

Male Arms

Realistic and very highly detailed male arms.

Different high resolution maps. Perfect for extreme close-up shots. The model has perfect edge-loops based topology with rational polygons count.

Notes: the different objects of the scene are organized in layers, to see hidden objects, please go to Tools - Layer Manager. The modifiers stack is intact.

SOFTWARE:

3DS

Cinema 4D R11

Lightwave 9.6

Softimage 2010

Maya 2010

FBX

OBJ

TEXTURES:

Skin:

Diffuse Map_____2K

Bump Map_____2K

Normal Map_____2K

Specular Map_____2K

POLYCOUNT:

Quads:_____10.644

Vertex:_____5.364

Keywords: arm arms hand hands finger fingers nail nails man men boy male anatomy people human character realistic brazo mano brazos

if you have any problems with the scene, please contact the Support of the site you bought the model