

# CYBERPUNK 2077

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*CD PROJEKT RED team introduces the greatest project-Cyberpunk 2077 and the use of Marvelous Designer to accomplish consistently outstanding for many costumes.*

## Cyberpunk 2077 — Official E3 2019 Cinematic Trailer

### Interview with CD PROJEKT RED

#### 1. Could you introduce the recent project – Cyberpunk 2077 ?

Cyberpunk 2077 is an open world action role-playing video game developed by CD PROJEKT RED set in Mike Pondsmith's Cyberpunk universe. In the game, players take on the role of up-and-coming mercenary V, embarking on a violent and dangerous journey through the underbelly of Night City, where body modification via the installation of cyberware is a common part of everyday life.

In terms of art, Cyberpunk 2077 is the most demanding and ambitious project in the studio's history so far. Night City is populated with characters representing a wide spectrum of society from poverty, gangs, and middle class, to corporation workers, celebrities, and even droids. To fill this world, the character art department had to create hundreds of high quality models to make the city feel as immersive and believable as possible.

#### 2. How is Marvelous Designer integrated in the project pipeline?

Marvelous Designer is one of the most important tools in our character creation pipeline. Almost all the characters' clothes that you can see in Cyberpunk 2077 were created with help of Marvelous Designer.

It was used not only for character garments but also for some cybernetic parts, backpacks, ammo bags, and even weapons. The main challenge during the creation of models for the game was its futuristic cloth design – for example the jacket worn by the main character V. This jacket combines garments with cyberware, and thanks to Marvelous Designer's variety of material presets, the ability to sew one cloth layer onto another, and features like seam taping, I was able to achieve the desired look.

### 3. Tell us some tips of patterns making and cloth simulation.

One of my favorite techniques for making realistic folds is the two layer approach. For the bottom layer I often use firm fabric presets like Leather\_Cowhide which is used as a cloth base, while for the top one I'll use softer prestes like Nylon\_Featherweight — with slightly increased Shrinkage parameters to finalize folds details. For things like cables, collars, and zippers I recommend using the Trim\_Full\_Grain\_Leather preset which you can export to 3D modeling software and use as a starting point for the final model.

This puffy vest is a great example of how the two layer approach combined with pressure works. In this case I created a simple vest pattern as a base. Layer clone (over), drawing internal lines, and then the cut and sew function were used to create cushioned parts. To achieve a realistic look and finalize the necessary details, I increased shrinkage value and applied some pressure to separate pattern pieces.

Marvelous Designer has the great ability to edit every single fabric parameter by hand; so the cloth look can be improved even without changing the patterns. In this case the user manual was very helpful for explaining how Bending, Shear, or Buckling works.

Another great feature of Marvelous Designer allows the importing of objects as patterns. This is very helpful in cases when you want to combine hard surfaces with cloth. For Cyberpunk 2077, I used this function to create some elements for Adam Smasher's model — such as the cloth on the \*\*\*\*, and cloth on his armor plates. To make those pieces, first I created simple models with UV maps, then imported them to Marvelous Designer as Avatar. Secondly, I imported them again but this time using the Load as Garment option with Trace 2D Patterns from UV Map checked on.

One of the tricks I use to keep cloth from falling off the avatar is to apply a negative pressure value to the pattern, then freeze it and use Layer Clone (over) so I have a pattern base to start with.

The policeman hat model is a good example of how avatars can help with garment creation. Here, using other 3D software I modeled a skeleton/chassis to support the cloth shape, then imported it as Avatar.

#### 4. What is Marvelous Designer's strong point to use?

Everybody knows how sculpting clothes by hand takes a lot of time and, sometimes, the result is not satisfactory even for the most experienced artists. Marvelous Designer is the solution for that. It's a completely new way of making clothes, it's easy to learn, and the final results can be consistently outstanding.

I would definitely recommend Marvelous Designer to other 3D artists. Using Marvelous Designer is the best way to improve the quality of your models.

by **CD PROJEKT RED**

Link to **CD PROJEKT RED official website**

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