



## BURNIE 3D RENDER

# CONTEXT

## What you'll see here:

- This is the **textured version** of the 3D model. This is including all the feedback up until this point and has all the logos and badges. The character is in t-pose so it can easily be rigged and animated.

## What *won't* see, yet :

- Additional detail adjustments that add more 'roughness' to Burnie's individual textural elements. A final lighting pass has yet to be applied and may appear different in build.

## What we'd like feedback/approvals around:

- General shape and proportions
- Treatment of details like fur and shoes
- Character recognizability



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# VIEW 1

