My process for creating this Turtle asset started in ZBrush where I used ZSpheres to create the initial form. I then turned it into a mesh using adaptive skin from there I subdivided the mesh a few times and started shaping the mesh using the move brush to find an appealing form. When I reached a point when I like most of the overall form of the model I started on the finer details like creating the spikes and the claws using the clay buildup and dam_standard brushes. Once I had the turtles overall silhouette finished I took the mesh into Maya and created a base mesh that met the 7500 Triangle limit. While I was creating the base mesh I had to make some cuts to the overall form of the mesh, such as the loss of the spikes on the legs and removal of some spikes on the back.   I then took the finished base mesh back into ZBrush where I subdivided it and sculpted back all the detail, added scales to the legs instead of spikes and added high frequency skin detail. Once all the sculpting was complete I textured the model in Zbrush and baked out the normal, ambient occlusion, and diffuse maps using the MultiMap Exporter tool. I then created the specular map in photoshop by turning the image to grayscale and inverting it and then adjusting the contrast until it was mostly correct then touched up some trouble areas by hand. I then tested the mesh in Unity and Quixel suite to make sure there were no unforeseen issues.