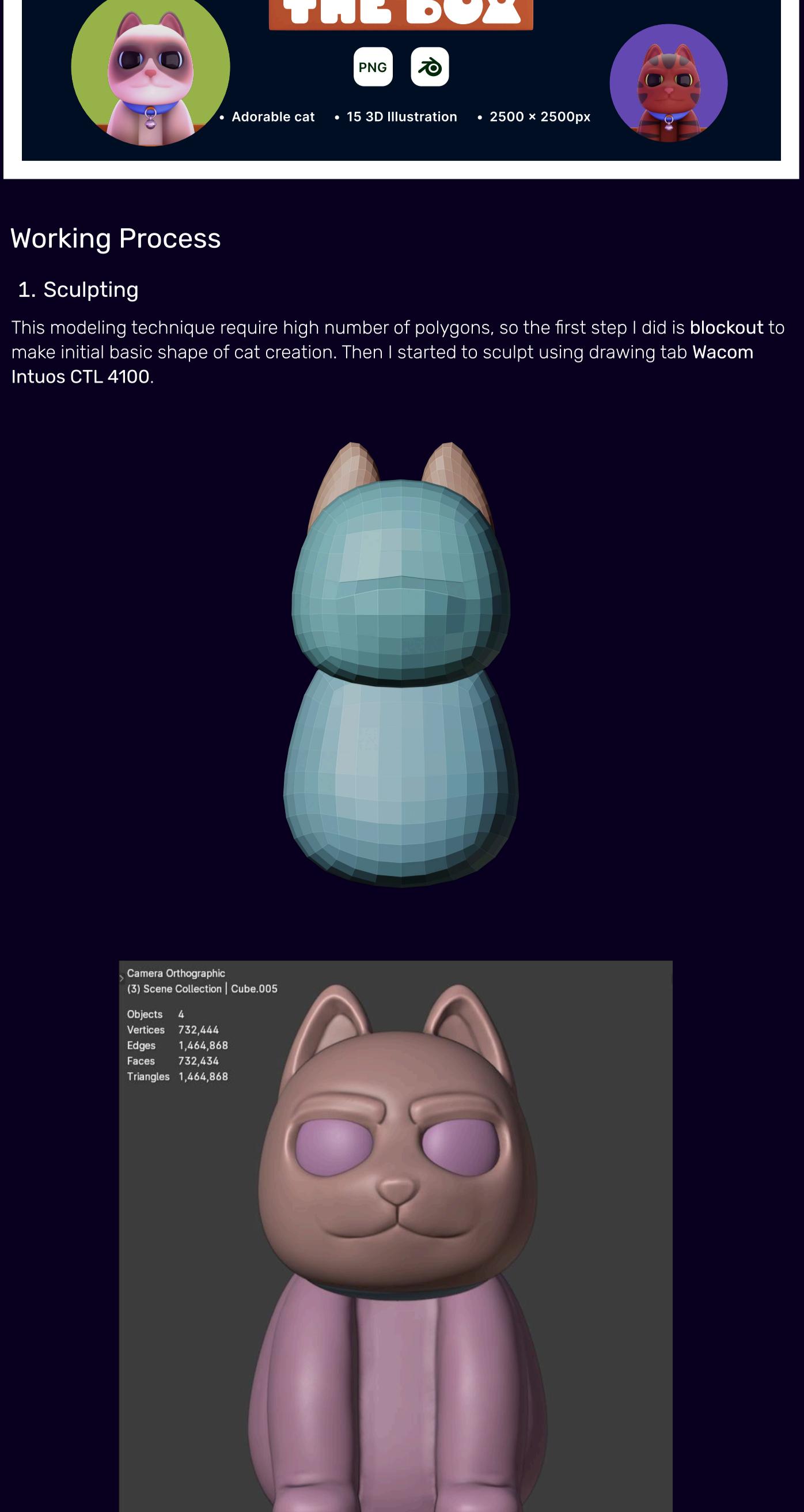


Adorable Cat 3D Illustration

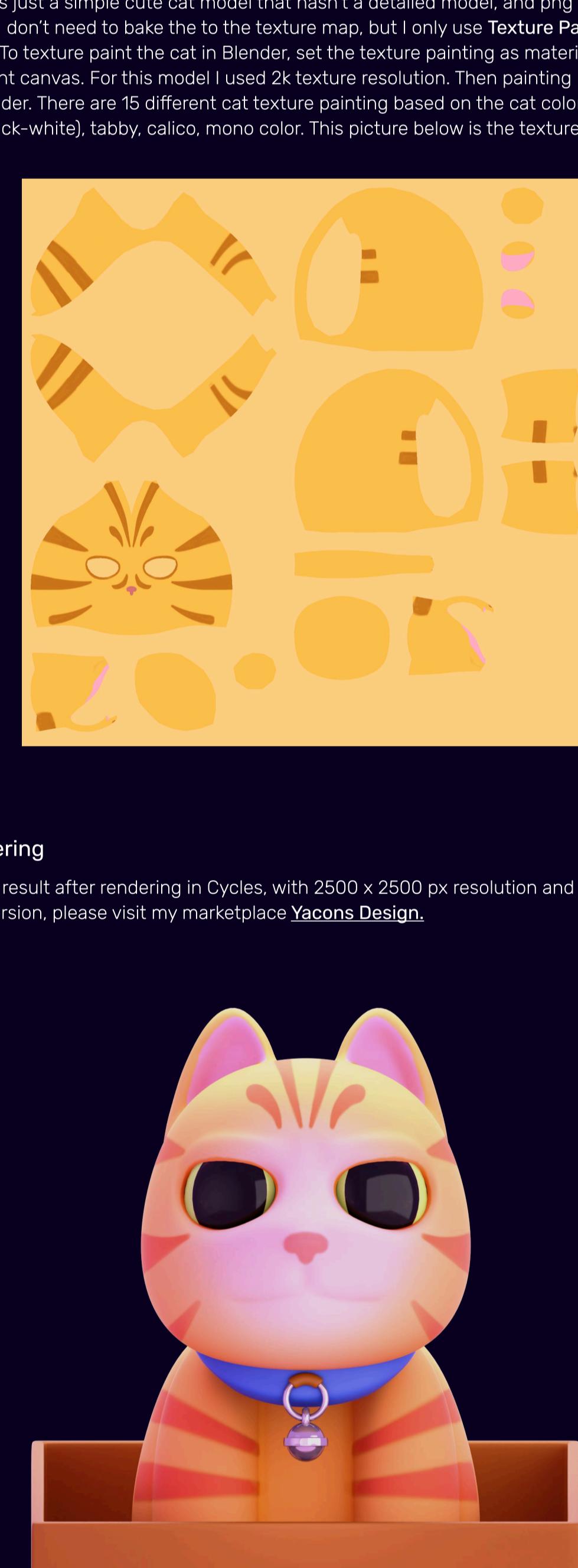
Project Highlight : Sculpting (Highpoly), Retopology (Lowpoly), UV, Texturing



Working Process

1. Sculpting

This modeling technique require high number of polygons, so the first step I did is **blockout** to make initial basic shape of cat creation. Then I started to sculpt using drawing tab **Wacom Intuos CTL 4100**.



2. Retopology

Retopology commonly used after sculpting high-poly models, by rebuilding a 3D's geometry to create a clean, optimized, and animation-friendly mesh. I did the retopology manually, using the Shrinkwrap modifier in Blender applied to the plane object with reference to the object sculpt.

3. UV Unwrapping

UV Unwrapping is a process to flatten our 3D model into a 2D layout (UV) U stands for horizontal and V for vertical, imagine it like peeling banana skin. In Blender to unwrap the 3D model, we need to place seam where the unwrapping will occur. Then Blender will cut the model along the seam then projecting it into the UV map. Make sure there's no stretching or overlapping part on it. The 2D layout from unwrapped model divided into several parts (UV island).

