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This, in turn, helped him understand him how to improve his skills and find his forte: lighting and rendering. CG MEET UP

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Description. In this video series, Eric Keller demonstrates his process for designing, modeling and texturing an accurate and realistic jumping spider. Starting from a simple block out in Pixologic's ZBrush, Eric shows you his pipeline for sculpting accurate details, painting textures and materials in Substance Painter, creating a working topology and UVs in Maya, generating realistic fur using Peregrine Lab's Yeti, and setting up lighting and rendering properties using Redshift for Maya.

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Modeling and Rendering a Realistic Jumping Spider | The ...

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Modeling and Rendering Coffee Mug - New 3DS Max Tutorials

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3Ds Max 2018 Bedroom Interior Tutorial Modeling Design ...

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Concept artist Chris McCabe explains his process for modeling and rendering a sci-fi weapon asset with 3D-Coat, KeyShot, and Photoshop... Hi, my name is Chris Tulloch McCabe and I am a concept artist. I will be showing you my process when designing a sci-fi weapon. ... There are a few ways to go on that and the process is a tutorial in itself ...

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