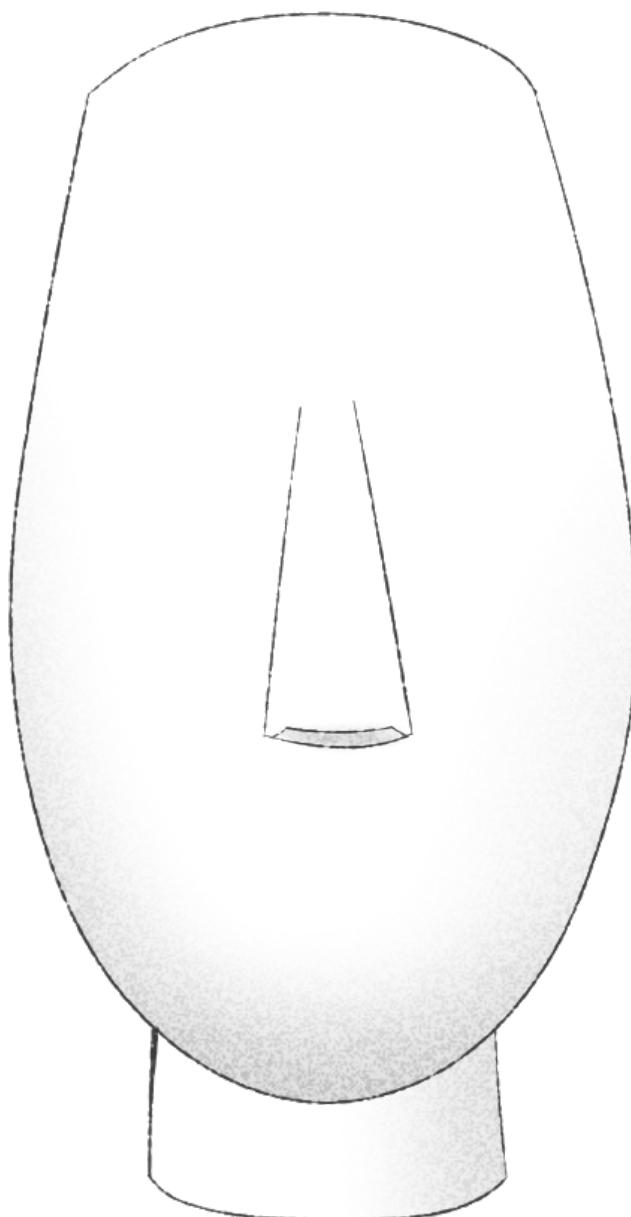


NM

These are the references that I gathered to understand the relevant materials and the shapes of the Cycladic figurines.

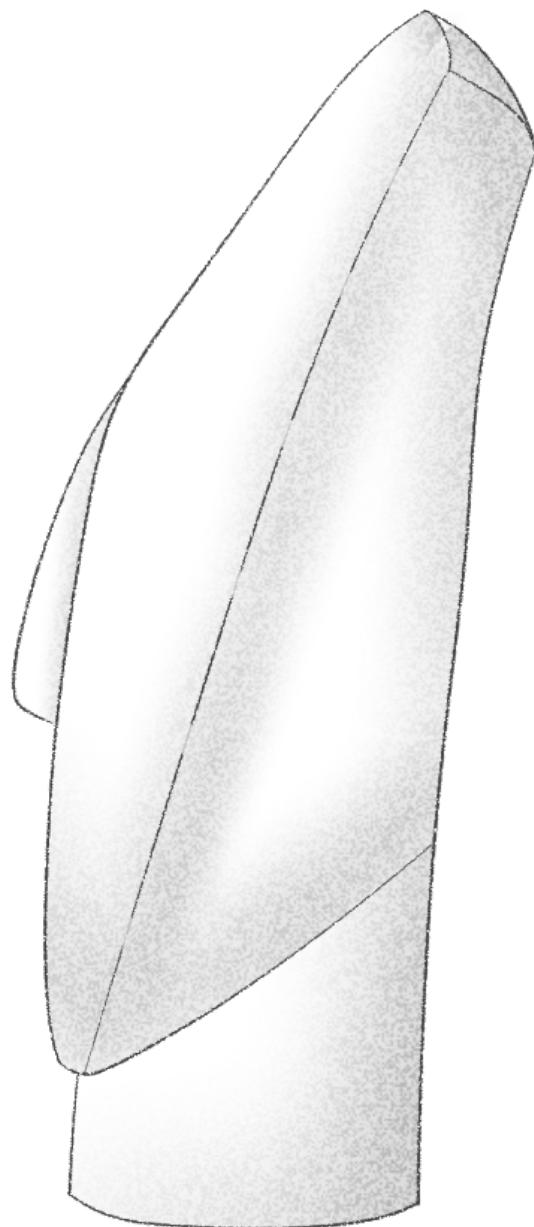
①

NM



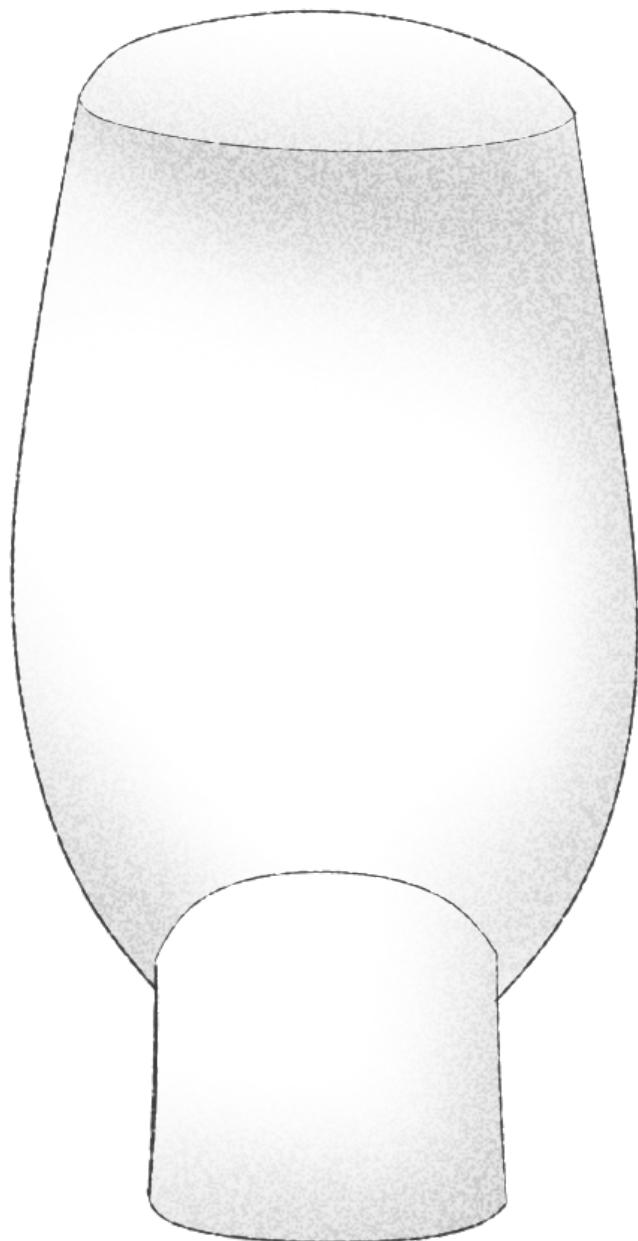
(i)

NM



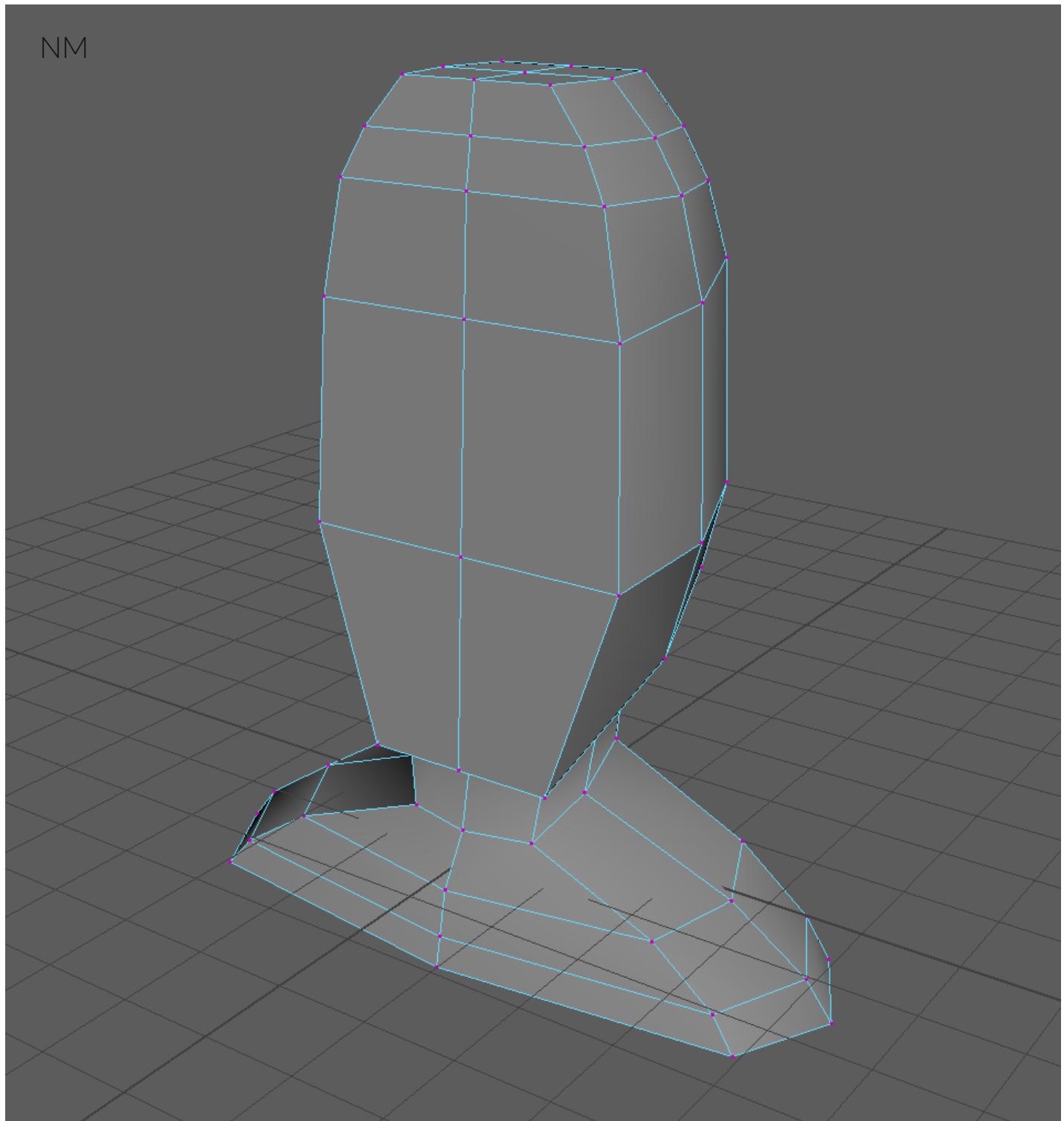
(i)

NM

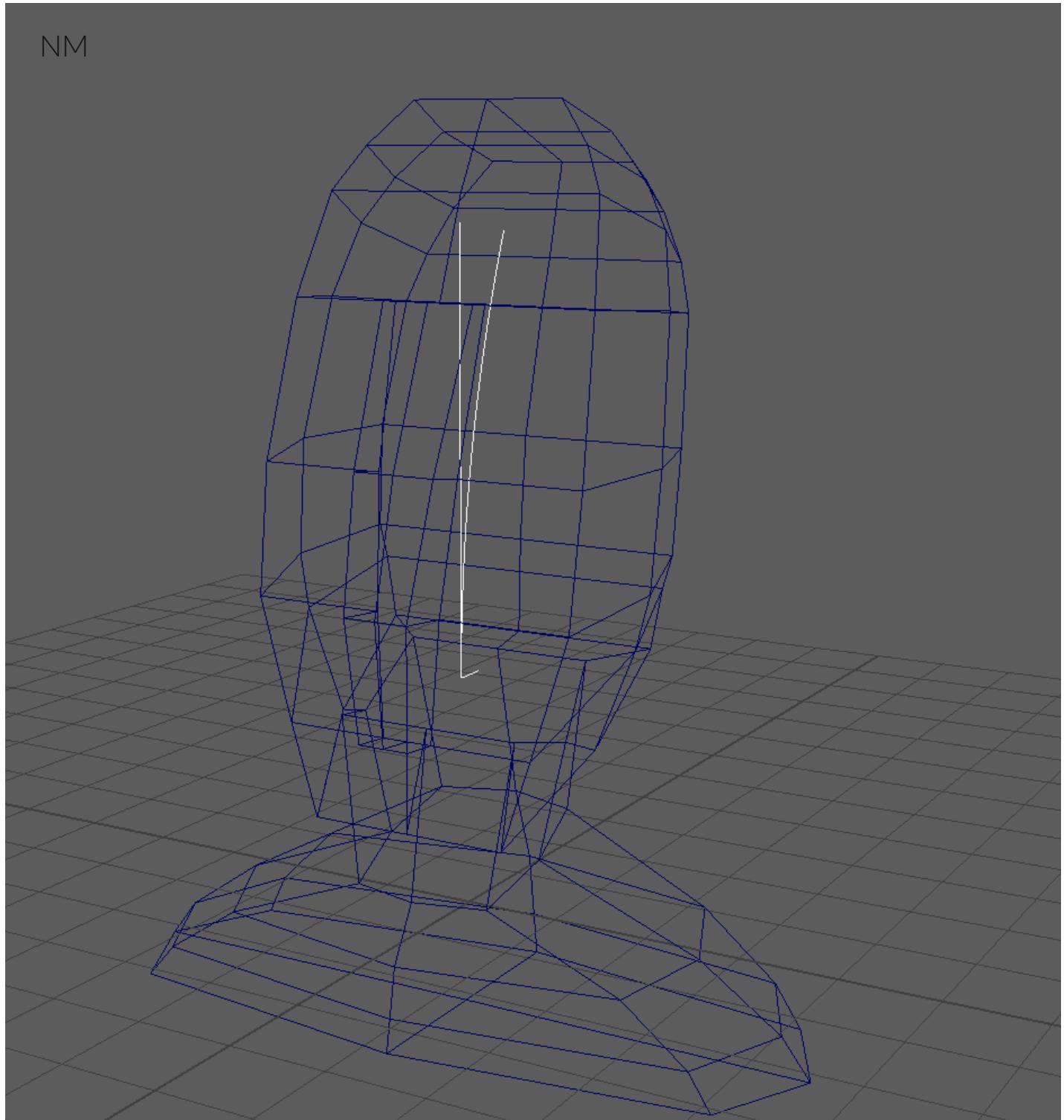


I detailed a sketch of the Cycladic figurines for the front, side and back view

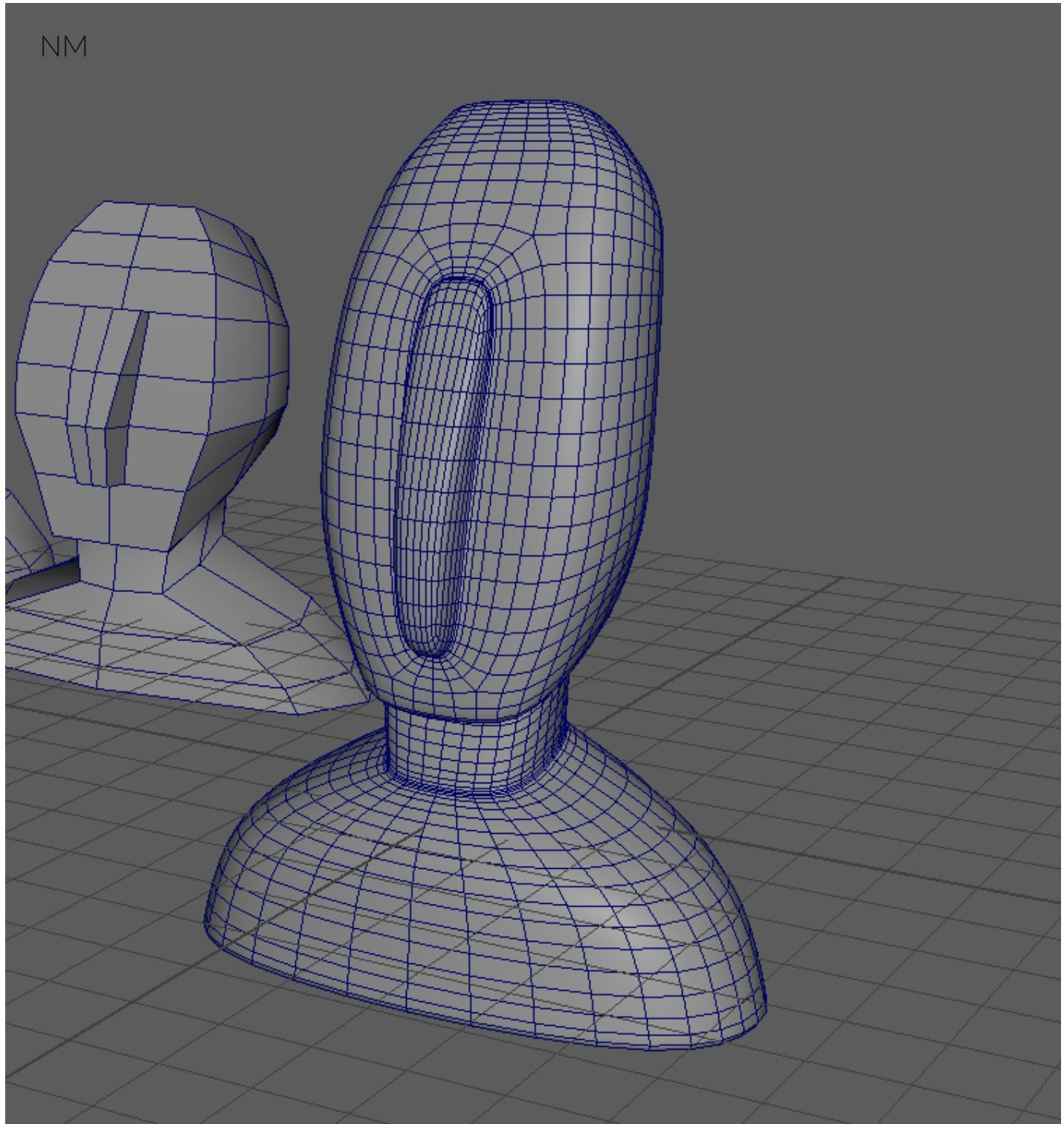
(i)



(i)

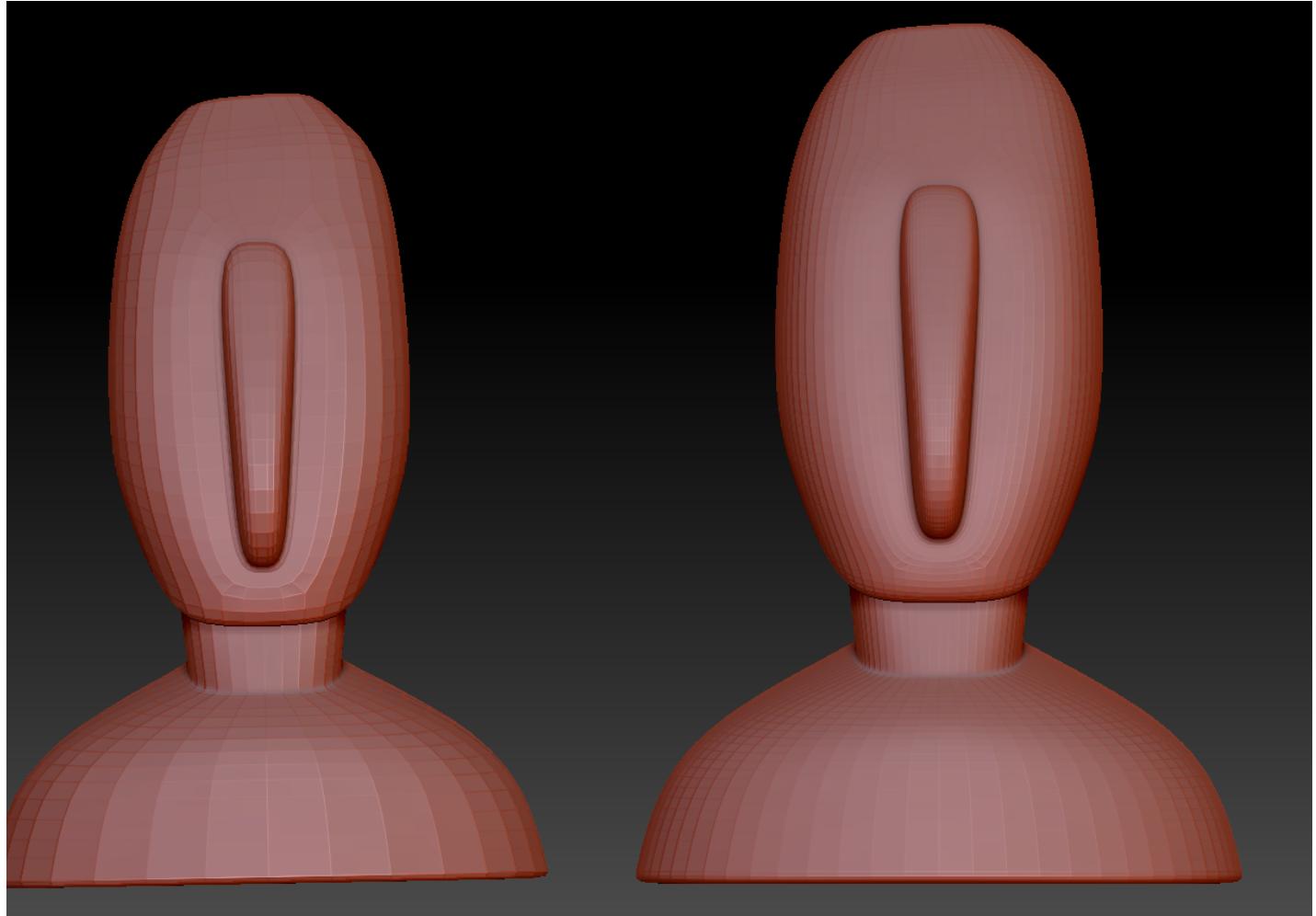


i

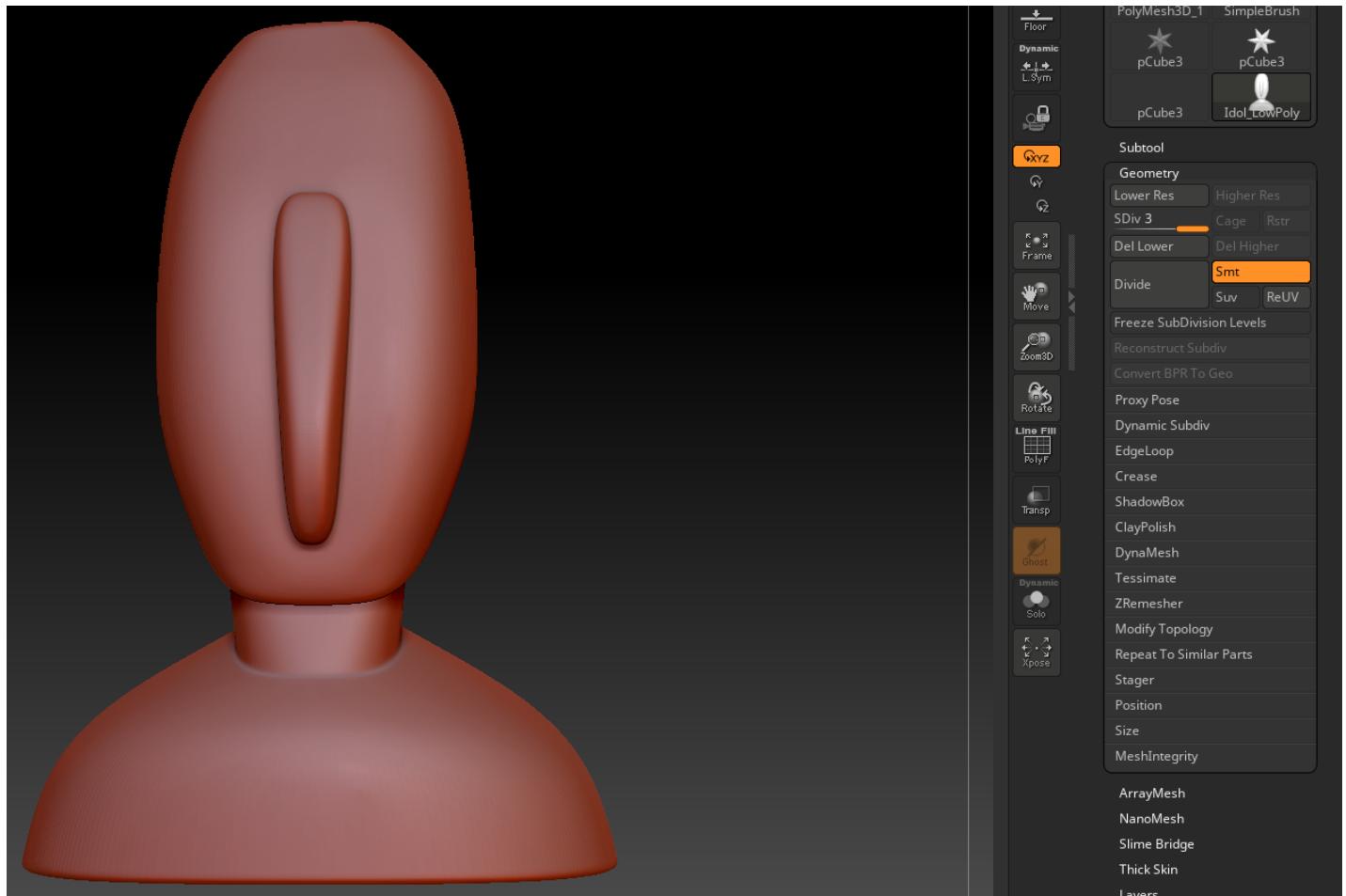


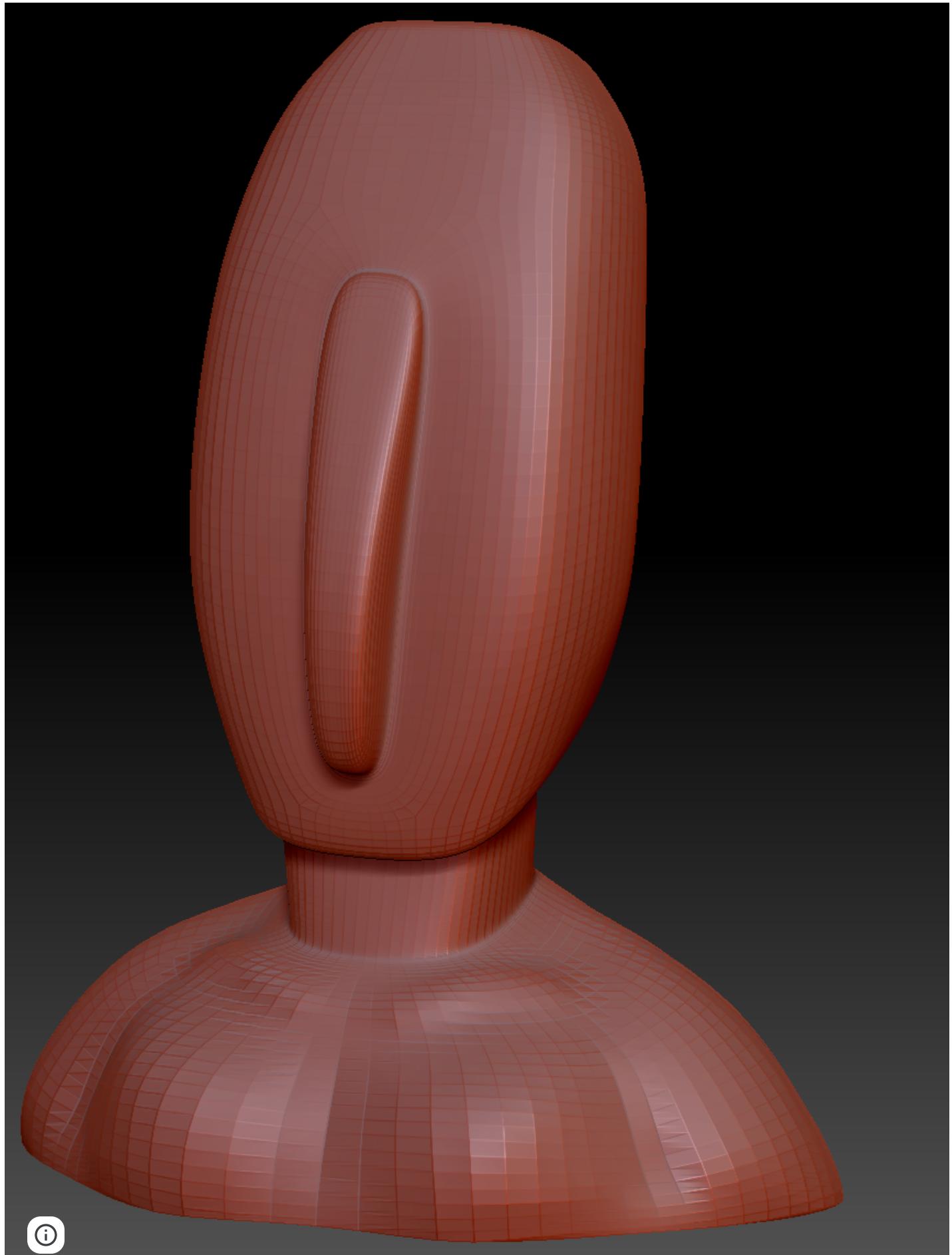
Starting with a cube -> basic shape, I created the model from the references and smoothed it. I exported it to ZBrush to sculpt more details into it





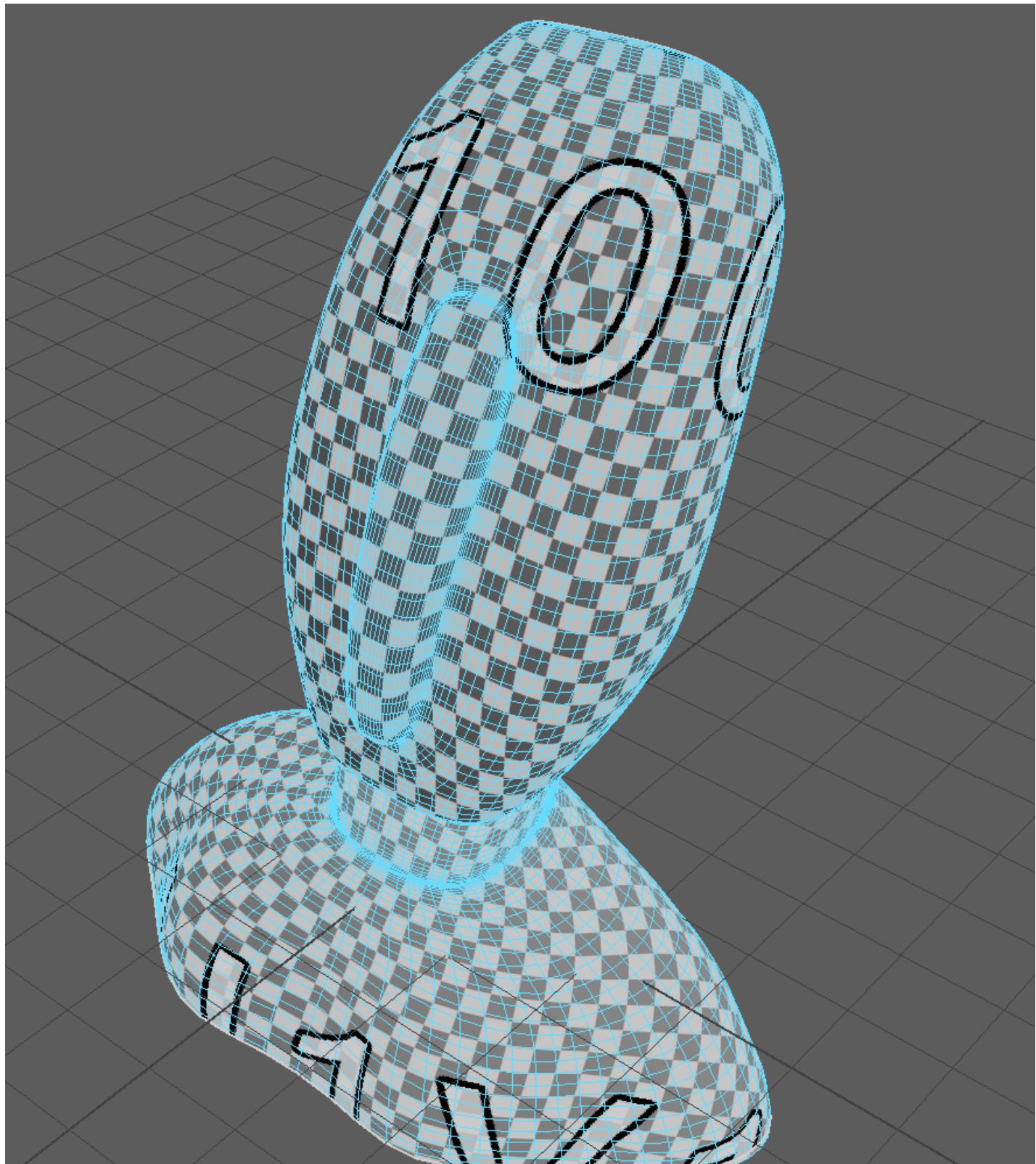
(i)



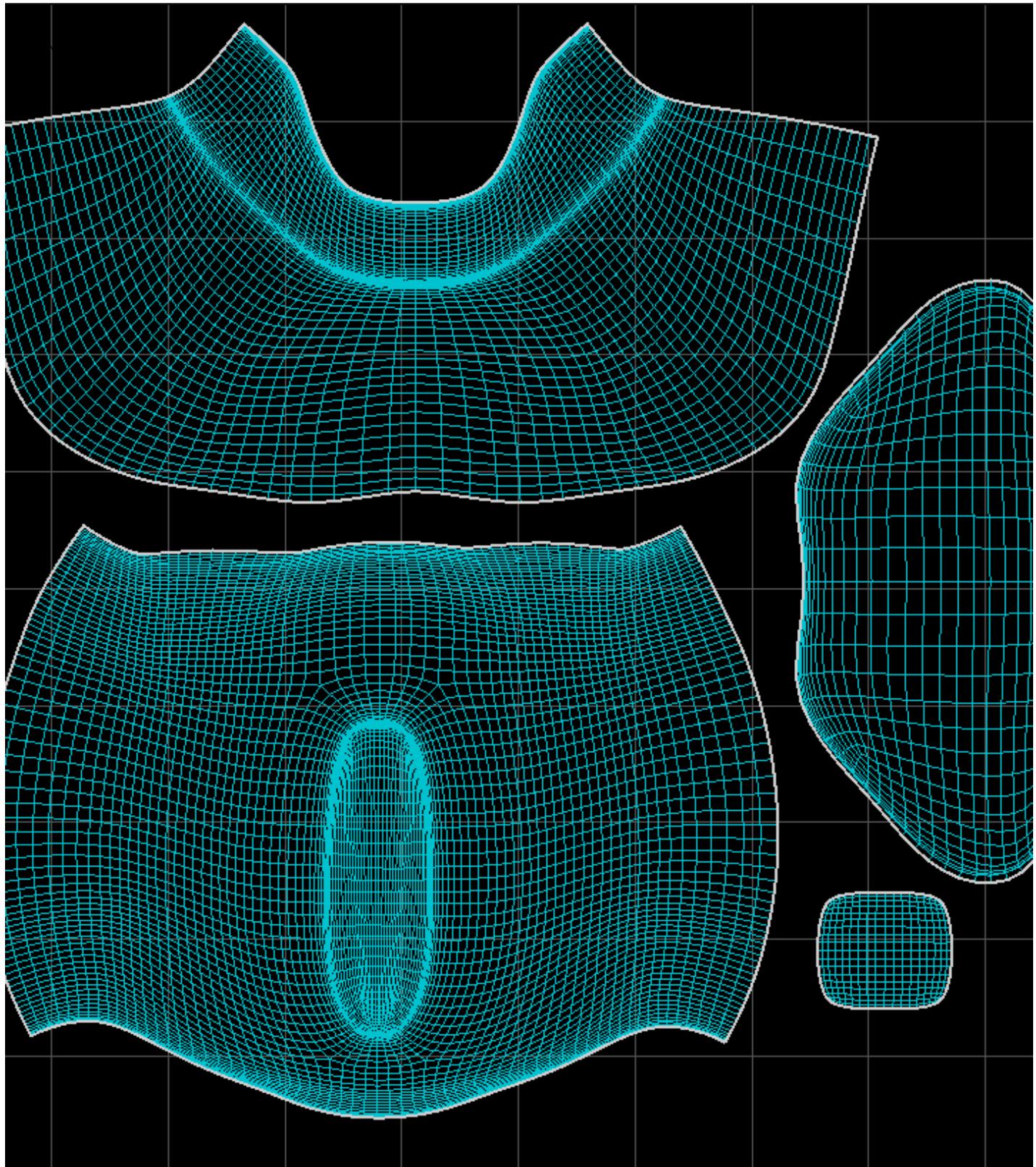


NM

I defined different shapes such as his chest and collar bone. I exported it back into Maya for UV mapping. I also exported a high poly version to use for baking textures later.



①

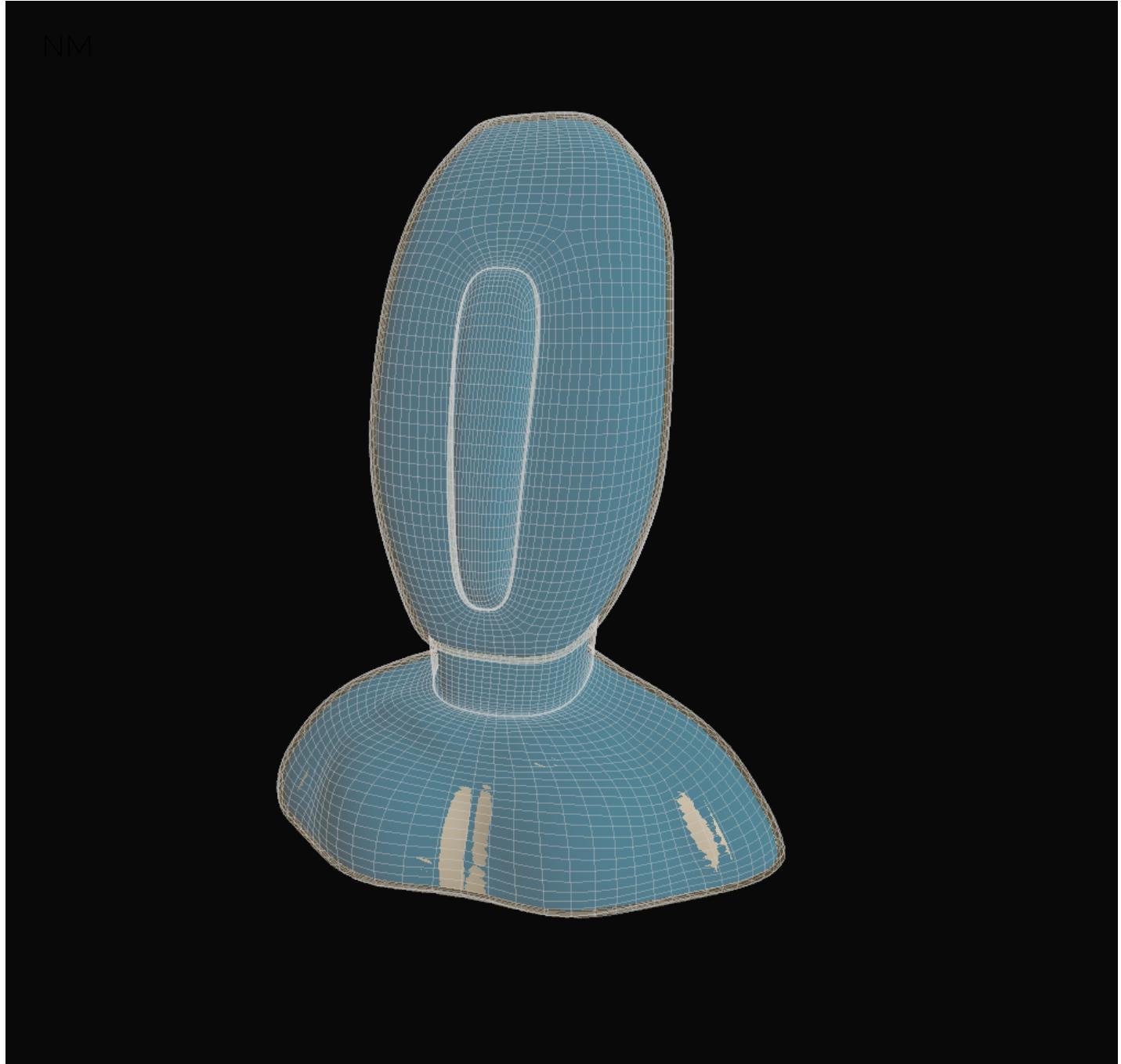


Using the UV mapping tools I cut and organised the model into the base, body, head, and the top of his head. I exported the model to substance painter.





①



I imported the model into substance painter and used the high poly FBX export from ZBrush to bake the meshes. This was done to make the low poly mesh look like the high poly mesh without the cost of the high poly mesh.





I added the textures in Substance Painter and exported the textures.





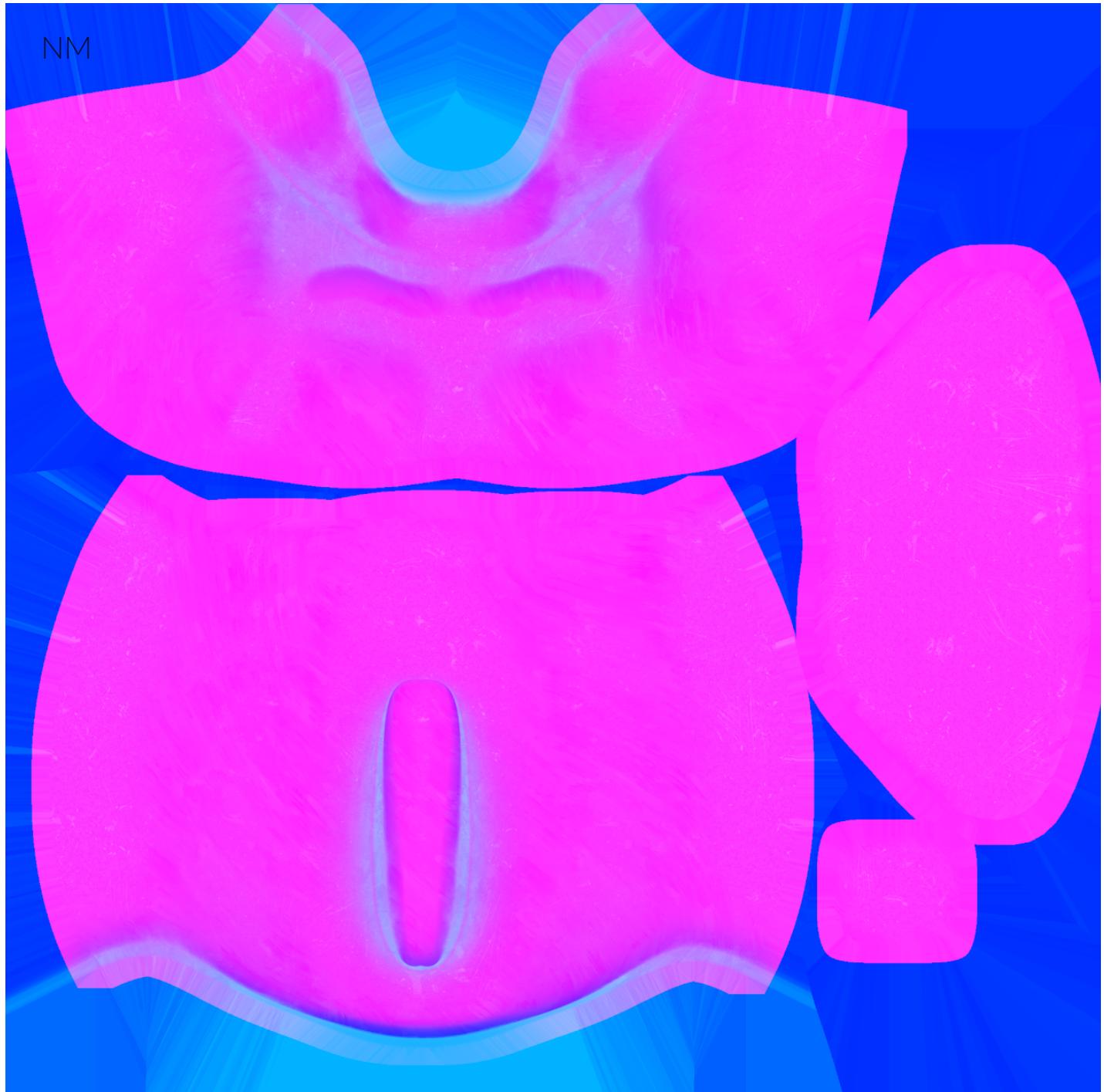
Base Colour

(i)



Normal

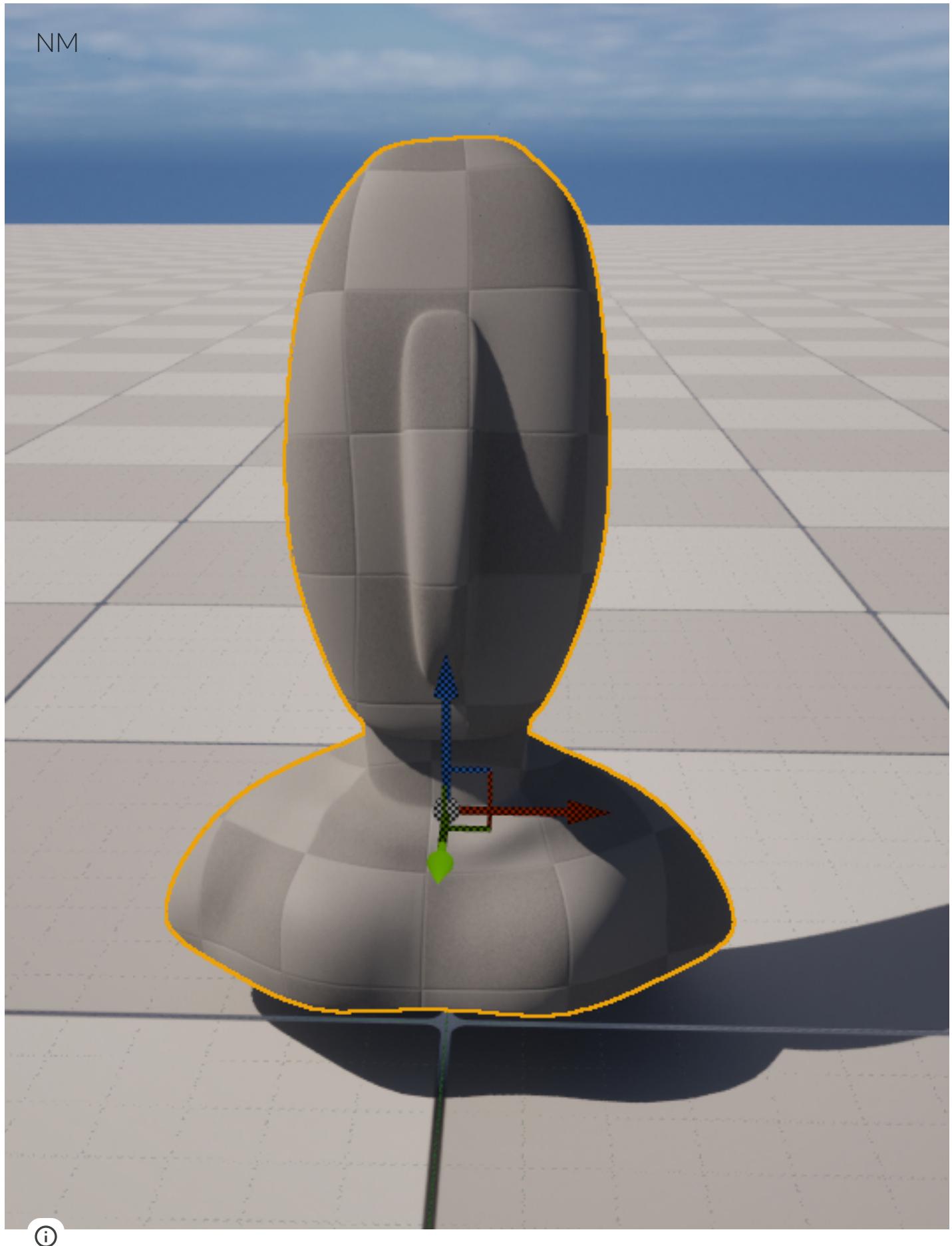
(i)

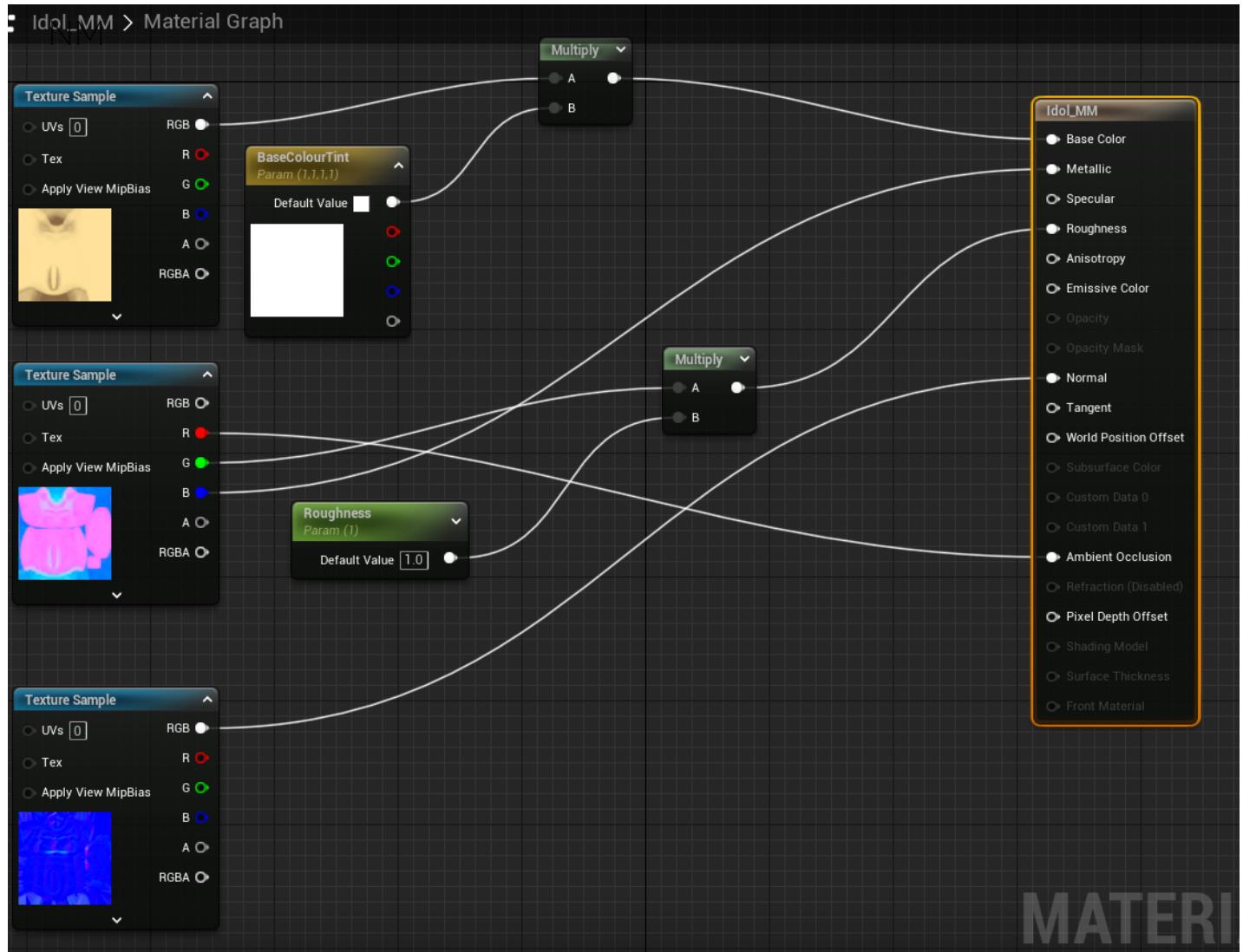


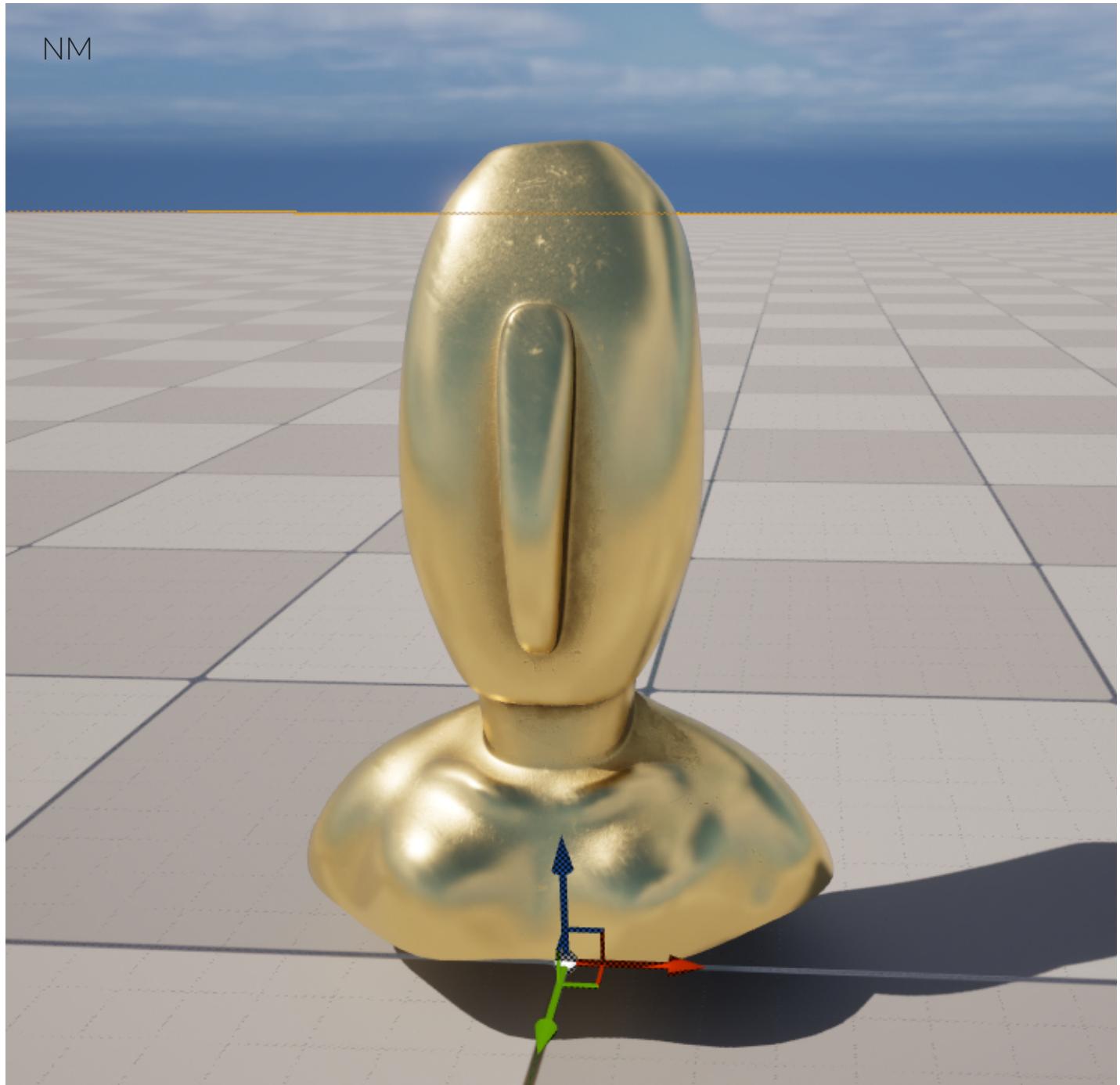
Occlusion/Roughness/Metallic

I imported the Idol into Unreal Engine and applied the textures









(i)

### Three key considerations:

- I learnt that texture baking allows you to put in a lot of information that wasn't required to be completed in a high level poly.
- The level of detail that can be added in Zbrush could nearly be achieved in substance painter. This can be done in Substance Painter quickly and efficiently and allows for an iterative process or quick changes or variances.
- To make the environment more believable, plants in the environment can be placed while thinking about the environmental narrative, such as water coming through the ceiling, and the positioning of the plants in the environment.

