

craft

3D CHARACTERS

workflow overview

a visual guide to creating & presenting
film-grade CG characters

preproduction



let INPSIRATION strike

go to an art website or gallery
and get inspired, let your mind
wander and come up with a
unique character



read a book and steal unique
aspects from descriptions



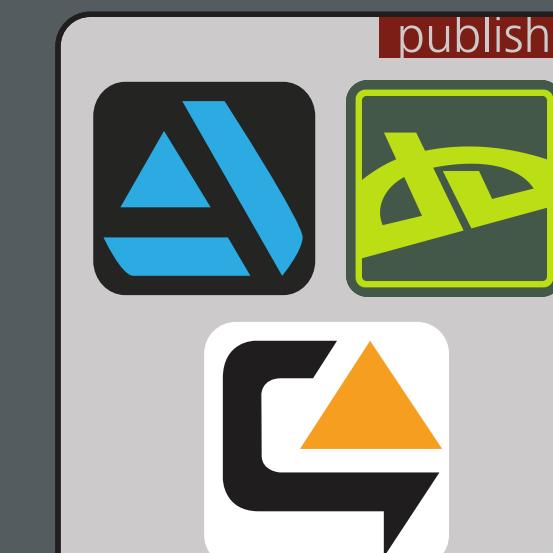
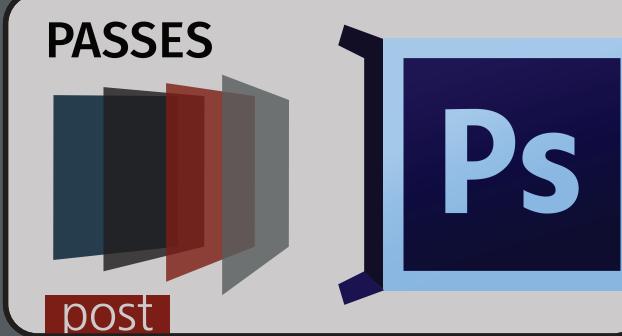
do your RESEARCH

gather high-resolution
artwork and photographs
that capture different
components of the idea



CREATE or borrow a CONCEPT

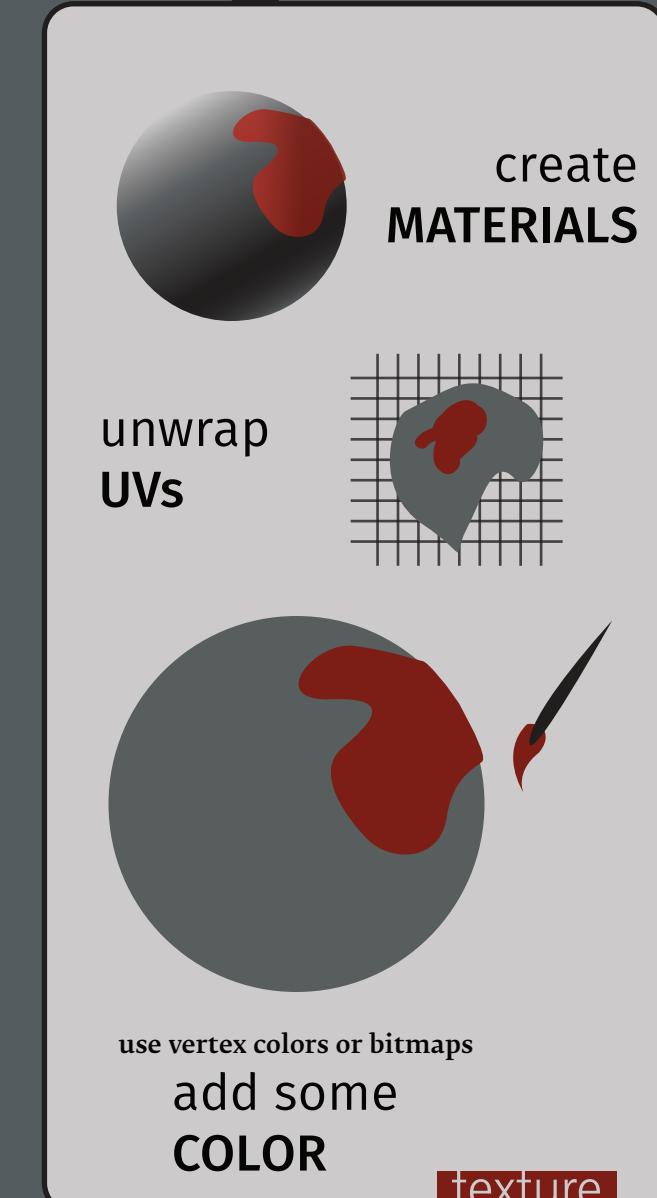
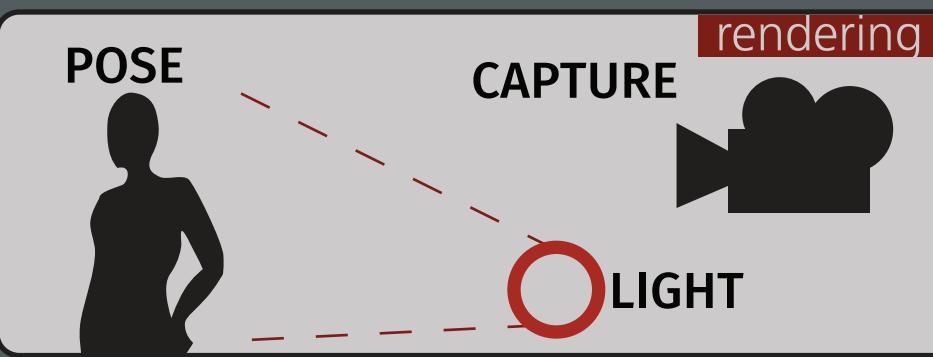
you don't have to be an
awesome artist, you can pay
one or just use previously
made artwork as reference



connect with an art community
online and then

get some FEEDBACK

critique is the best way to
improve your work



open ZBRUSH



modeling

BLOCK IN



shape in the
basic forms and
proportions as a
lattice work for
the rest of the
smaller forms
later on

REFINE*



at this point
smoothness and
transitions between
surfaces planes are
the main priority,
also secondary
surfaces are sculpted
at this stage

fine DETAIL



time to carve in skin
pores, stubble,
wrinkles, the smaller
parts of the eye and
small hair

this is the most
enjoyable part since it
makes your character
unique

*depending on whether the model
will be static or animated, at this
point retopology would take place,
that is, the geometry of the sculpture
would need to be reconstructed to
give better polygonal distribution to
support smaller detail and animate
smoother

a poster by
CHRISTIAN COPPOLETTI