Character Kit by Danya Gómez

CAFÉ Gummersbach

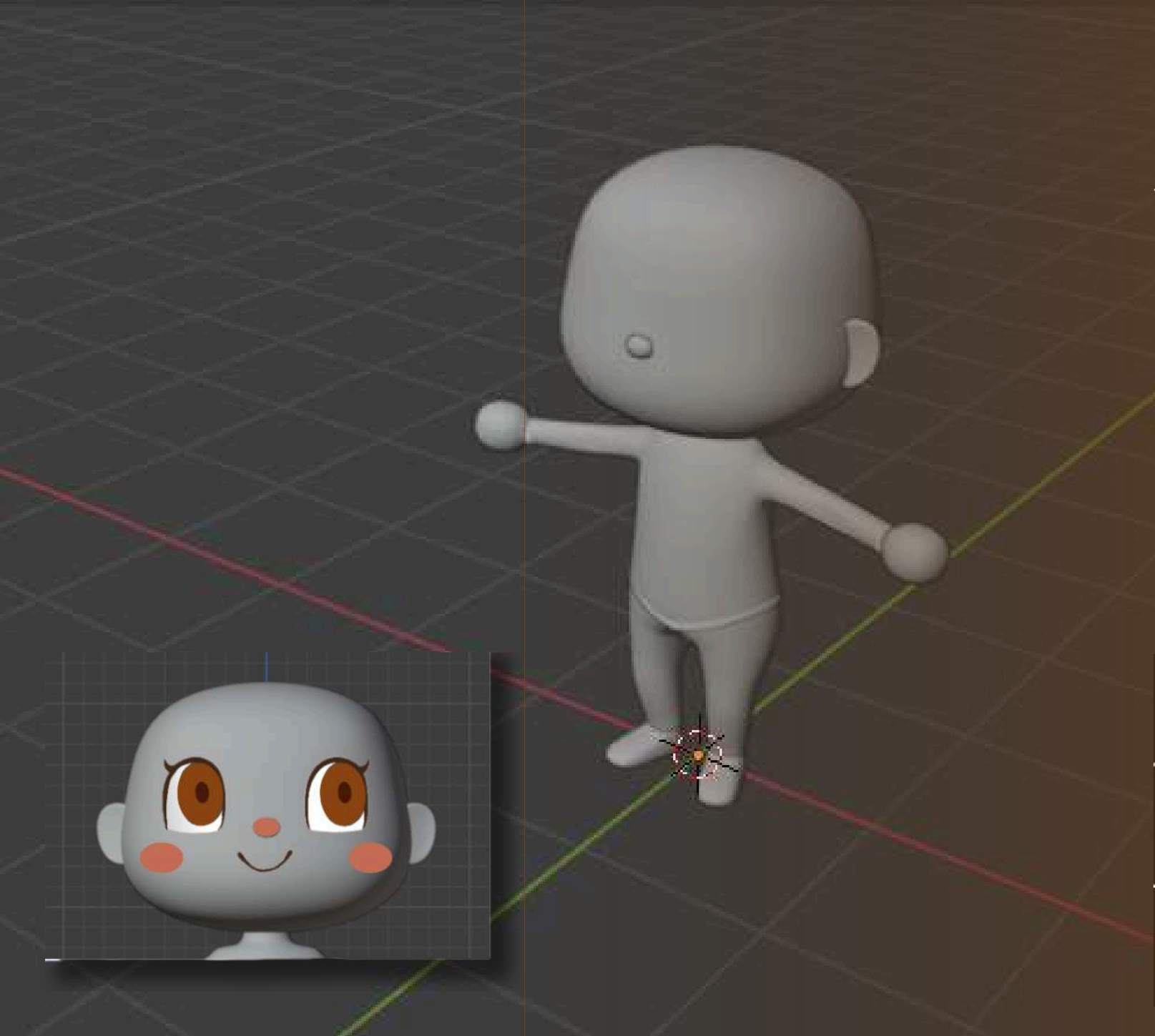
This project (for the Computergrafik und Animation course at TH Köln) is a cozy, cartoon-style café game where players take on the role of baristas, featuring detailed 3D models, interactive gameplay mechanics, and a warm, inviting atmosphere.

Players can choose the POV of

Brioche (he/him)

or

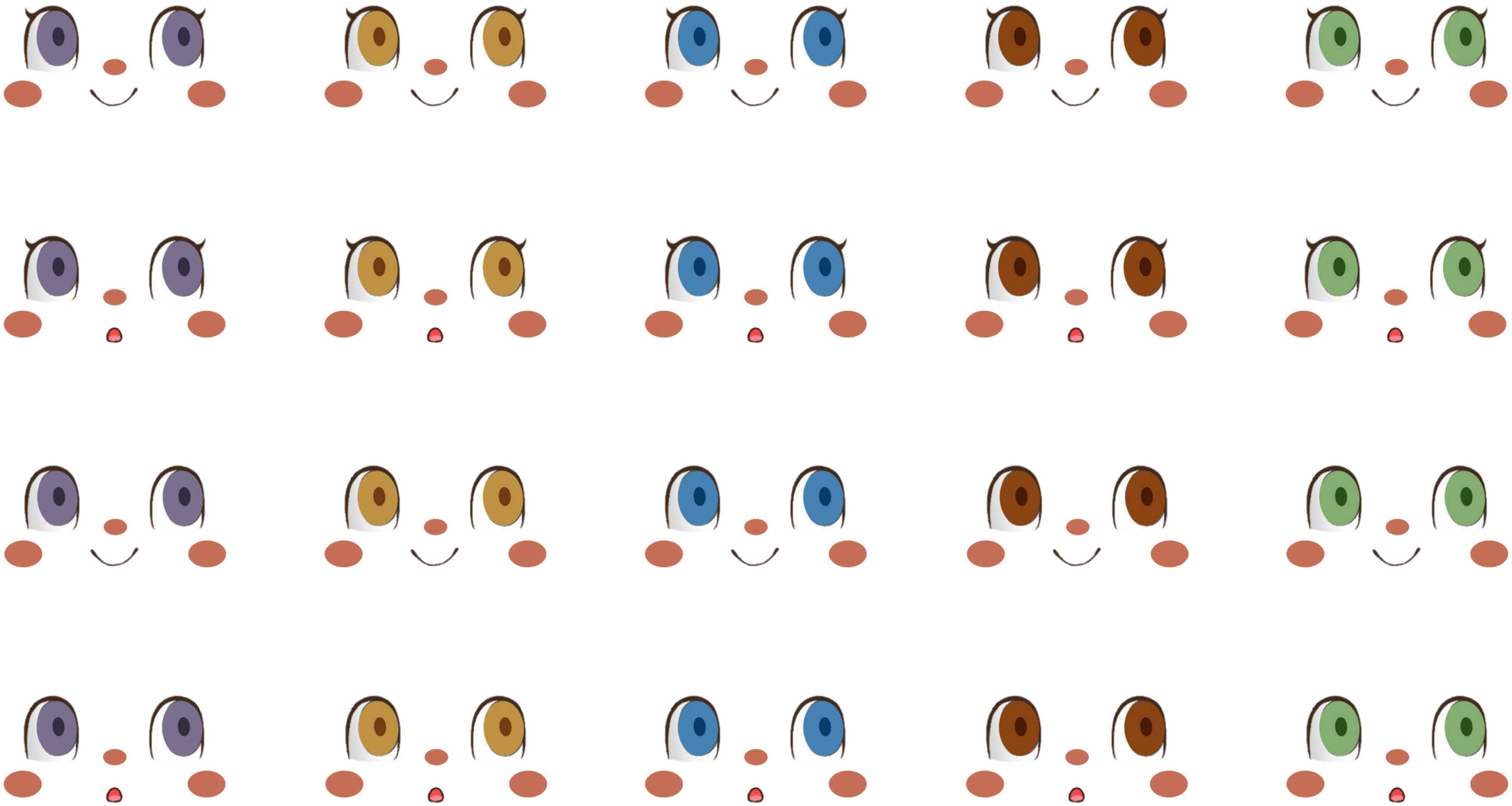
Macchiato (she/her)



The characters were meant to closely resemble the human models from *Animal Crossing: New Leaf*, since they are a easily recognizable, strong brand, and were the original inspiration for the project's style.

Some visual assets, like a project logo and the facial catalog, were made using Canva, but the assets were all developed in Blender 4.2 (which I learned from scratch for this project).

Face assets (hand-made in Canva)

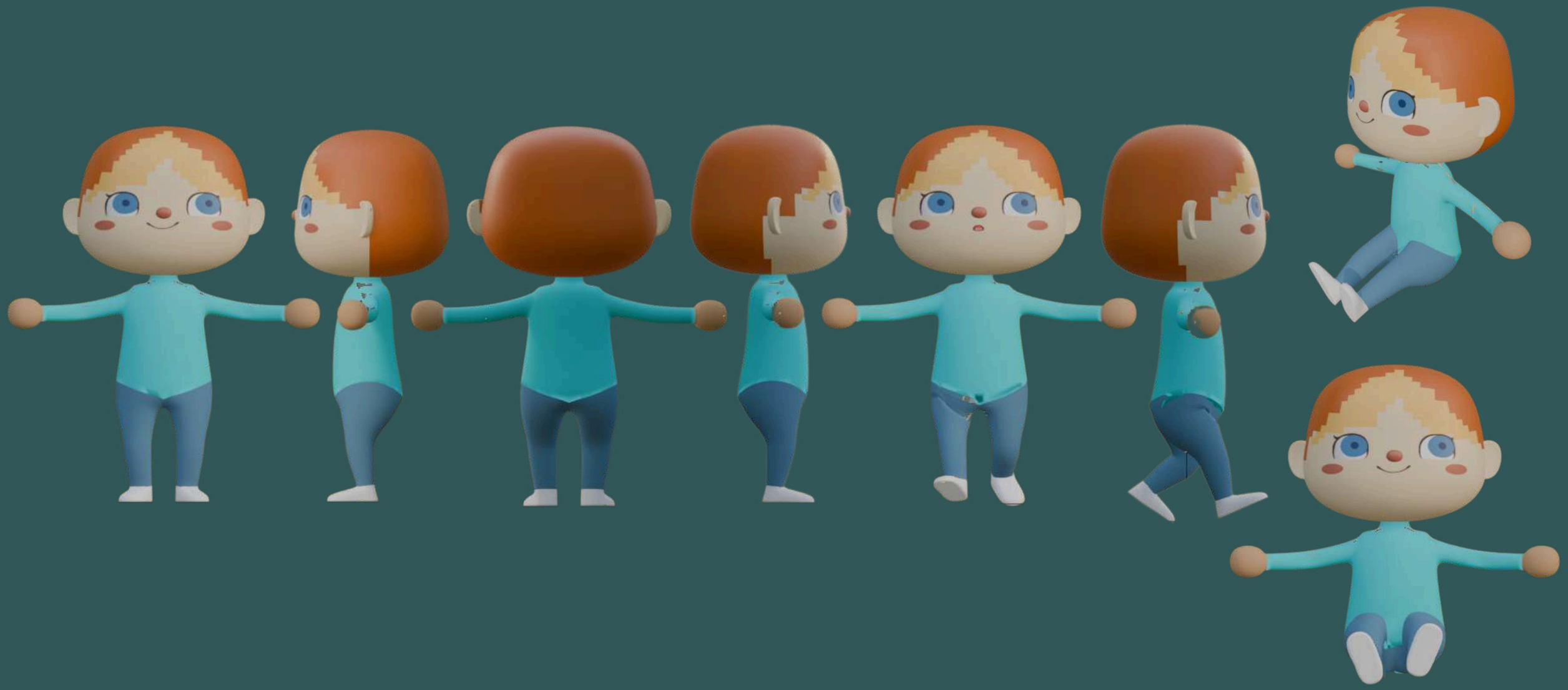


360° of Macchiato (female barista)

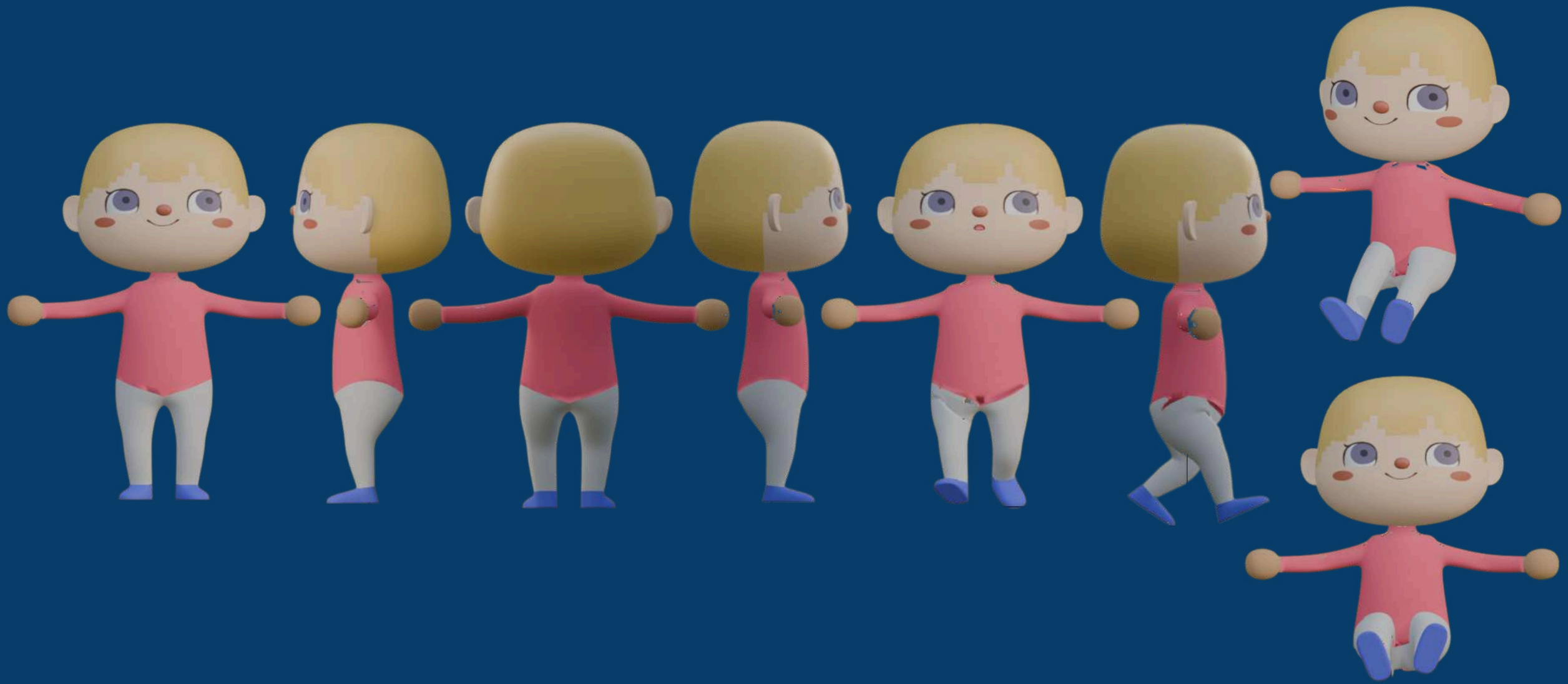
360° of Brioche (male barista)

360° of Hans (client)

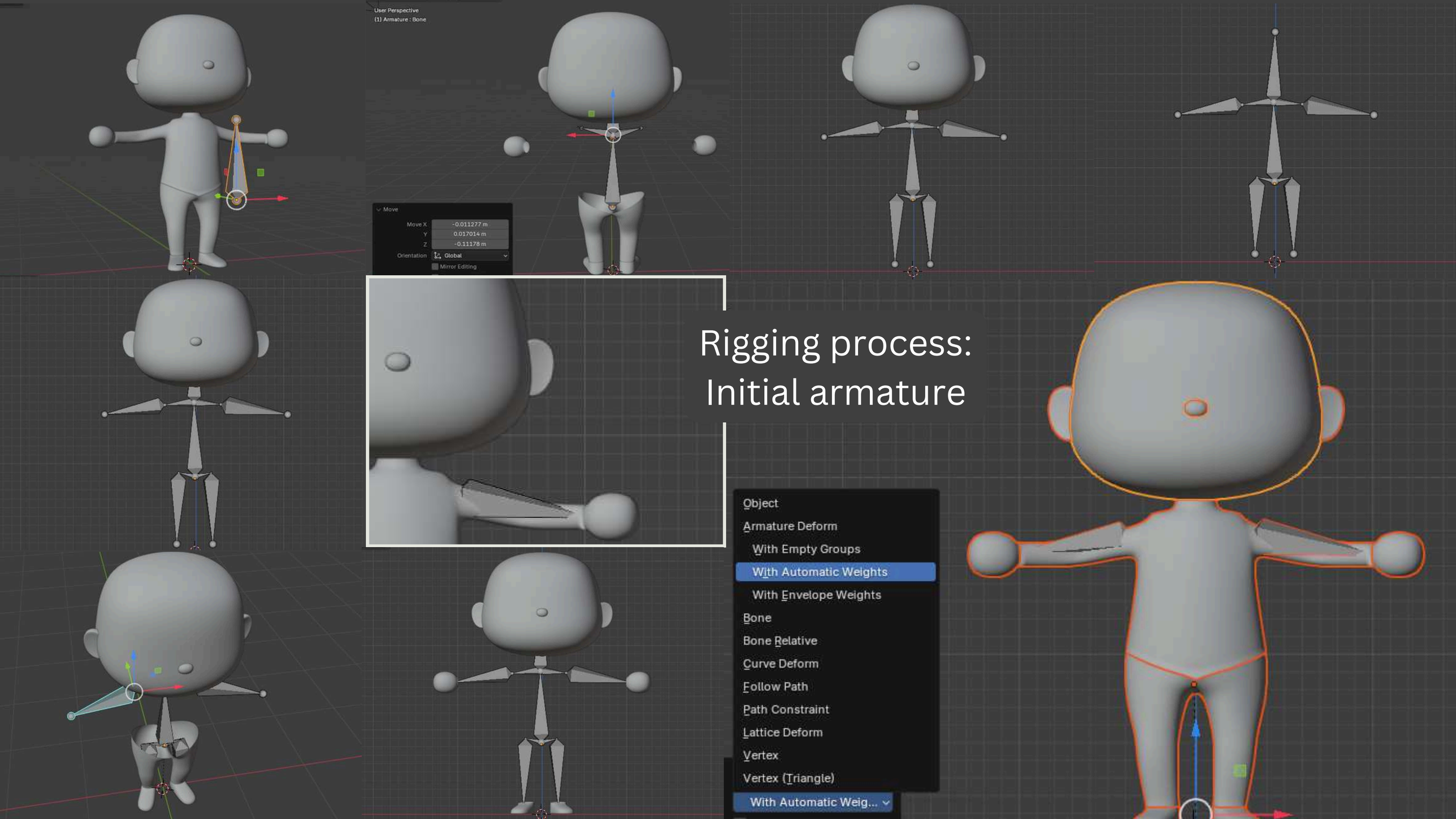
360° of Emilia (client)



360° of Sophie (client)

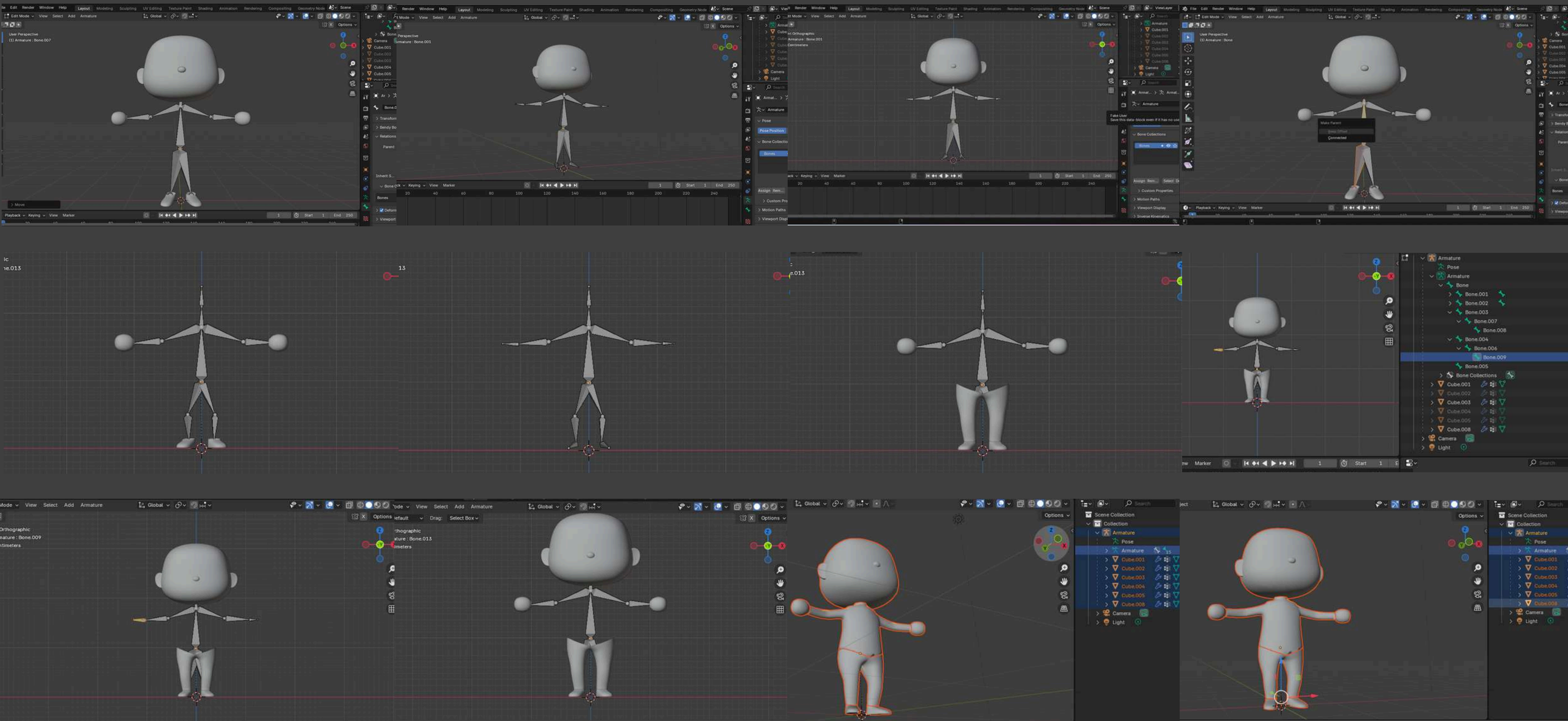


Development process



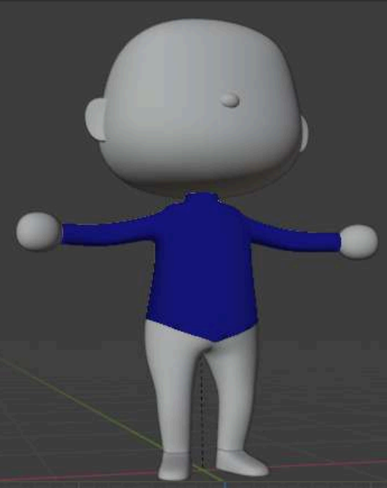
Rigging process: Initial armature

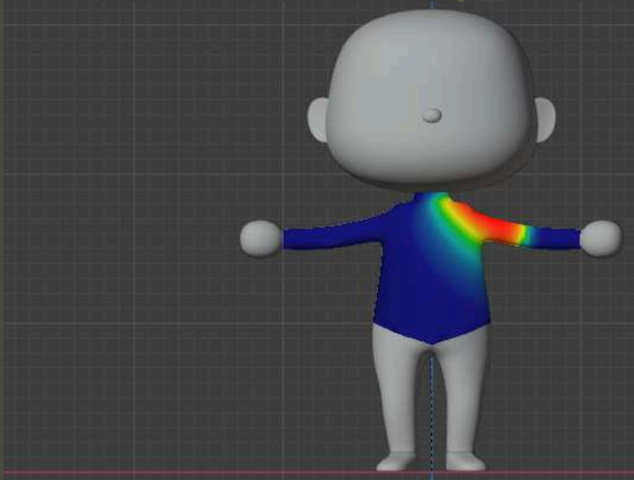
Rigging process: Armature correction



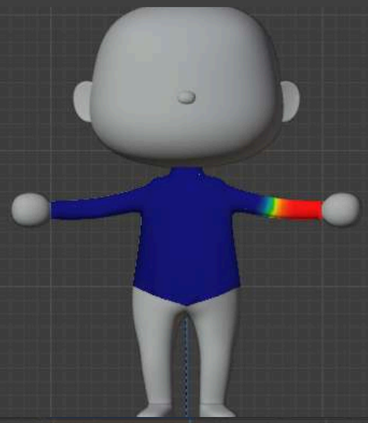
Rigging process: Weight painting

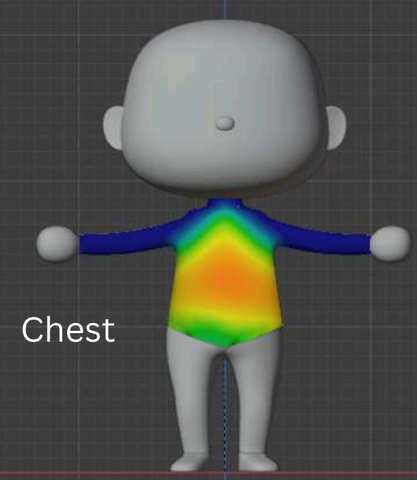
Head and neck



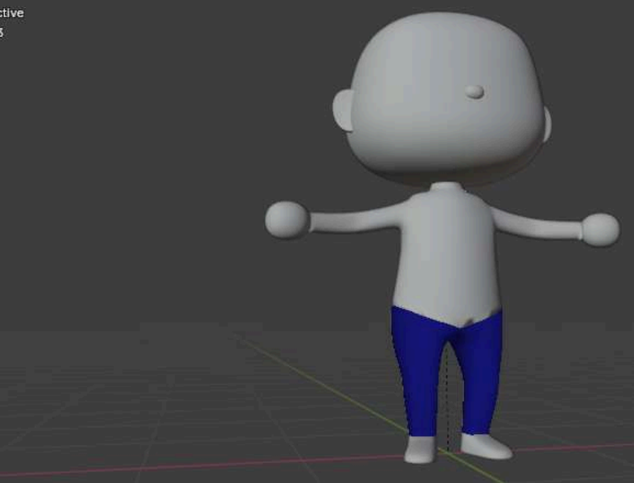


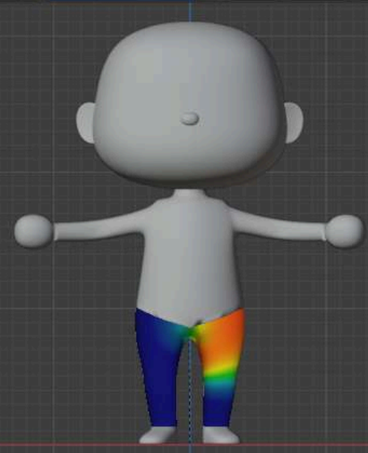
Arms and hands





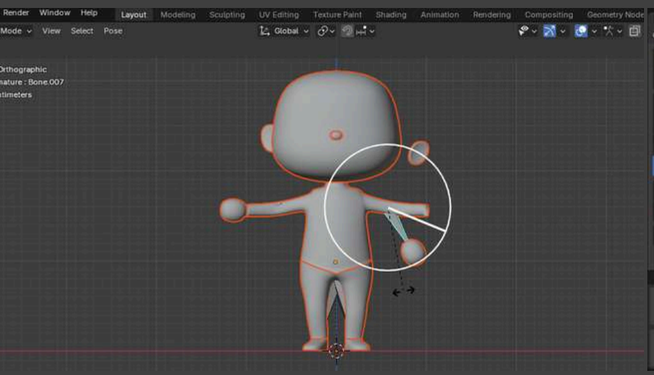
Chest

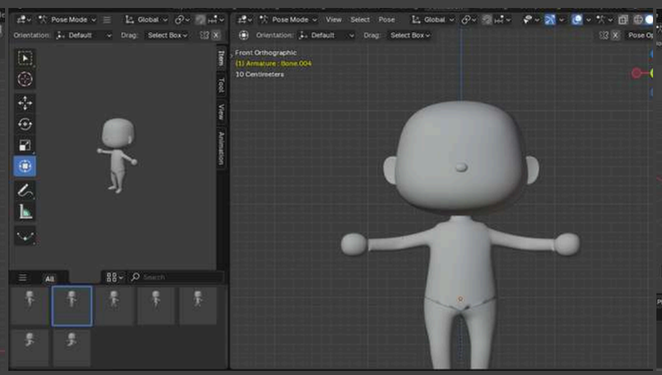


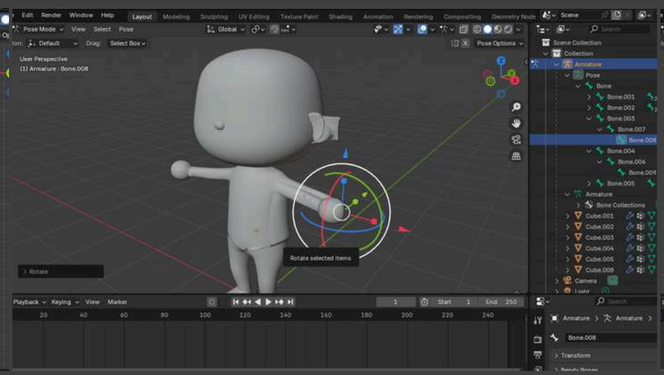


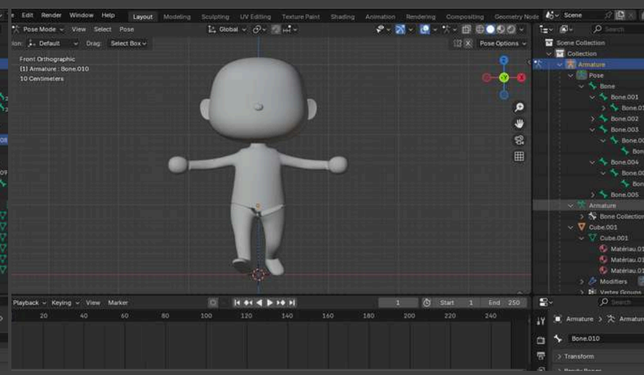
Legs and feet

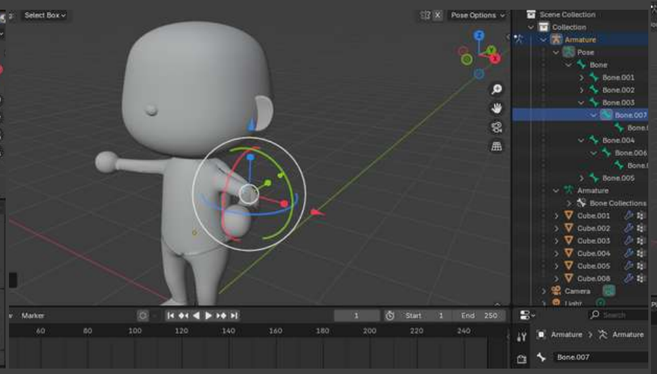
Rigging process: Posing

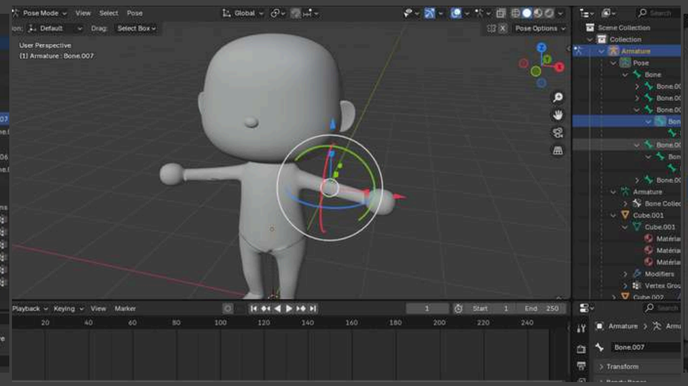


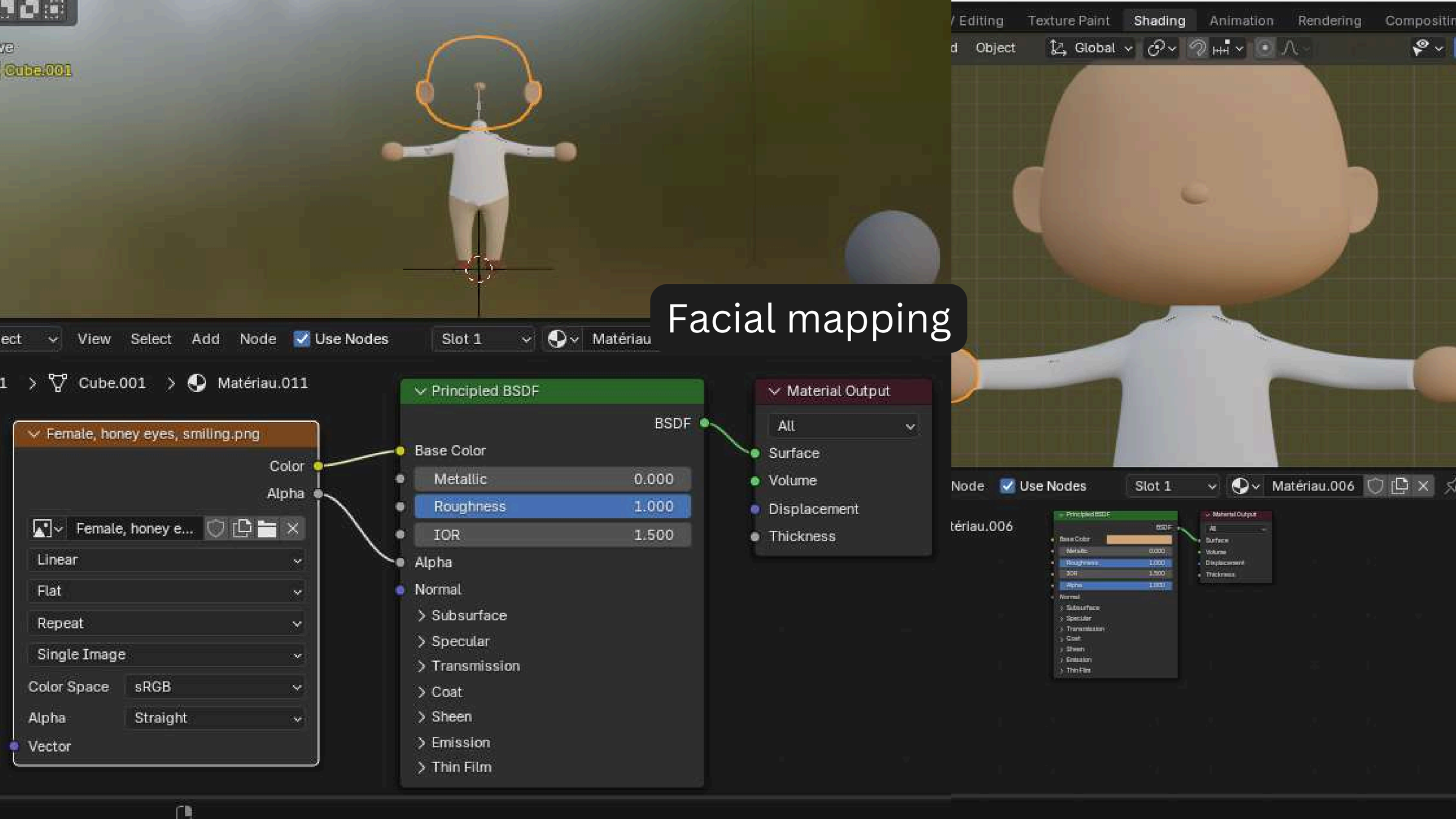




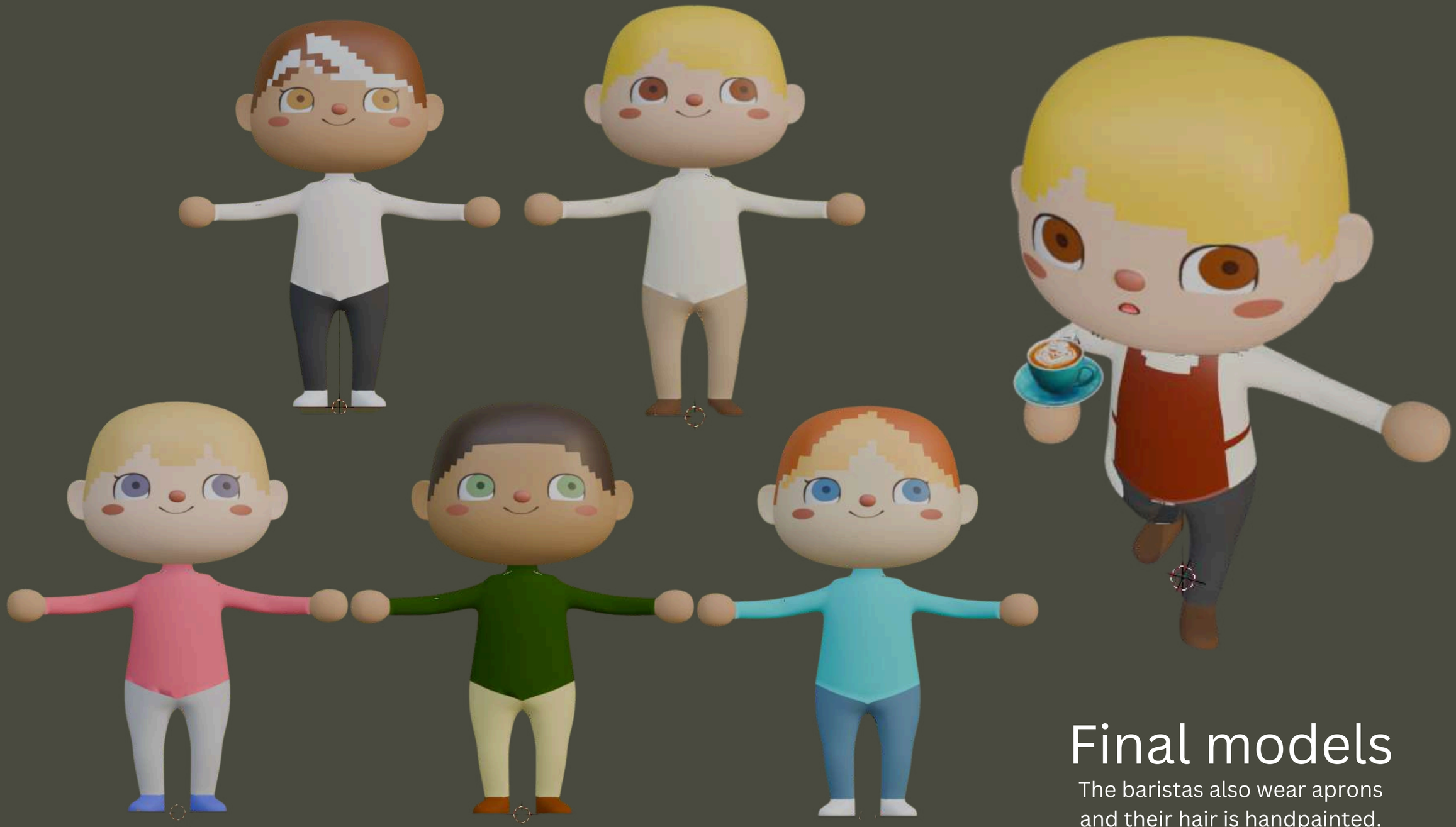






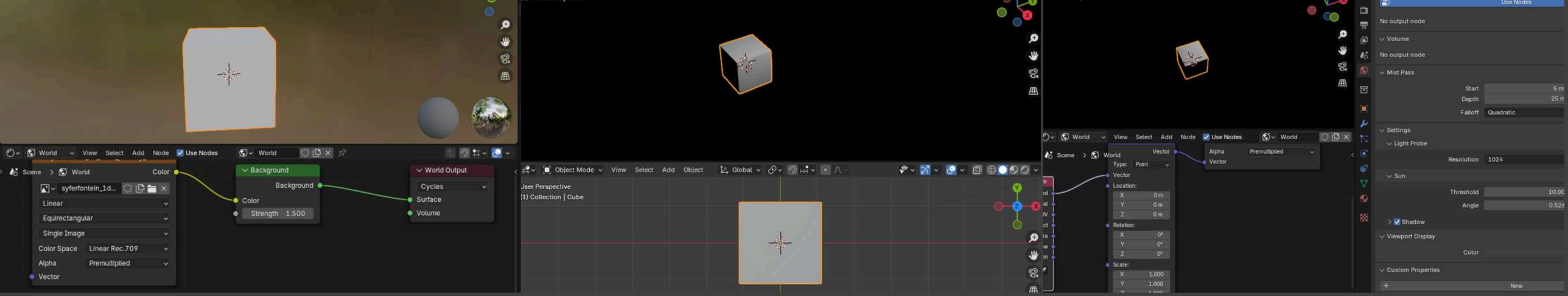

Cube.001
Editing
Texture Paint
Shading
Animation
Rendering
Object
Global
Facial mapping
View
Select
Add
Node
Use Nodes
Slot 1
Matériau
Cube.001
Matériau.011
Female, honey eyes, smiling.png
Color
Alpha
Female, honey e...
Linear
Flat
Repeat
Single Image
Color Space
sRGB
Alpha
Straight
Vector
Principled BSDF
BSDF
Base Color
Metallic
0.000
Roughness
1.000
IOR
1.500
Alpha
Normal
Subsurface
Specular
Transmission
Coat
Sheen
Emission
Thin Film
Material Output
All
Surface
Volume
Displacement
Thickness
Node
Use Nodes
Slot 1
Matériau.006

Facial mapping
Connected modules and materials with nodes in the Shading Editor; then, painted all their bodies and clothes.

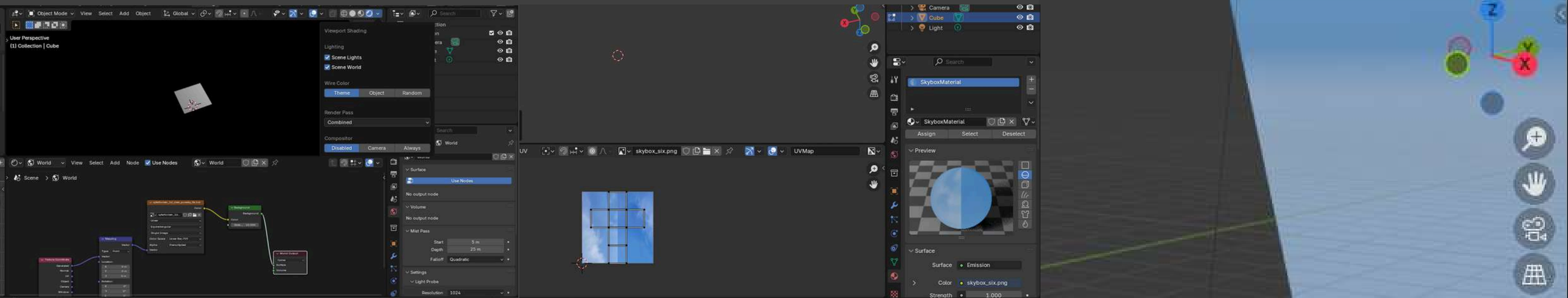


Final models

The baristas also wear aprons
and their hair is handpainted.

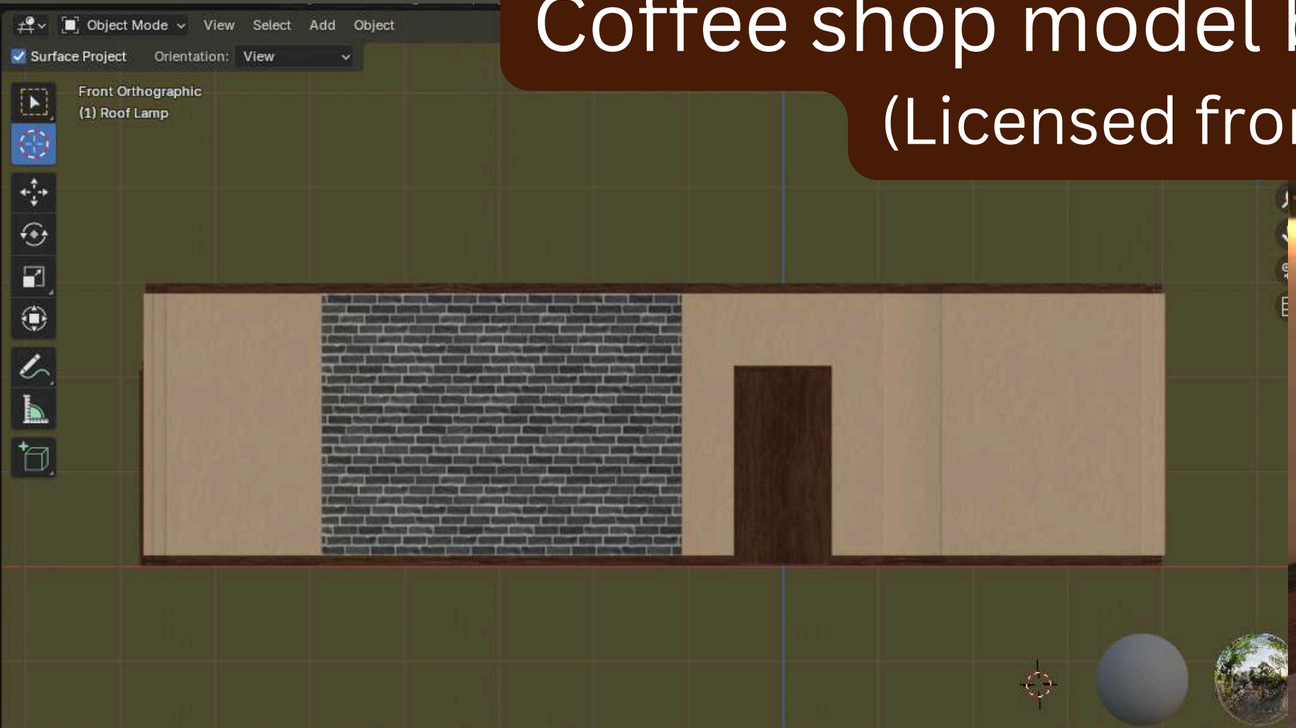


Skybox development



Coffee shop model by Rafael Rodrigues

(Licensed from Sketchfab)



Coffee