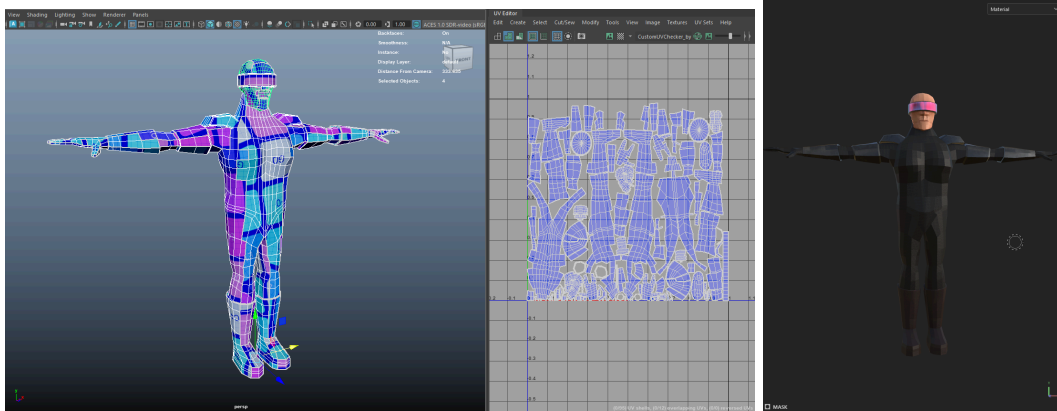


Screenshots of Refined Character UVd and in Substance



UV mapping my character wasn't too tricky since I mostly used the automatic UV option. I didn't result in the cleanest UVs, and I probably wouldn't do that for characters going forward, but for what I'm trying to do, it works just fine. The shoulder pads and visor were UVd manually since they were a lot simpler. Once that was done, I exported the model and started getting to work on it in Substance. I started throwing together materials that I thought looked nice, utilizing groups and black masks, and once it was in a place that I thought looked nice, I exported the textures and started to layout the final render for my presentation.

Link To Final Project in GitHub:

https://github.com/Lukeinator65/LukeGalgoci_UVU-AGD-Portfolio/tree/main/UnityProject/Assets/MayaProject/scenes/Character/FinalProject

Link to YouTube Video:

<https://youtu.be/TDoixck-FOM>