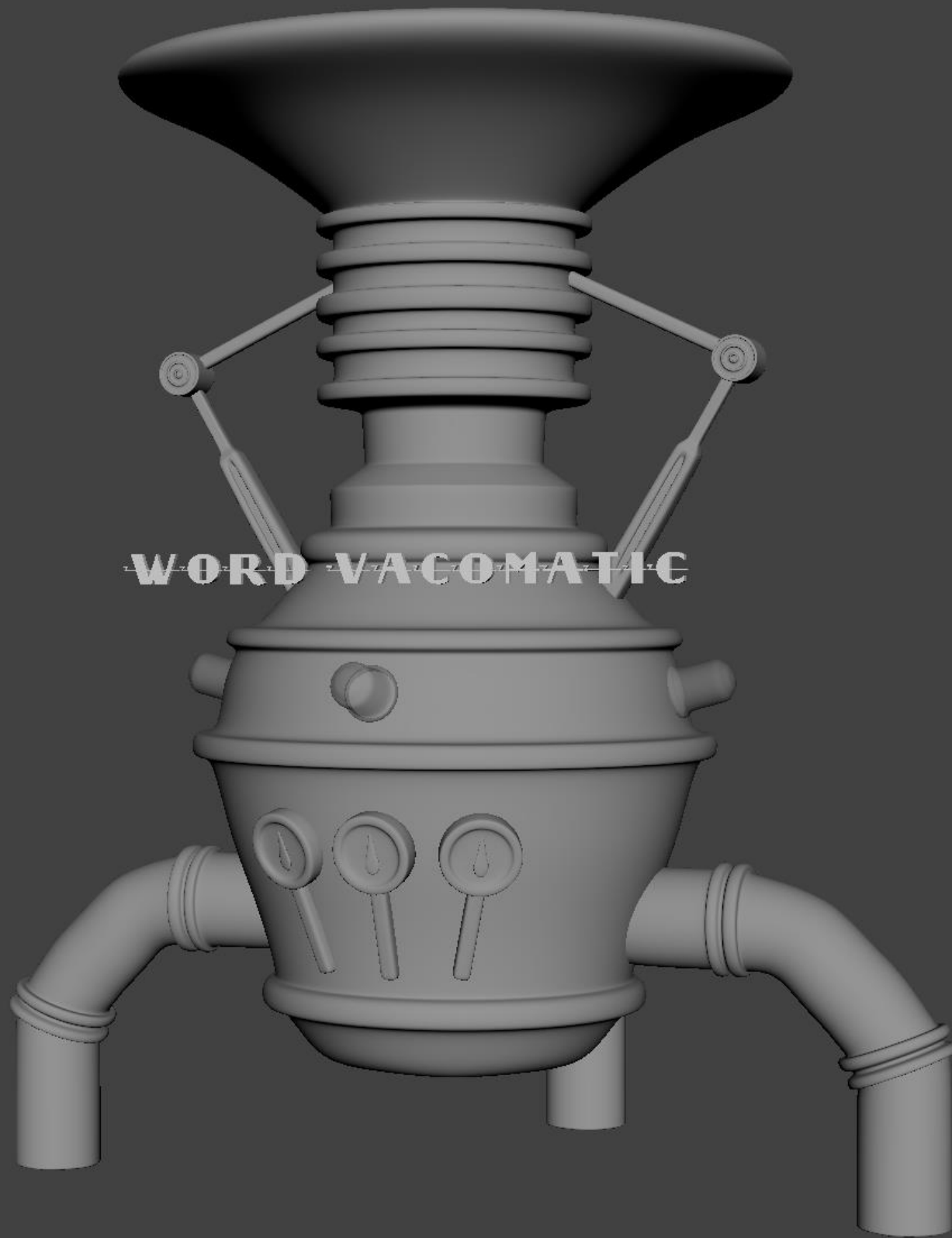




KATE PASTERFIELD

MICROFOLIO

3D & VR



3D Modelling

MAYA



3D Modelling

MAYA



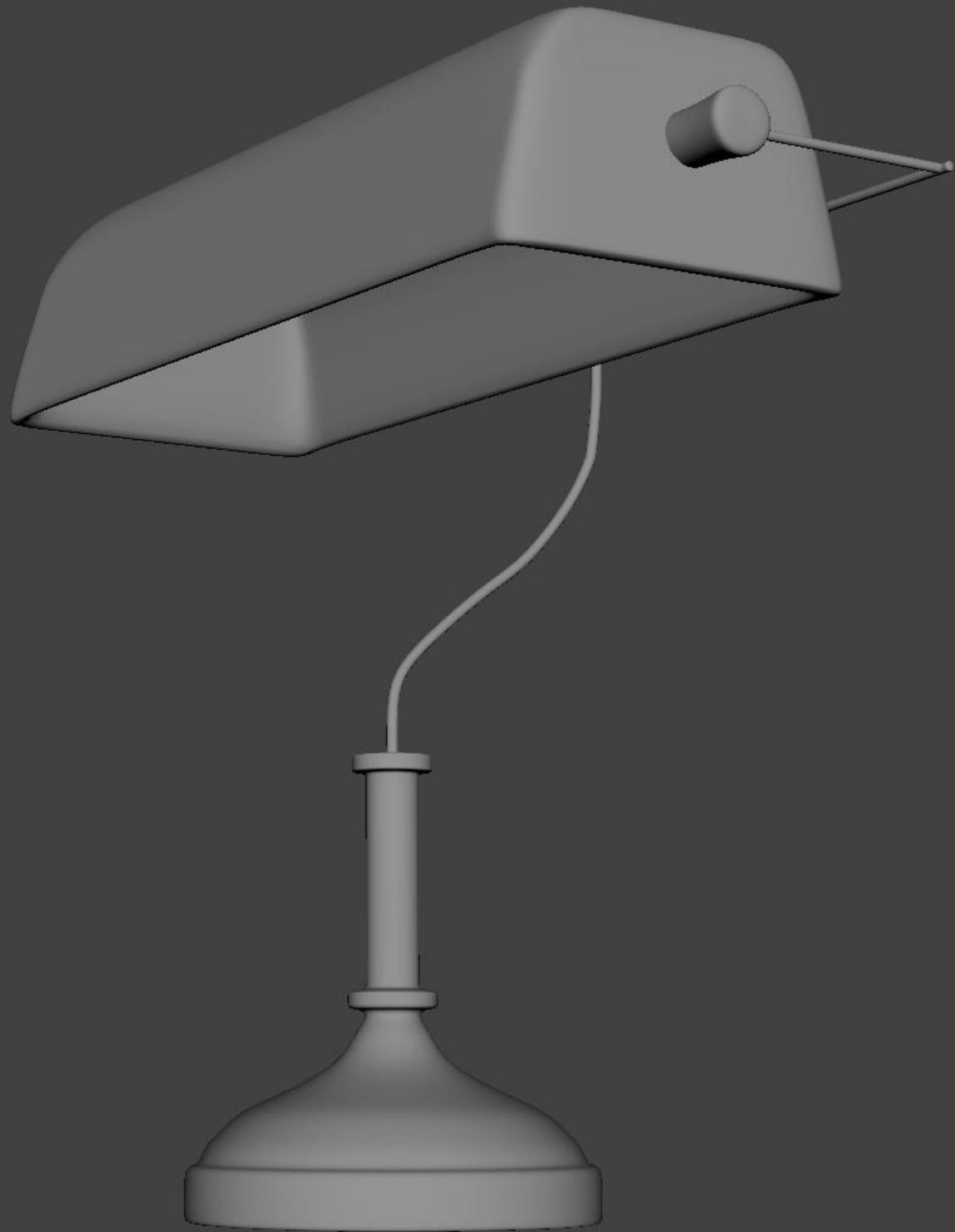
3D Character modelling, animation

MAYA, MIXAMO



3D Modelling

MAYA



3D Modelling

MAYA



3D Modelling, texturing, animation

MAYA



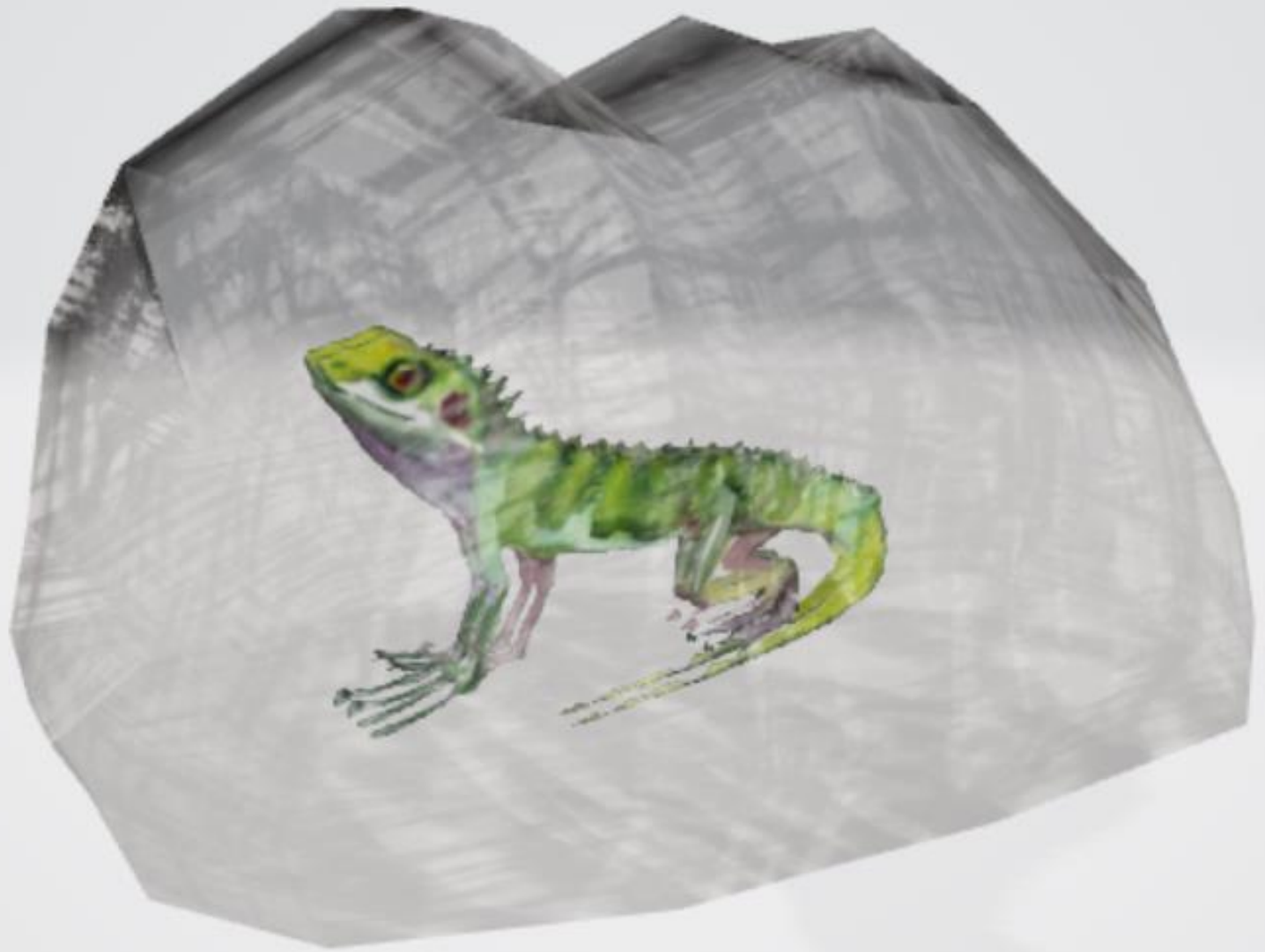
3D Modelling, metallic shader texturing

CINEMA 4D



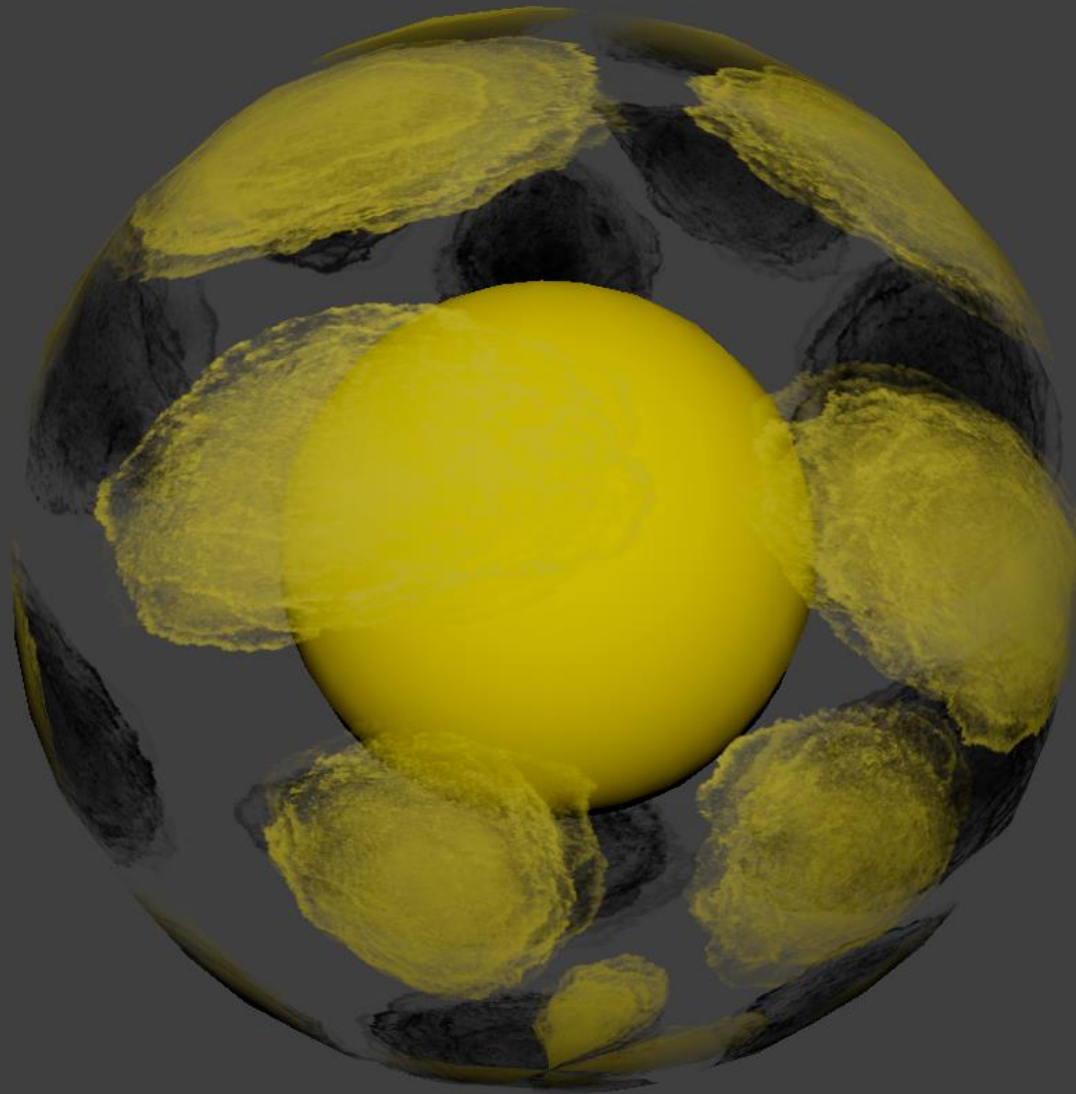
3D Modelling, texturing

MAYA, PROCREATE



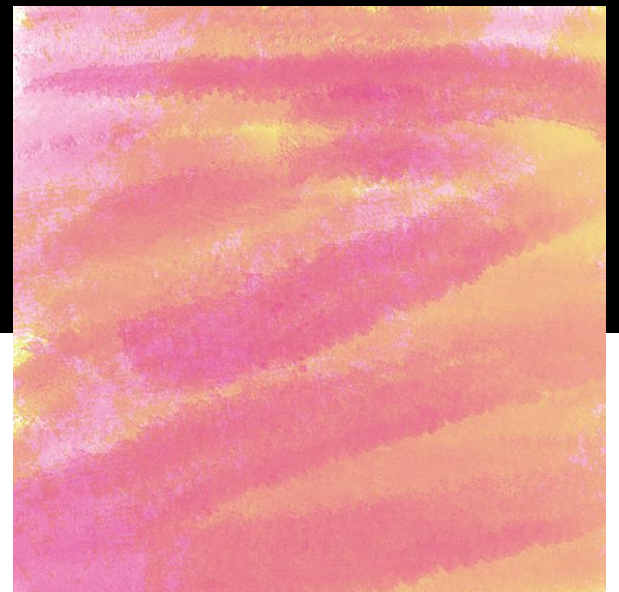
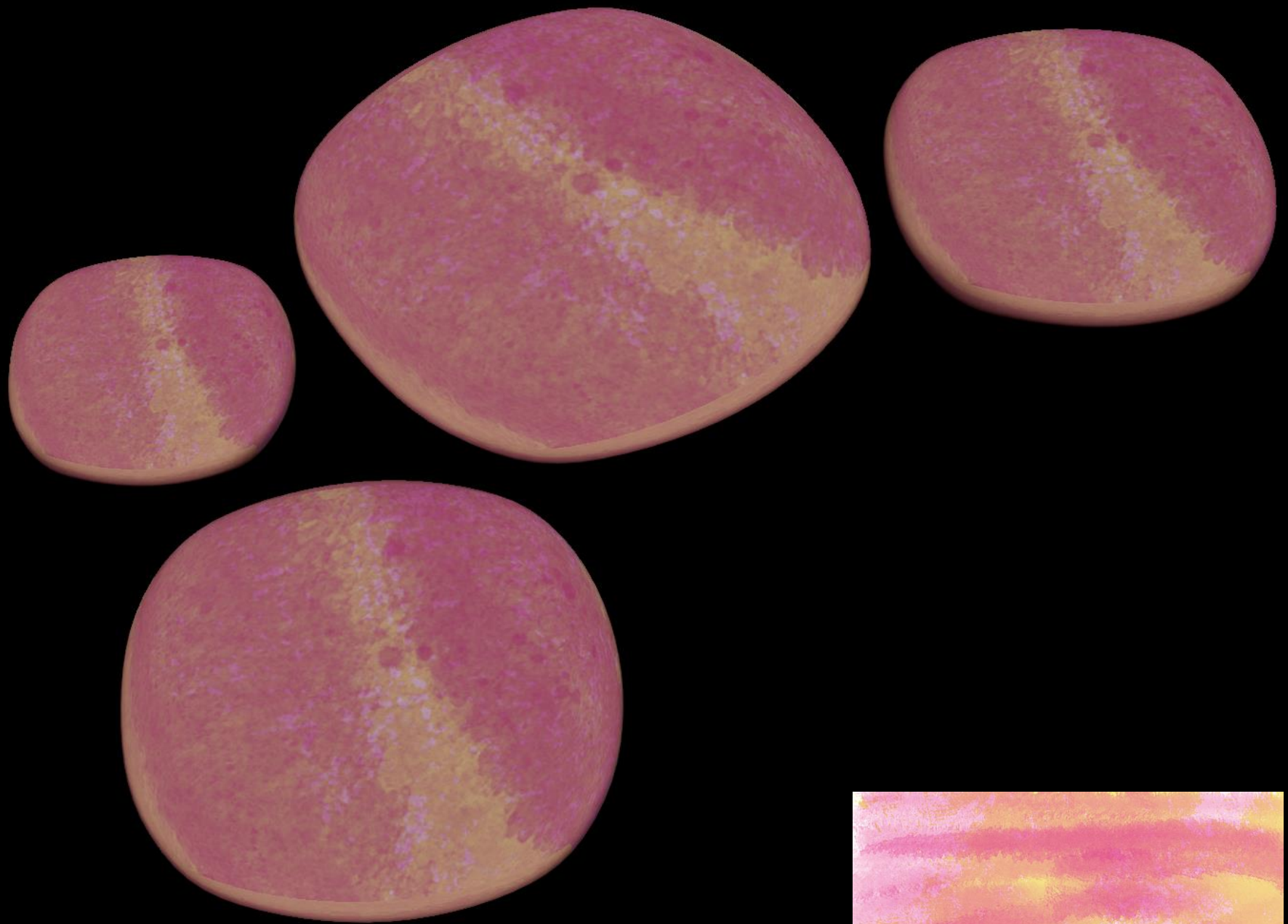
3D Modelling, texturing

MAYA, PROCREATE



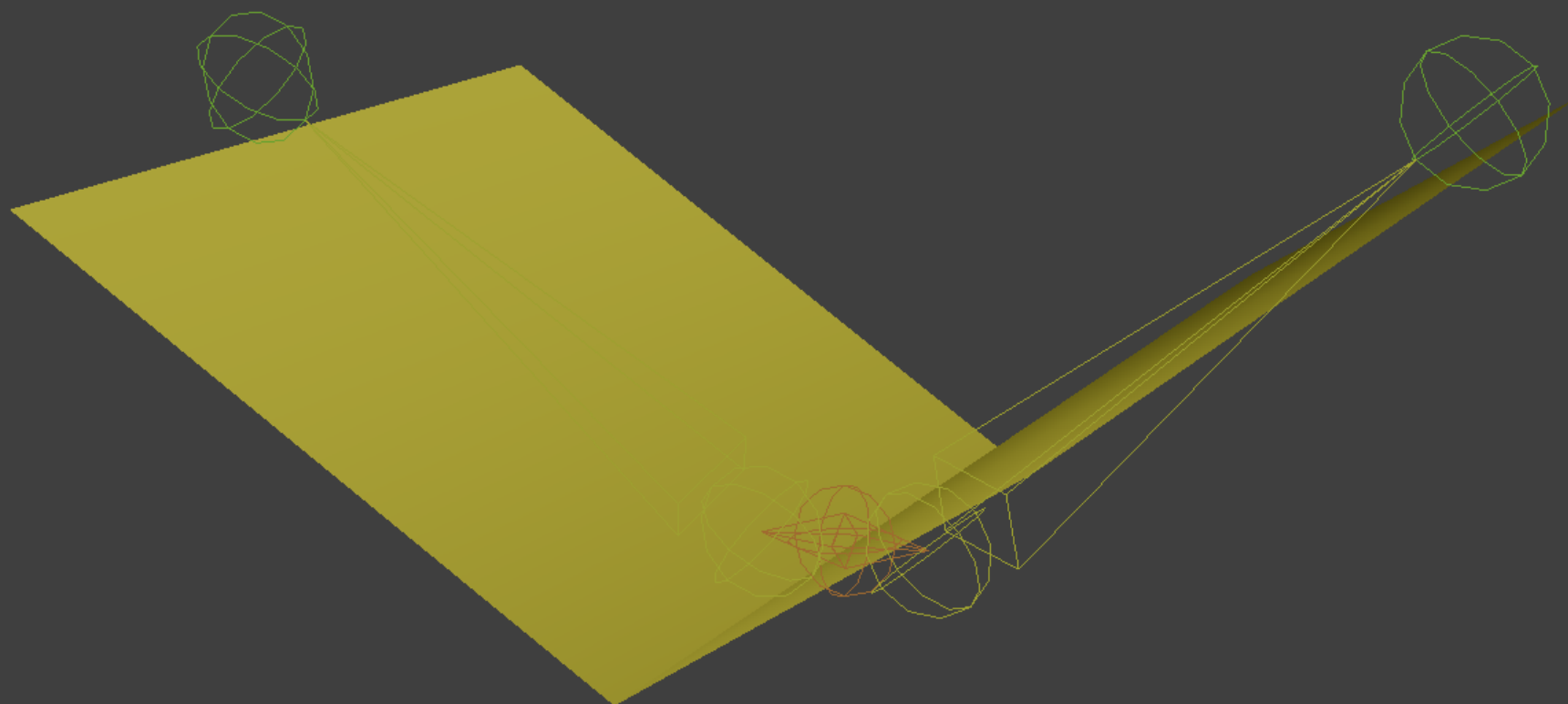
3D Modelling, texturing with alpha channels

MAYA



3D Modelling, texturing

MAYA, PROCREATE



Rigging, animation

MAYA



3D Modelling, texturing

MAYA, PROCREATE, UNITY



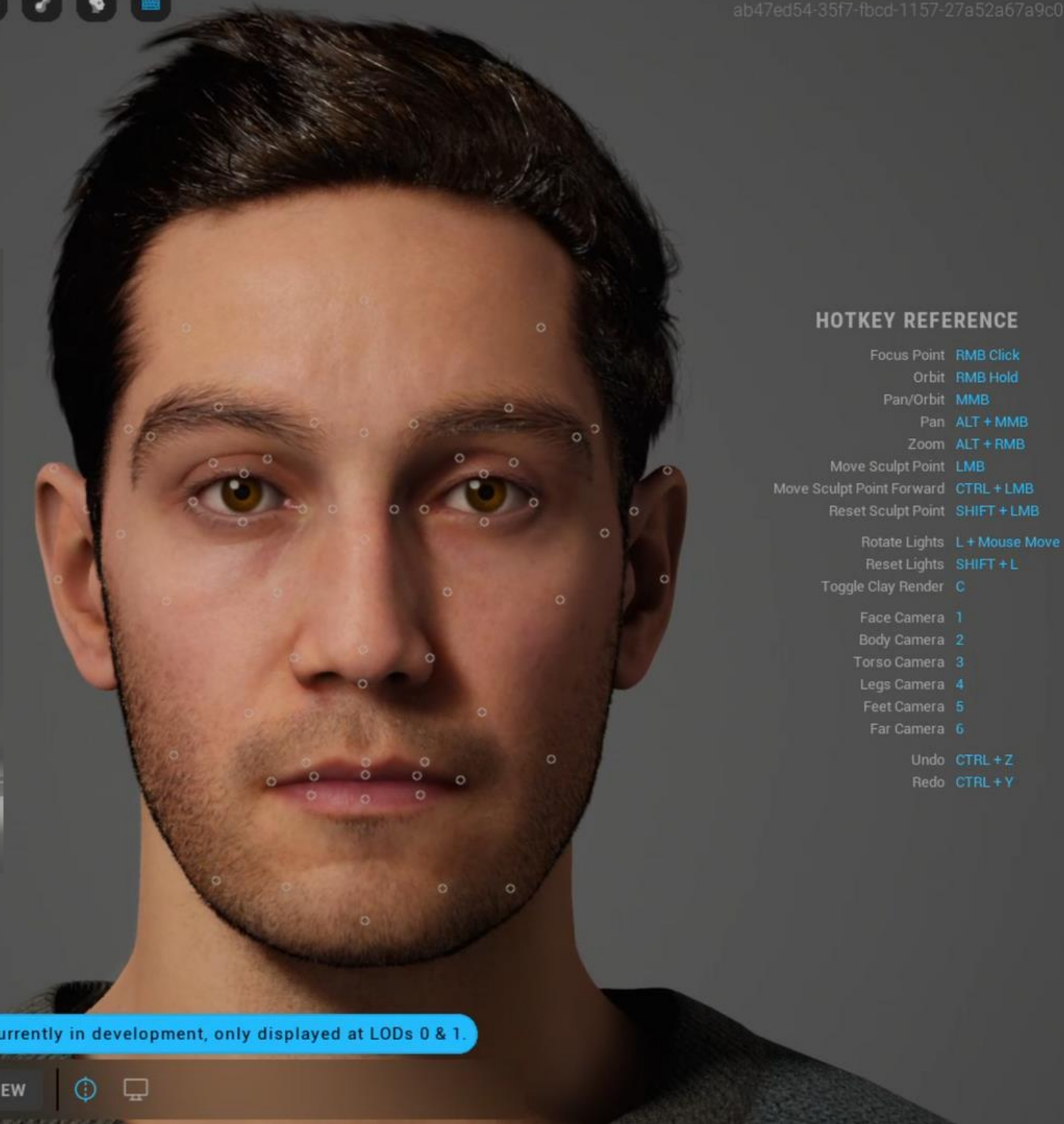
3D Modelling, texturing reversed normals

MAYA, PROCREATE, UNITY



3D Modelling, texturing

MAYA, PROCREATE, UNITY



HOTKEY REFERENCE

Focus Point	RMB Click
Orbit	RMB Hold
Pan/Orbit	MMB
Pan	ALT + MMB
Zoom	ALT + RMB
Move Sculpt Point	LMB
Move Sculpt Point Forward	CTRL + LMB
Reset Sculpt Point	SHIFT + LMB
Rotate Lights	L + Mouse Move
Reset Lights	SHIFT + L
Toggle Clay Render	C
Face Camera	1
Body Camera	2
Torso Camera	3
Legs Camera	4
Feet Camera	5
Far Camera	6
Undo	CTRL + Z
Redo	CTRL + Y

⚠ This MetaHuman uses groomes currently in development, only displayed at LODs 0 & 1.

BLEND MOVE **SCULPT** PREVIEW



Male digital avatar

UNREAL METAHUMAN CREATOR

SAY HELLO!

**KATE
PASTERFIELD
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