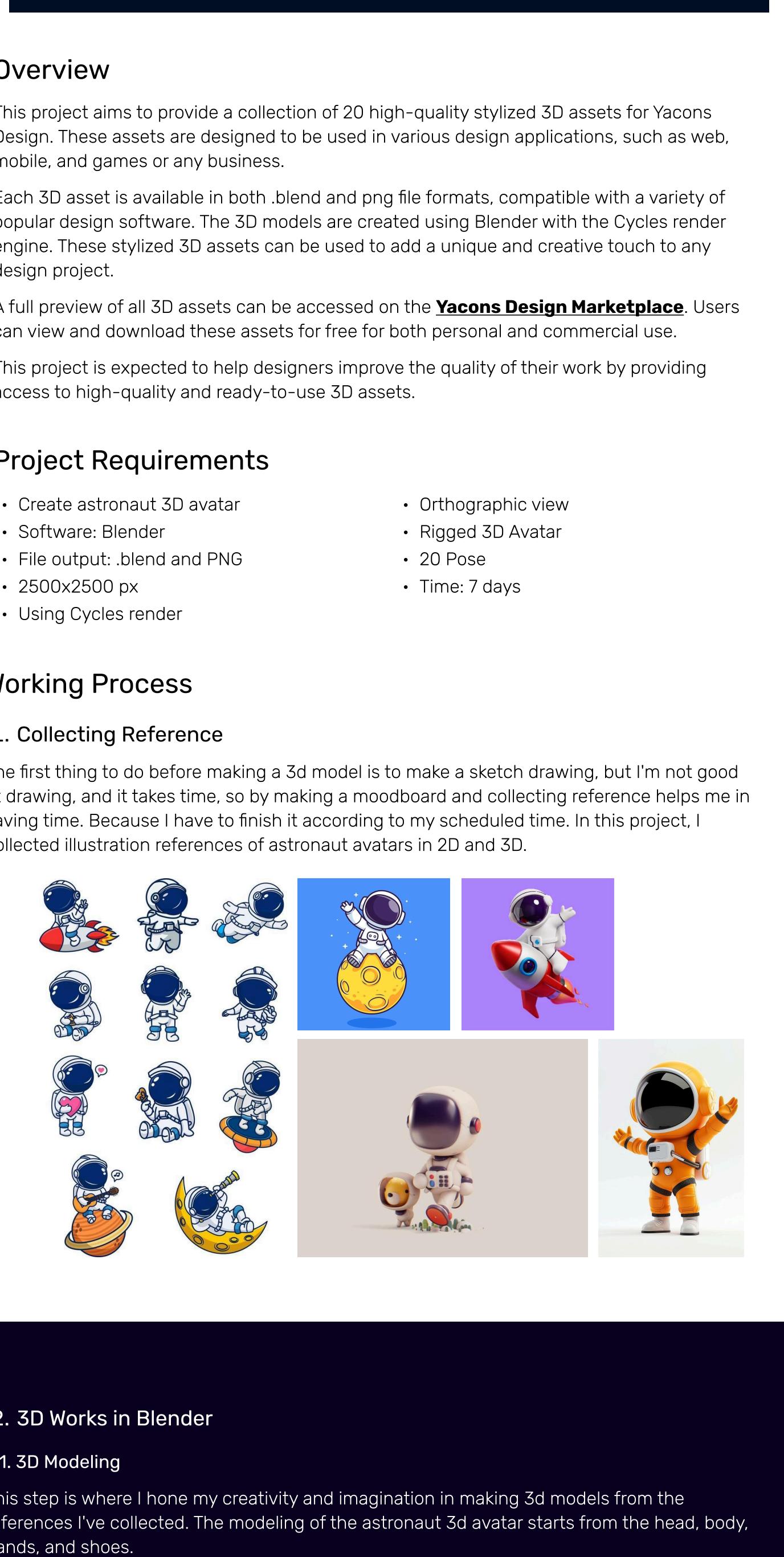


"ASTRO GUY" Astronaut 3D Avatars

Project Highlight : Character/avatar, Rigging



Overview

This project aims to provide a collection of 20 high-quality stylized 3D assets for Yacons Design. These assets are designed to be used in various design applications, such as web, mobile, and games or any business.

Each 3D asset is available in both .blend and png file formats, compatible with a variety of popular design software. The 3D models are created using Blender with the Cycles render engine. These stylized 3D assets can be used to add a unique and creative touch to any design project.

A full preview of all 3D assets can be accessed on the [Yacons Design Marketplace](#). Users can view and download these assets for free for both personal and commercial use.

This project is expected to help designers improve the quality of their work by providing access to high-quality and ready-to-use 3D assets.

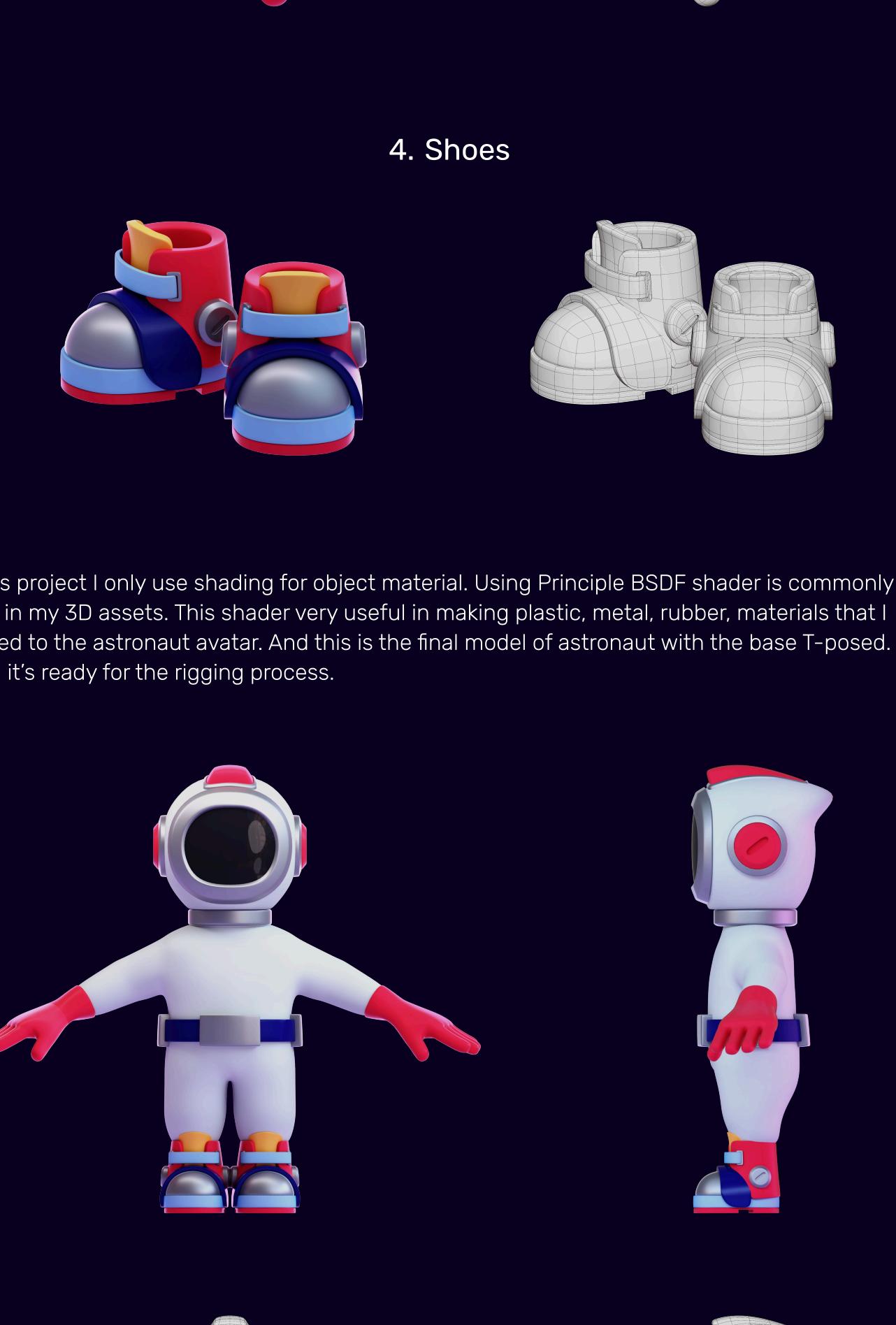
Project Requirements

- Create astronaut 3D avatar
- Software: Blender
- File output: .blend and PNG
- 2500x2500 px
- Using Cycles render
- Orthographic view
- Rigged 3D Avatar
- 20 Pose
- Time: 7 days

Working Process

1. Collecting Reference

The first thing to do before making a 3d model is to make a sketch drawing, but I'm not good at drawing, and it takes time, so by making a moodboard and collecting reference helps me in saving time. Because I have to finish it according to my scheduled time. In this project, I collected illustration references of astronaut avatars in 2D and 3D.

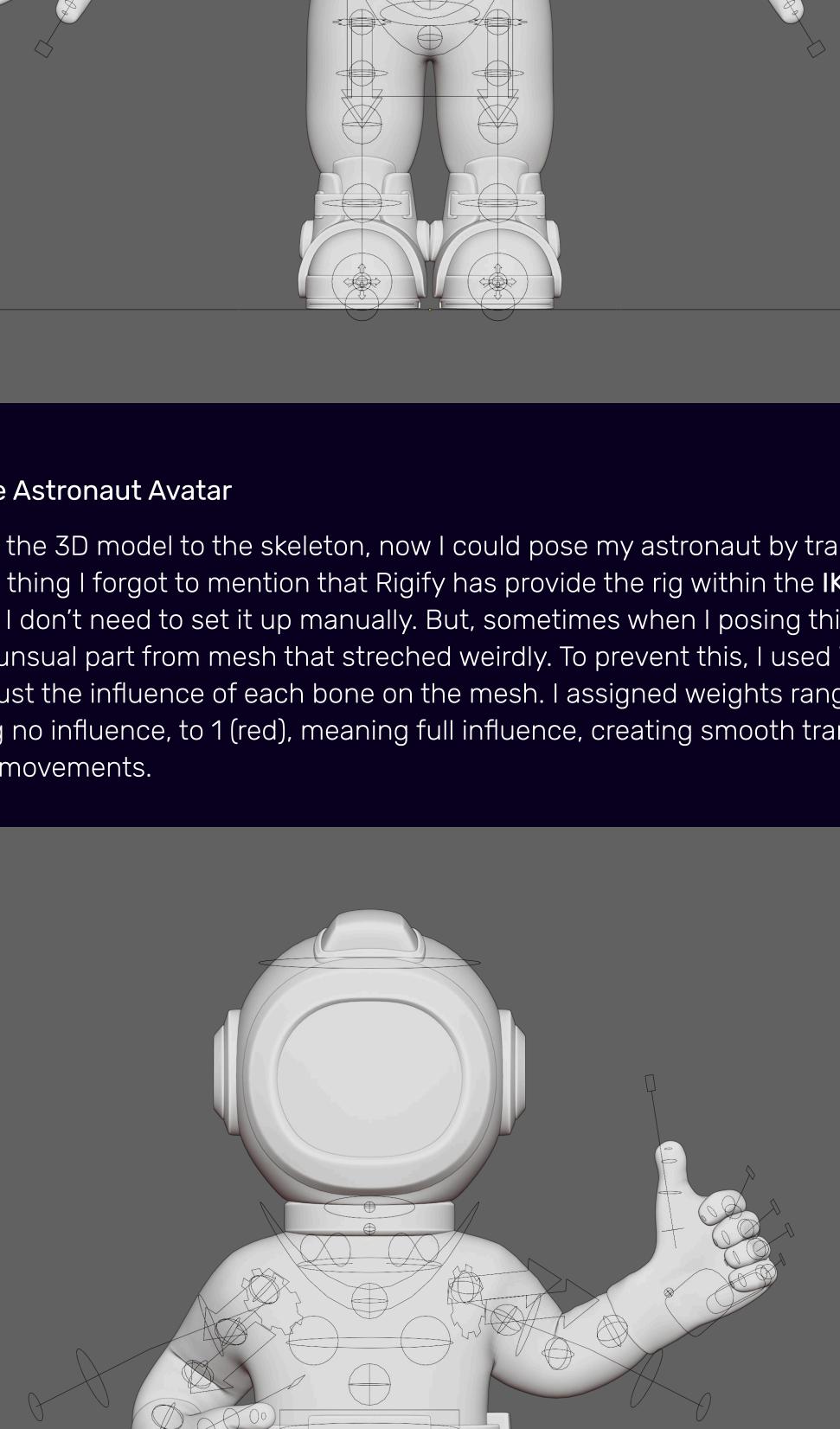


2. 3D Works in Blender

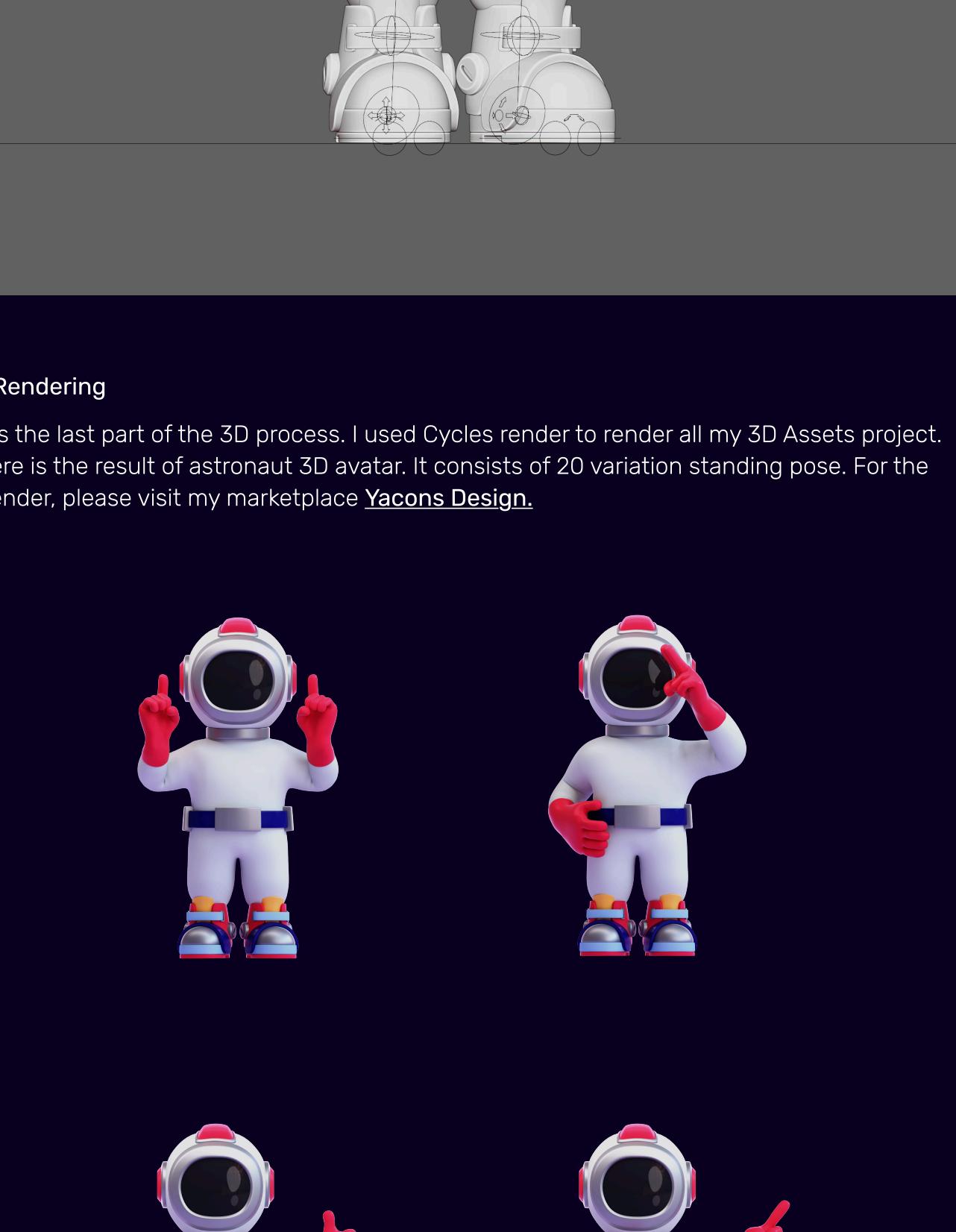
2.1. 3D Modeling

This step is where I hone my creativity and imagination in making 3d models from the references I've collected. The modeling of the astronaut 3d avatar starts from the head, body, hands, and shoes.

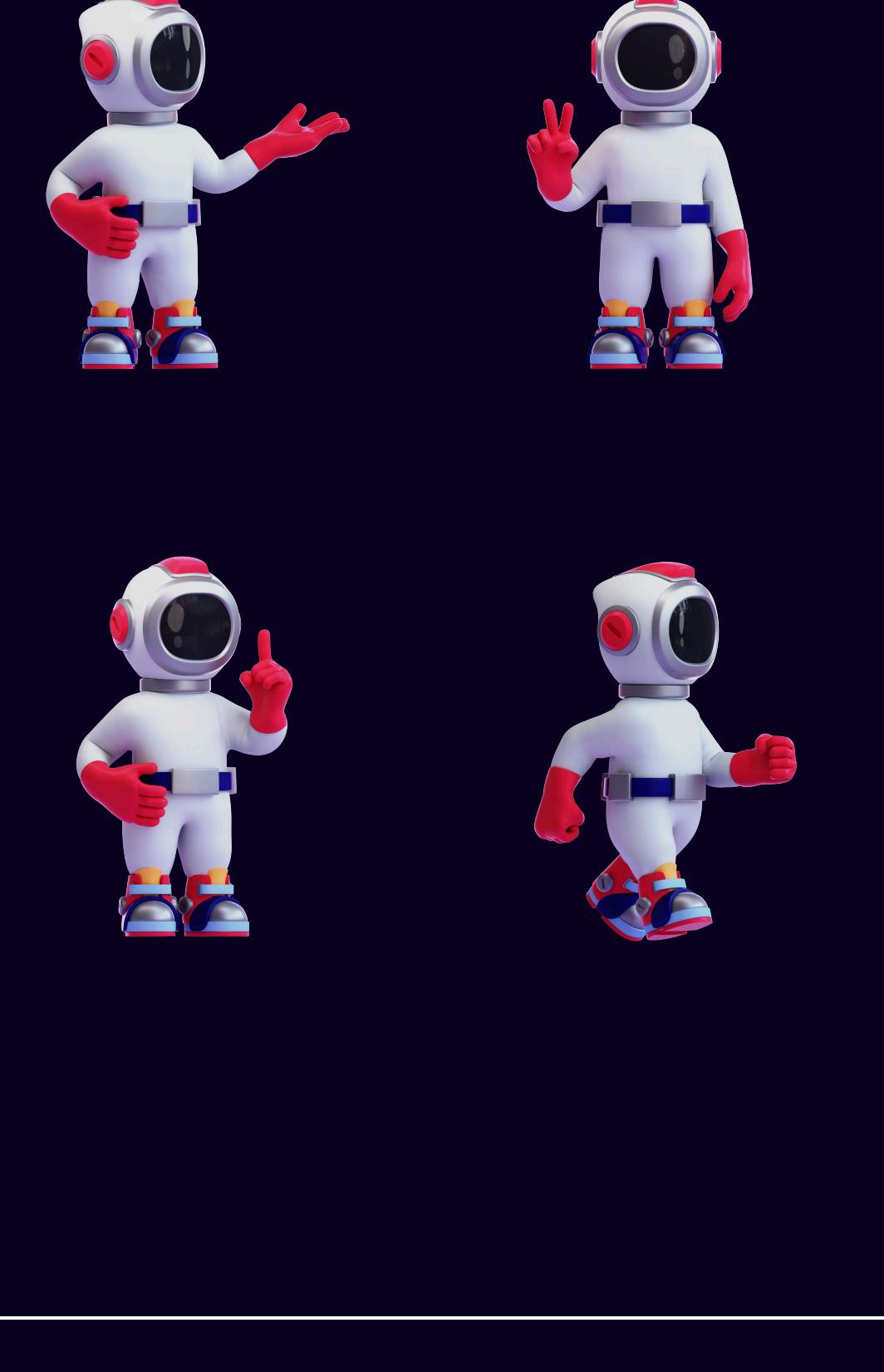
1. Head (Helmet)



2. Main Body



3. Hands



4. Shoes

2.2. Rigging

Rigging is a step to put a set of skeleton into character or any object we want to animate. This rig consists of a system of bones, joints, and control handles that animators use to pose and move the character. For this project I only wanted the astronaut avatar to pose. In Blender we can make own rig by adding single bone Armatures or using Blender add-ons like Rigify that I used in this project.

2.3. Posing the Astronaut Avatar

After attaching the 3D model to the skeleton, now I could pose my astronaut by transforming the bones. One thing I forgot to mention that Rigify has provide the rig within the IK (Inverse Kinematics) so I don't need to set it up manually. But, sometimes when I posing this avatar, there must be unusual part from mesh that stretched weirdly. To prevent this, I used Weight Painting to adjust the influence of each bone on the mesh. I assigned weights ranging from 0 (blue), meaning no influence, to 1 (red), meaning full influence, creating smooth transitions between bone movements.



2.4. Rendering

This is the last part of the 3D process. I used Cycles render to render all my 3D Assets project. So here is the result of astronaut 3D avatar. It consists of 20 variation standing pose. For the full render, please visit my marketplace [Yacons Design](#).

