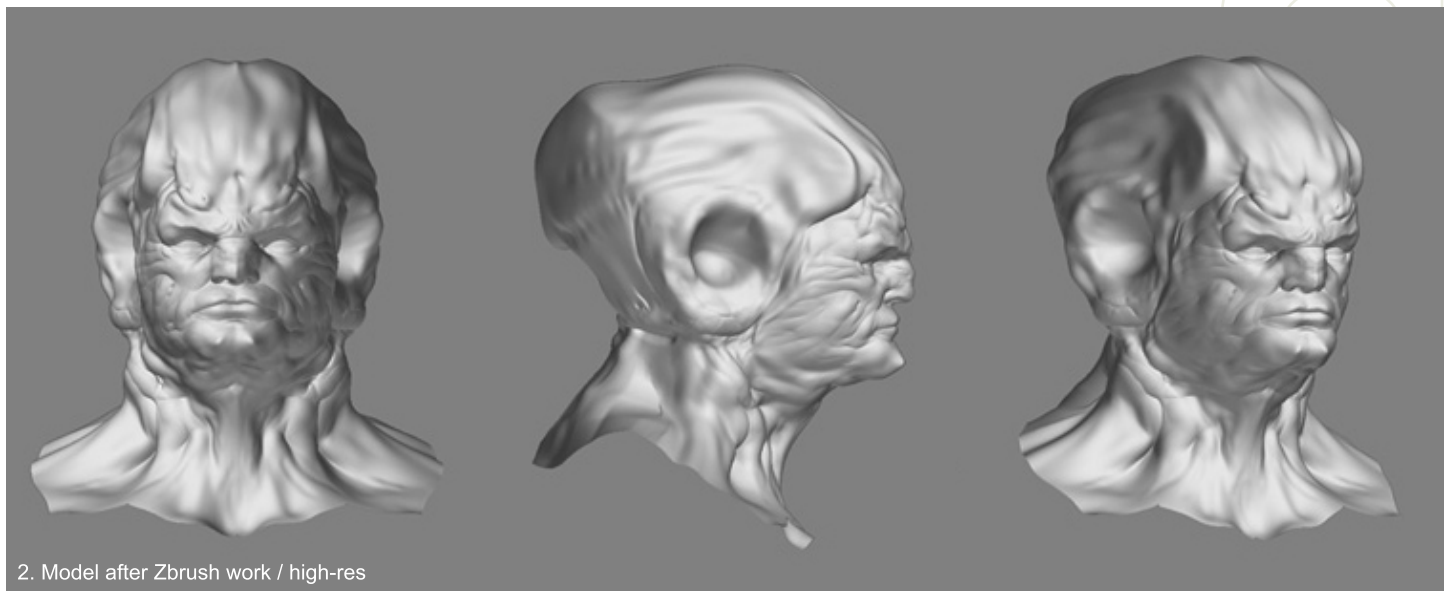
2. Image 2 is of the same geometry, but on the highest level of detail within Zbrush. I didn't add any small details such as skin wrinkles, pores etc... as it makes it faster to render on max. I also didn't use any displace maps. I then exported a high resolution model from Zbrush to Max.



0. Basic geometry exported to Zbrush



1. Model after Zbrush work / low-res

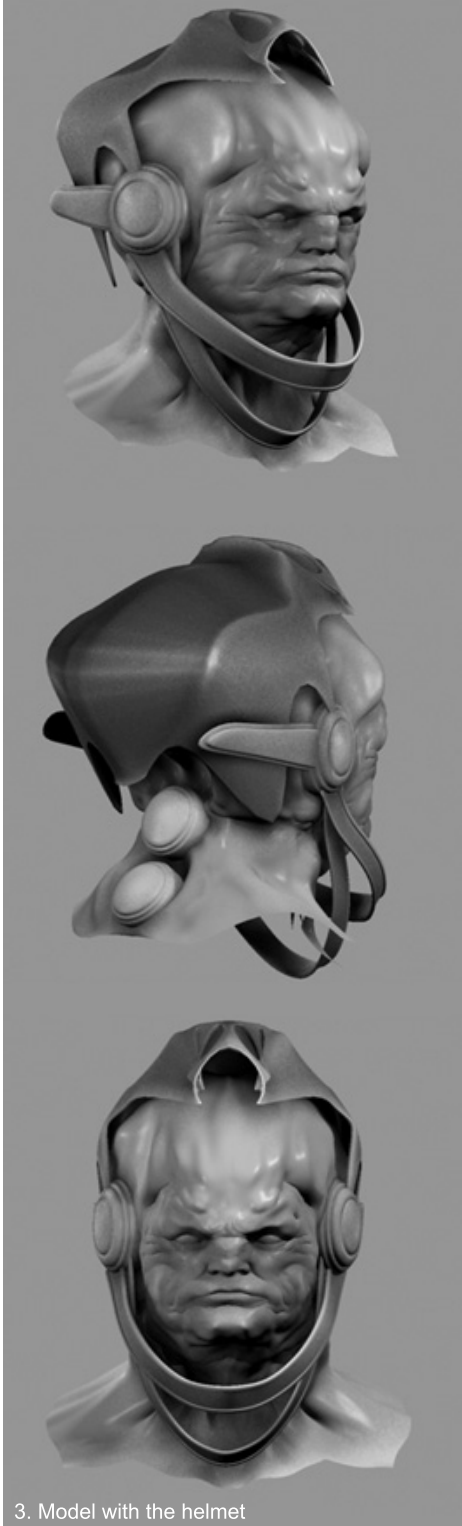


2. Model after Zbrush work / high-res

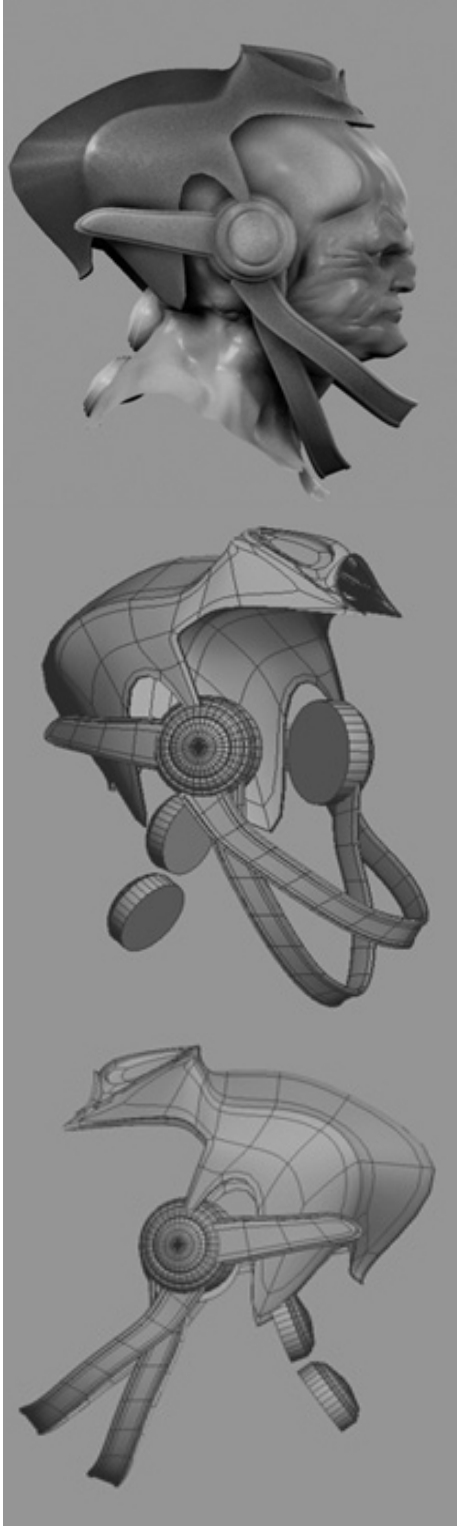


3. Image 3 is the model exported as it looks in 3DSMax without any bump or displacement. There are a few images of the helmet. I used the same process to model the geometry straight away in 3DSMax, without any previous research or design.

4. Image 4 shows a self-Illuminated render of the bump map for the model. Also there is a render of the model with the bump applied, so I can play with the values to see if is hard enough. This will eventually change when I render the Subsurface Scattering.



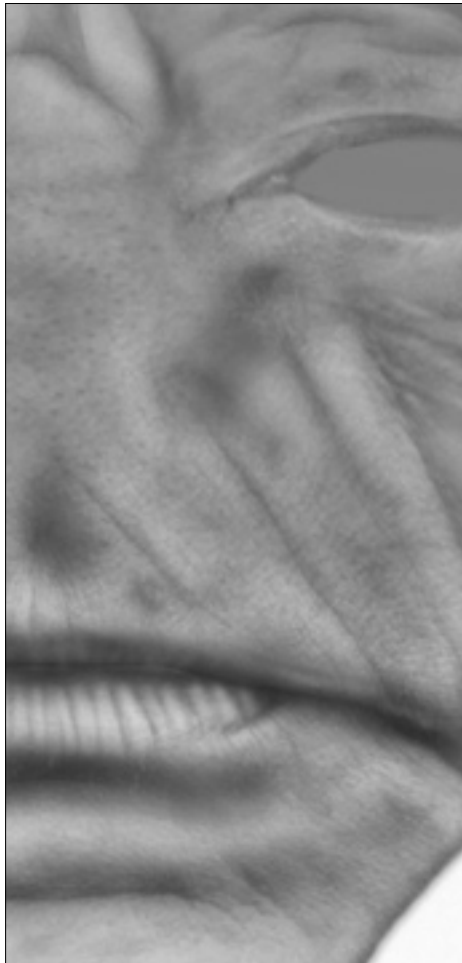
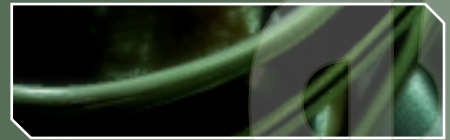
3. Model with the helmet



4. Bump map



4. Bump map applied



5. Image 5 shows the bump map with details added. The bump map is now sufficient enough for me to not have to apply any displacement to the model.

6. 6 is a Render of the diffuse texture applied to the model. It is self illuminated to see how it fits on the geometry. It also allows me to see if the morphology of the face is clear enough and if I like it so far.

7. Is the combination of the SSS, texture, light color and very soft Shadows. Gives me the base to start working.

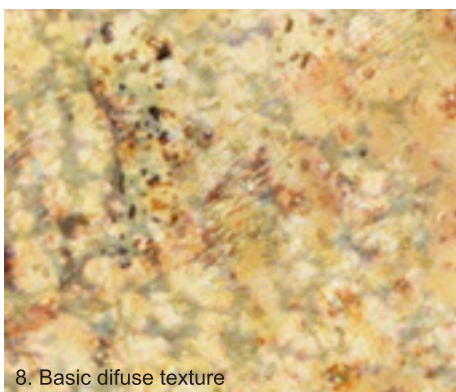
8. Is a sample of a texture I have used for the model skin. It Has been created by mixing several textures from the "Total Textures v11 Alien Organic" and "v4 Humans and Creatures" Texture Collections



6. Diffuse texture



7. Diffuse texture subsurface scattering light colour



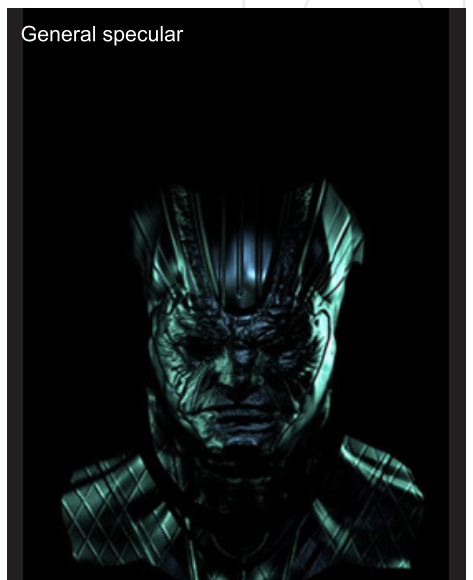
8. Basic diffuse texture



9. SSS, texture, light colour



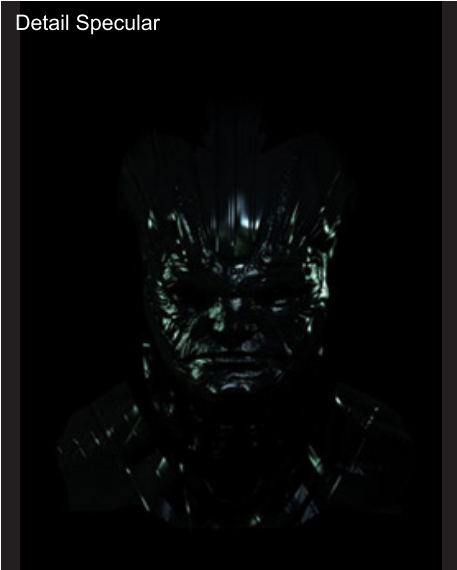
Occlusion



General specular



Detail Specular



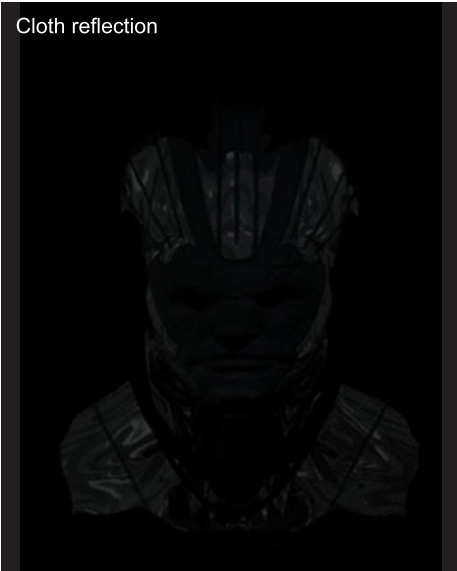
Helmet detail specular



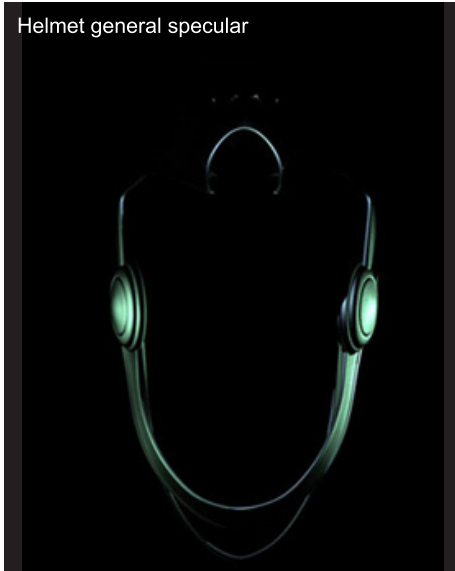
Mask



Cloth reflection



Helmet general specular



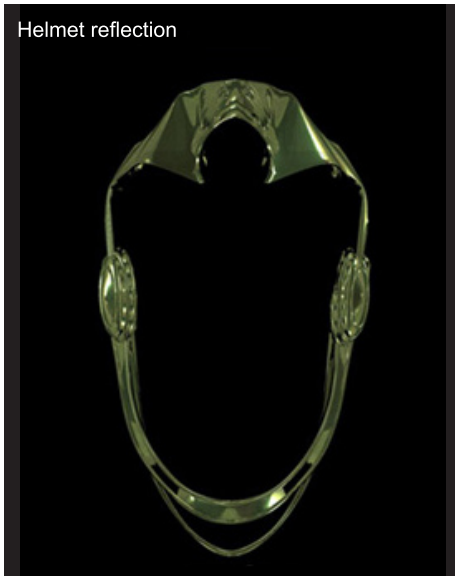
Z-Depth



Shadows



Helmet reflection



Background



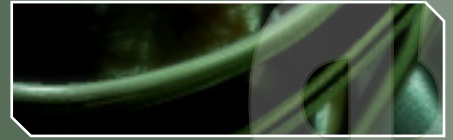
Made In Saturno The Making Of

9. The Here are a few samples of the layers I have used to build up the picture. I used photoshop to compose it layer by layer. That gave me much more control of the final result even on a as simple a picture as this is. It can come in even more handy if you have a full, very complex scene, as it can save having to re-render an entire scene. You will only have to re-render certain parts if a mistake has been made.

10. [CLICK HERE](#) to view an animated Gif of the full compositing process to get the final picture. With all the layers I have used. Color, Brightness and Contrast correction, background etc...

DAVID MUNOZ VELAZQUEZ

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Composed final image



10.

