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3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
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Assignment #6
"Aliens"

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Create an alien portrait using ZBrush, and then texture it three times in Substance Painter.

CPTR250 students will create the entire figure of the alien (not just the head). CPTR350 students will make their alien a cyborg (the alien should have some technology that they wear or that is embedded inside of them).

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Textures are about more than just color: they can radically change the psychological impact of a model. Increasingly, they also include many other layers beyond color as well: normal, roughness, and metallic maps being three of the most common. By starting with one model of an alien and creating three permutations, we give ourselves the freedom to create unexpected material associations (consider what an alien with crocodile skin would look like compared to metallic skin).

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Below, an example of a model for a game (*Assassin's Creed*) before and after texturing.