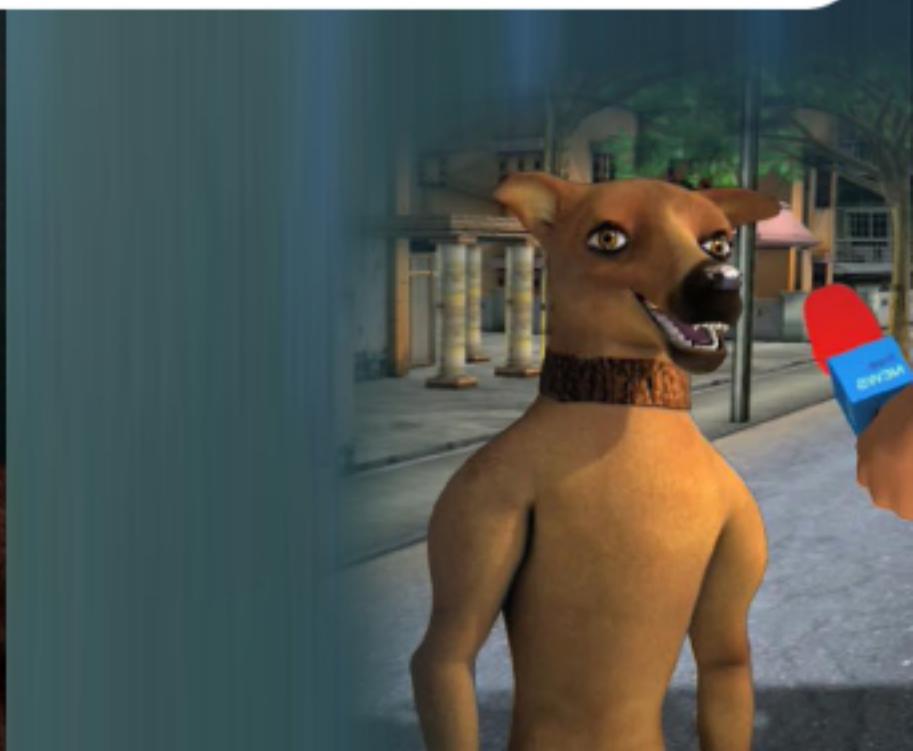




japatdip

Awarded for the technique used for  
file texture optimization to the  
project  
**“HOW TO TRAIN YOUR DRAGON”**  
(‘dream works’ tv series)





**Model**



**Texture**

**My Role**

: Texturing

**Software used**

: Substance Painter

**Work duration**

: 3 Hours

**Rendered in**

: Iray

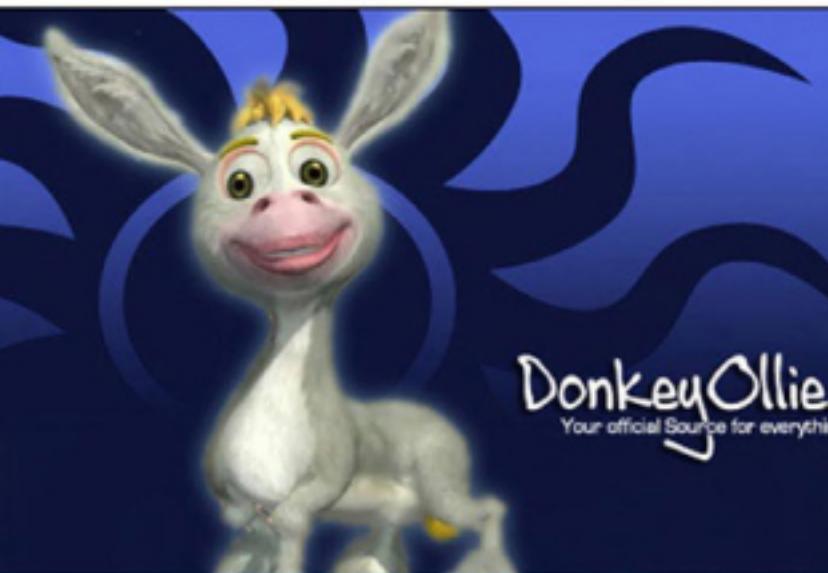
Model : Milan cathedral (Italy )

Highlight : 2800 Sculptures

Duration : 2 months (Modeling & Texturing )

Softwares

used : Maya & Photoshop



I was used translucence technique to get the Fur feel in texture itself for the hero of the show named 'OLLIE'.

Softwares used : MAYA & PHOTOSHOP





## *Pixel based image editing in photoshop for matte painting*

*(around 150 people has been removed without affecting texture details )*





Dear sir/mam,

I am in the process of writing a book on texturing in surrealistic method of explaining the complete process of texturing with respect to all domains of 3D like animation, Vfx, gaming and also AR/VR. I would like to present the Index of book to and request a chance to prove my skills in the field of texturing as I am very much passionate about it.

Thanking you,  
Janardan T

# TEXTURISM

In an er(ea)a of 3D

may not a science, but I am a scientific art.

-*Texture*

## ACKNOWLEDGEMENT

Universe consists millions of things from amoeba to asteroid. Every single thing cannot be defined, described or determined without a texture. In 3D whether it's a replica of real or a creative thought processed element. It will have texture to define its characteristics. That means Texture will play a vital role in 3d. This book is a try of conveying the art and technology behind the process of texturing in a surrealistic method.

**Janardan Gowda**

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DOB : depends on texturing approver's	
mood	
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Marital status : Yes	
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