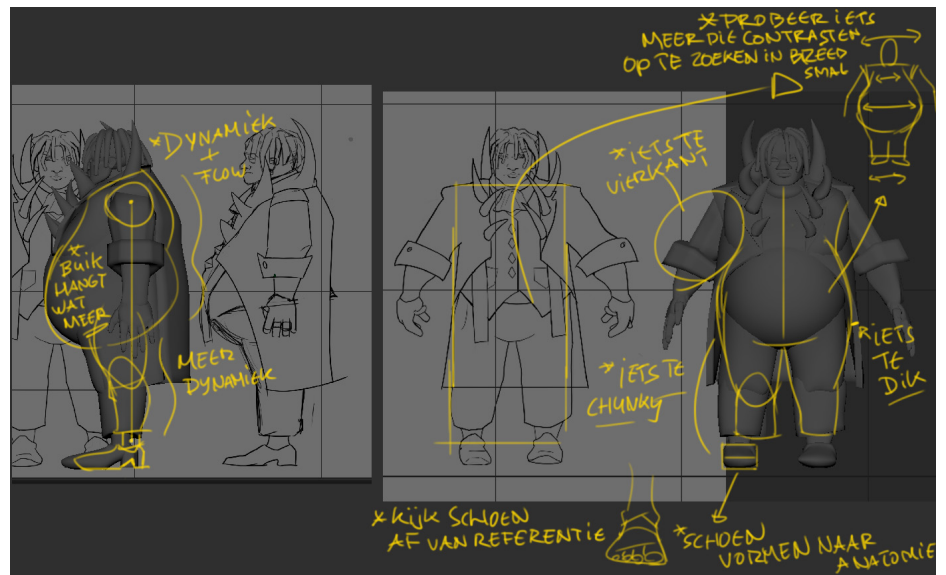
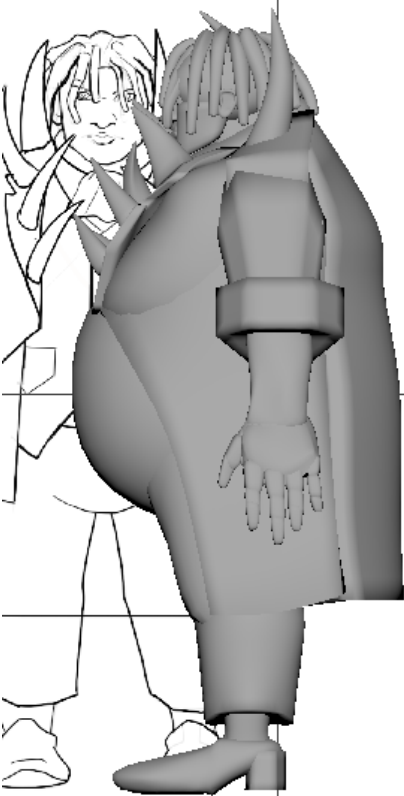
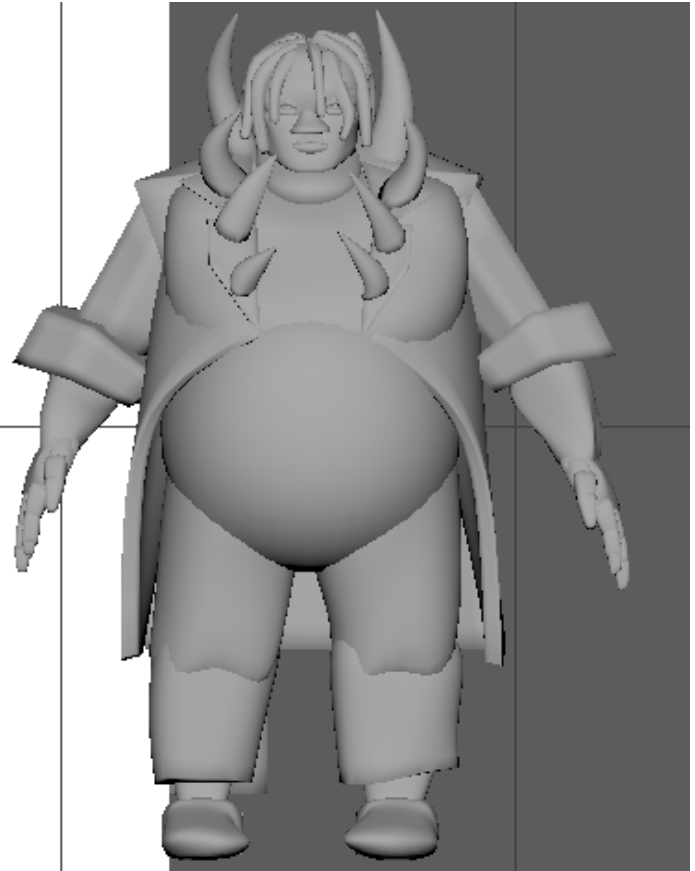
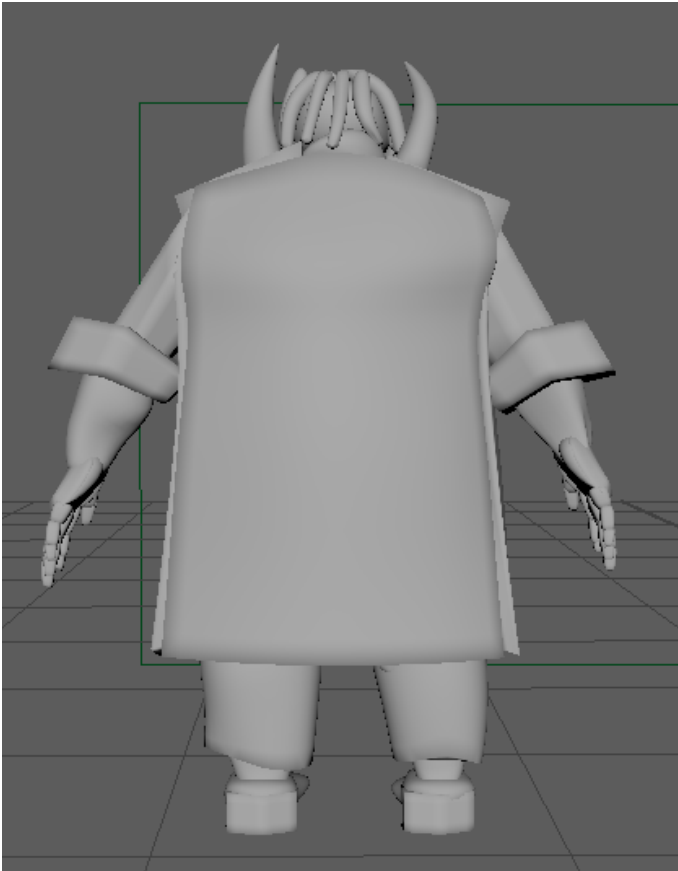


Production & implementation Periplus

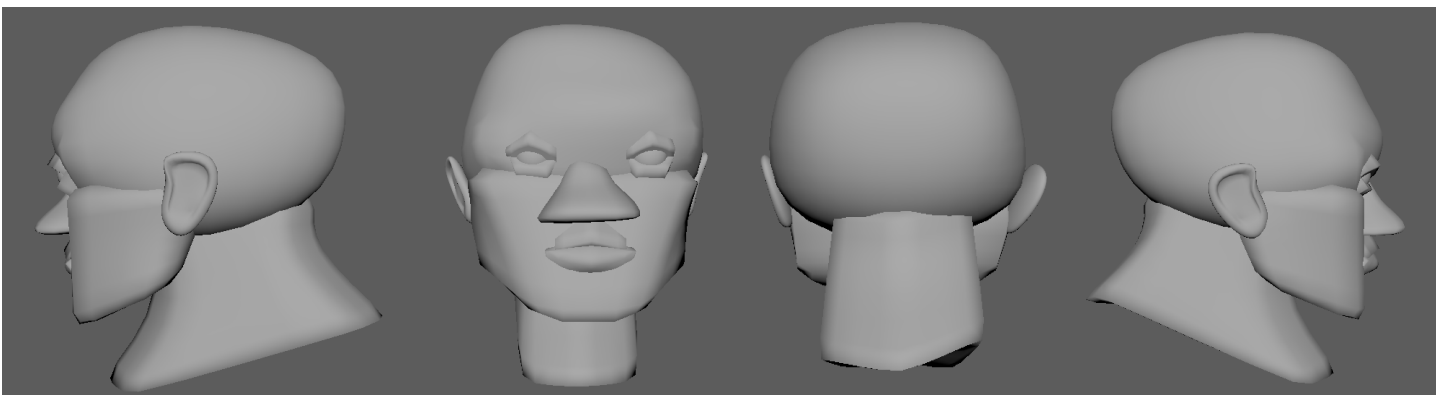
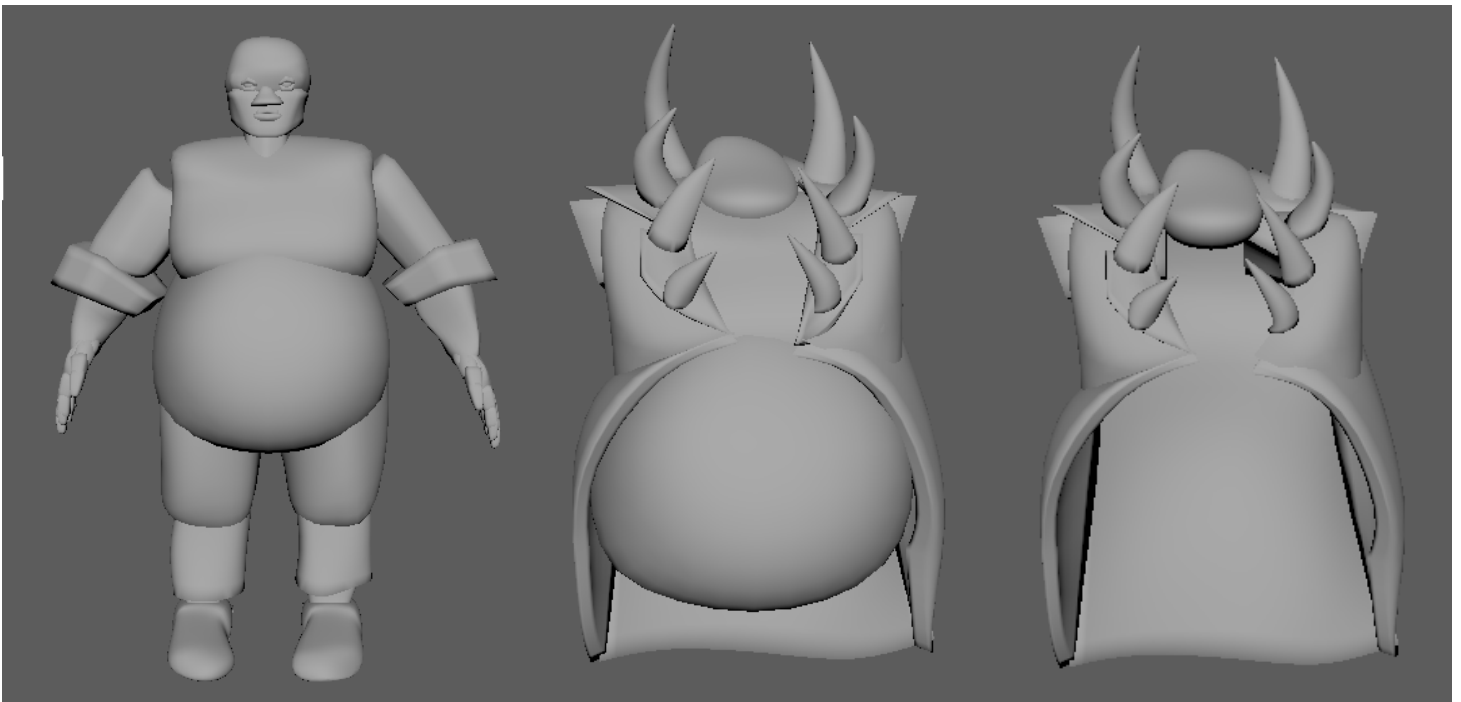
Kris de Haas

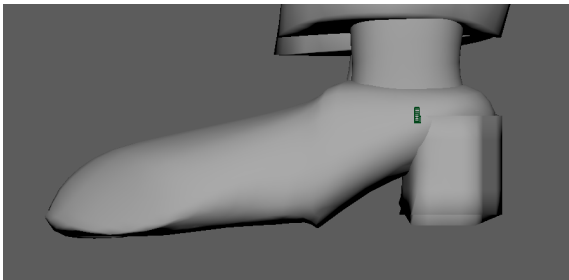
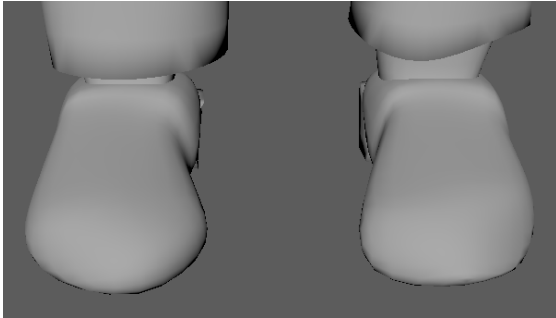
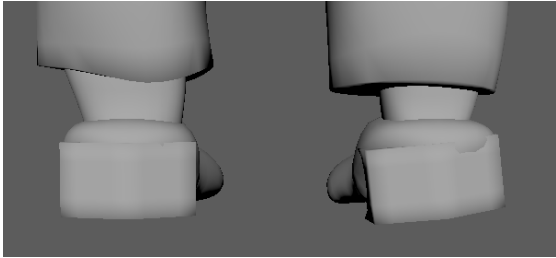
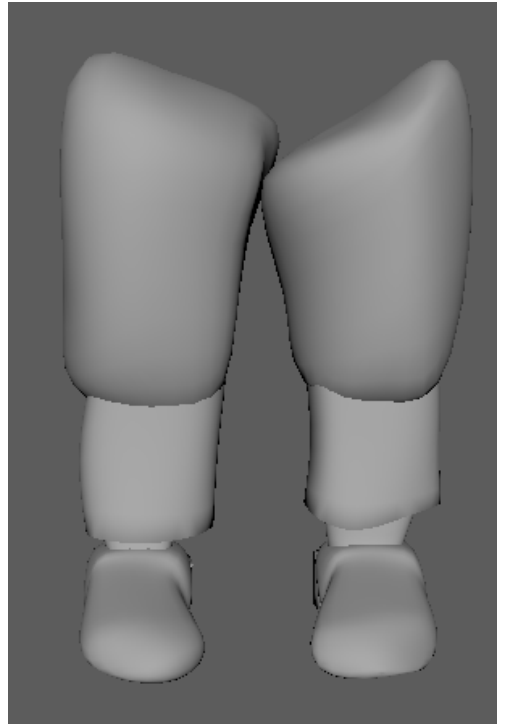
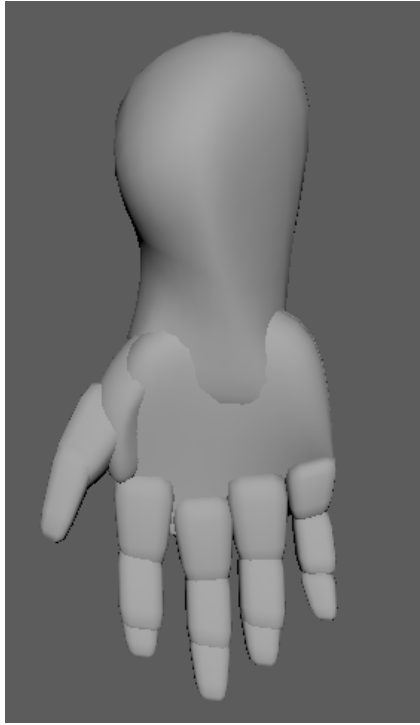
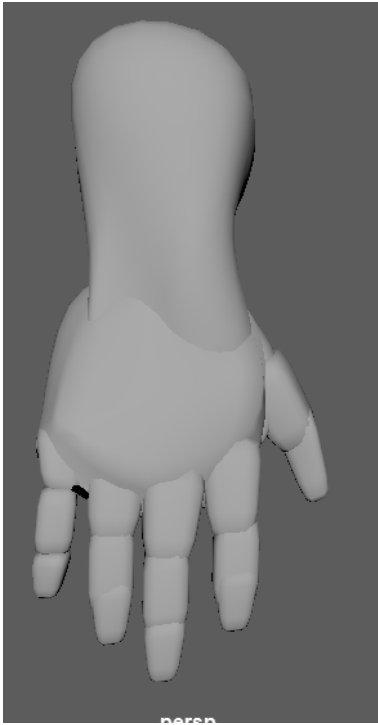
Blockout pre-feedback



Feedback van Meindert

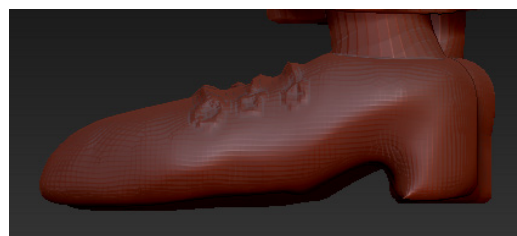
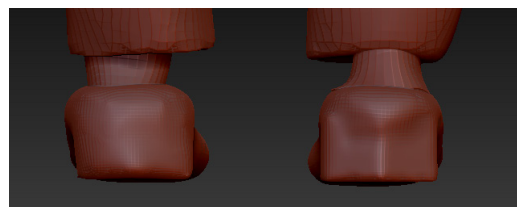
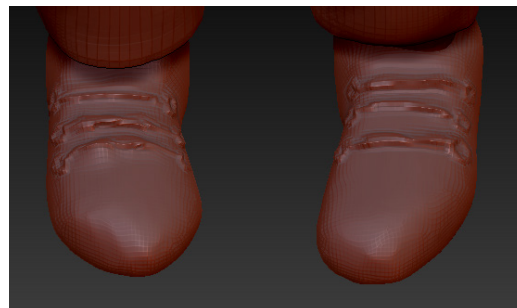
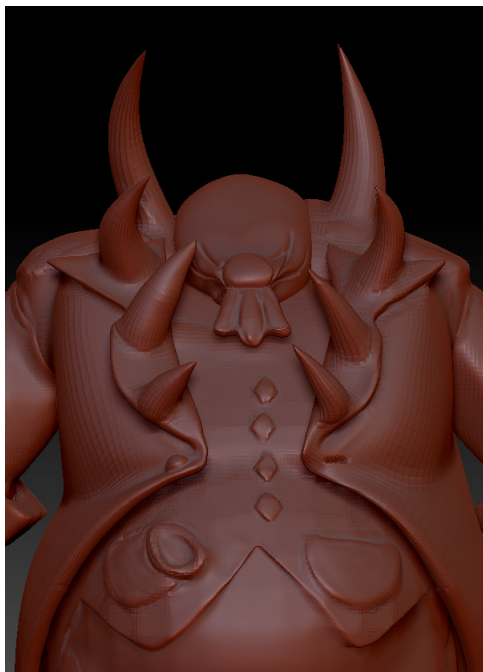
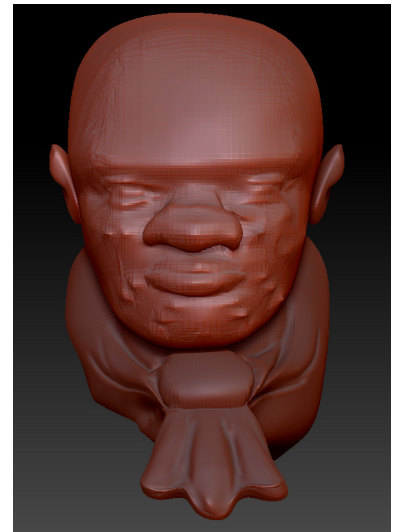
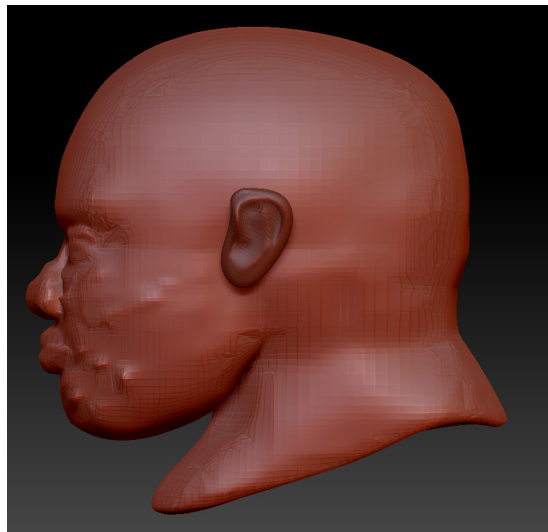
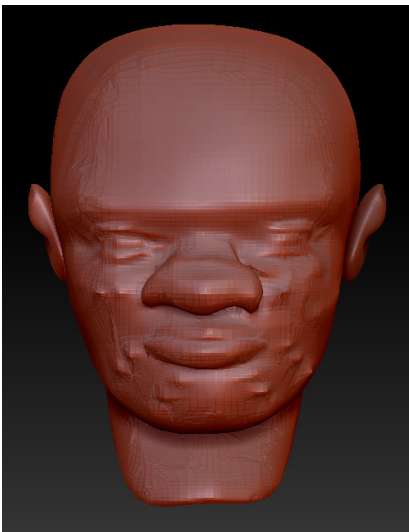
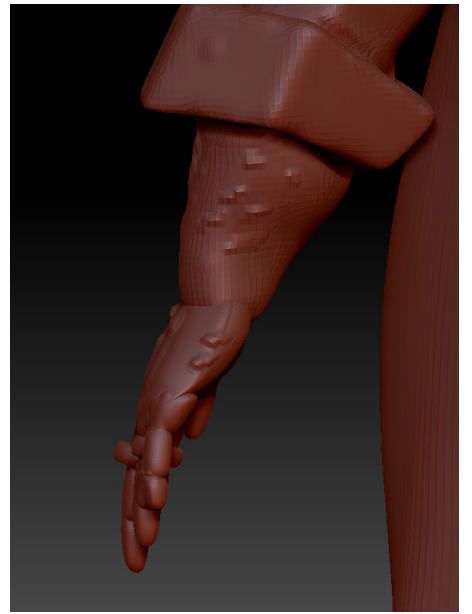
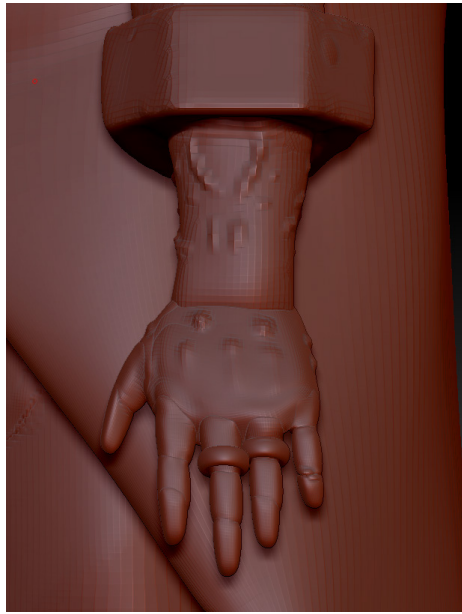
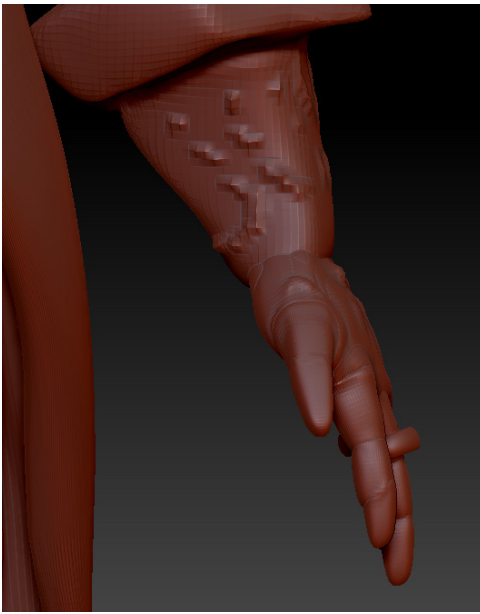
Blockout na feedback



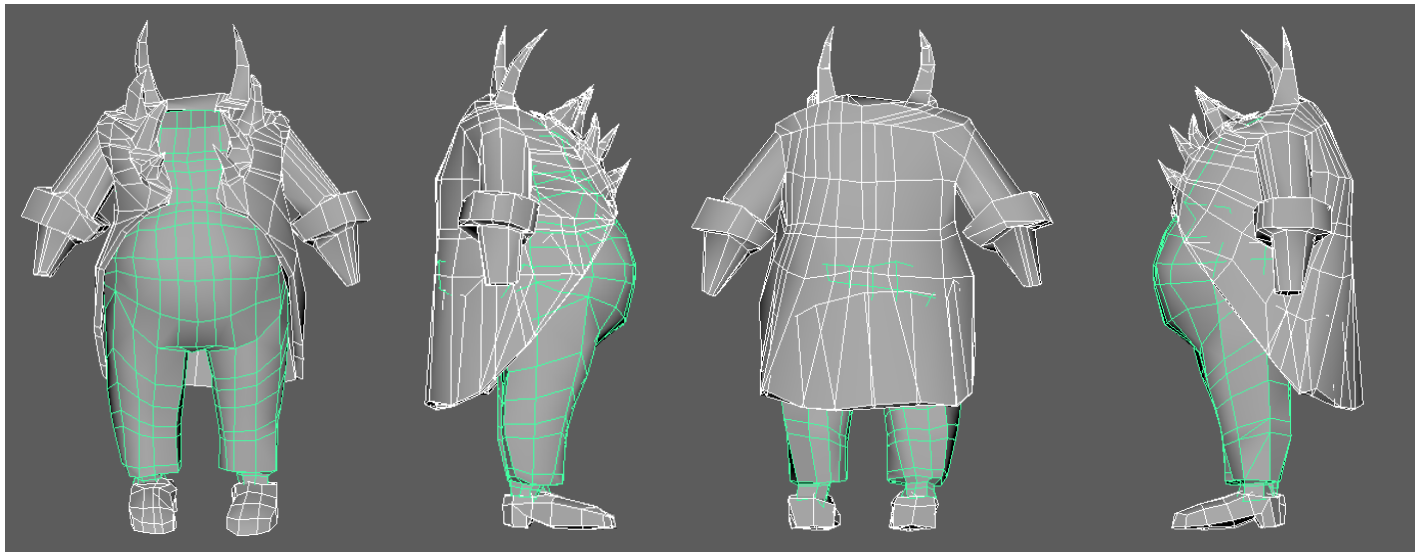
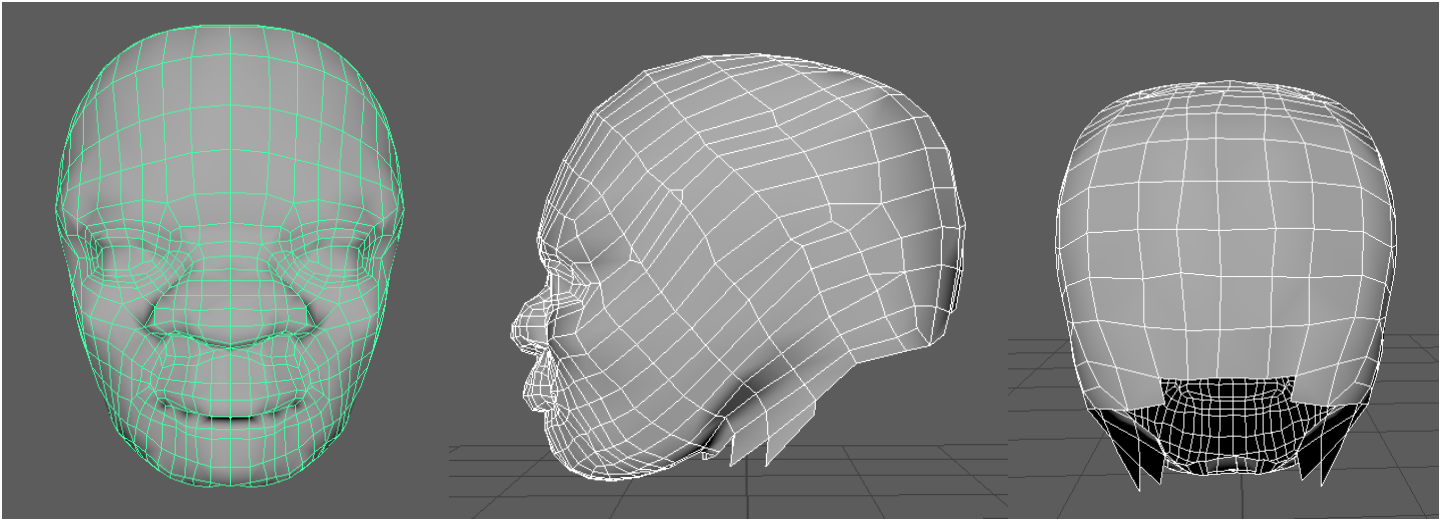


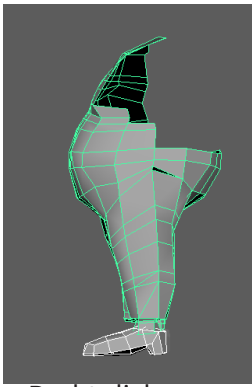
High-res sculpt



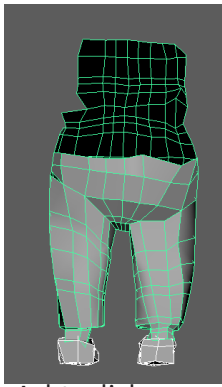


Retopo

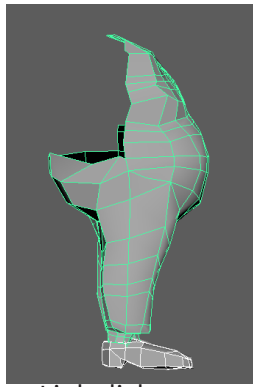




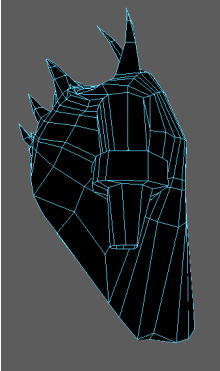
Rechts lichaam



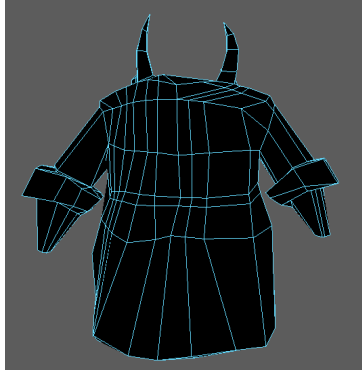
Achter lichaam



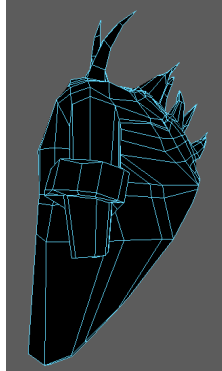
Links lichaam



Rechts Jas



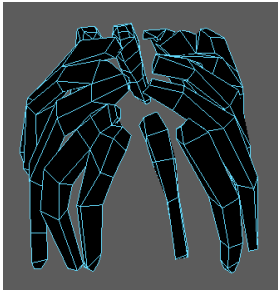
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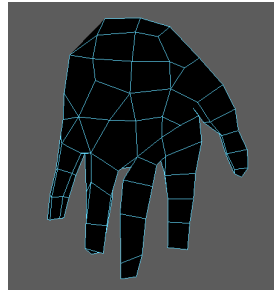
Links jas



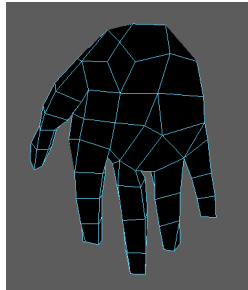
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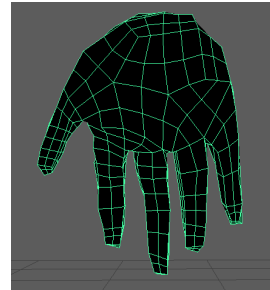
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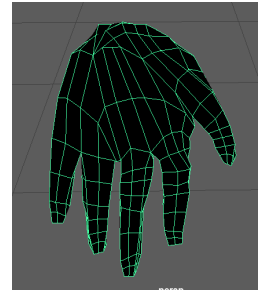
Binnenkant hand



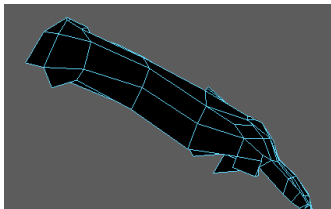
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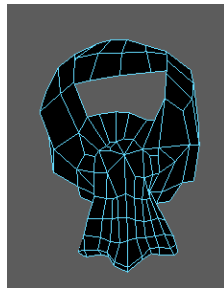
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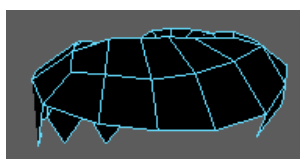
Buitenkant hand



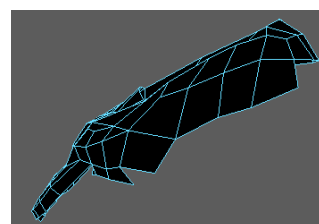
Cravat Links



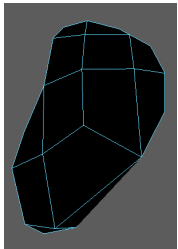
Cravat voor



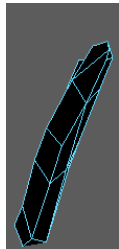
Cravat achter



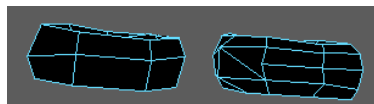
Cravat Rechts



Oor voor



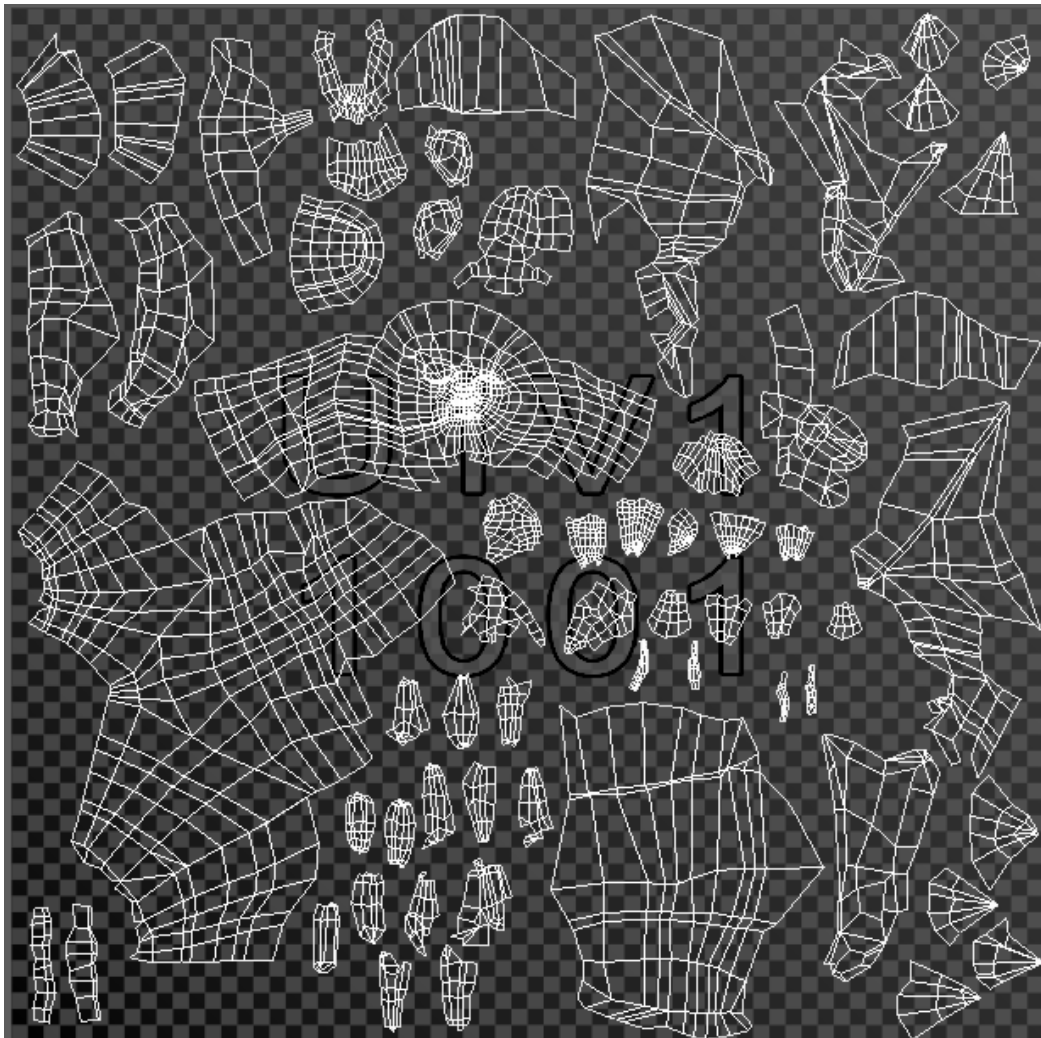
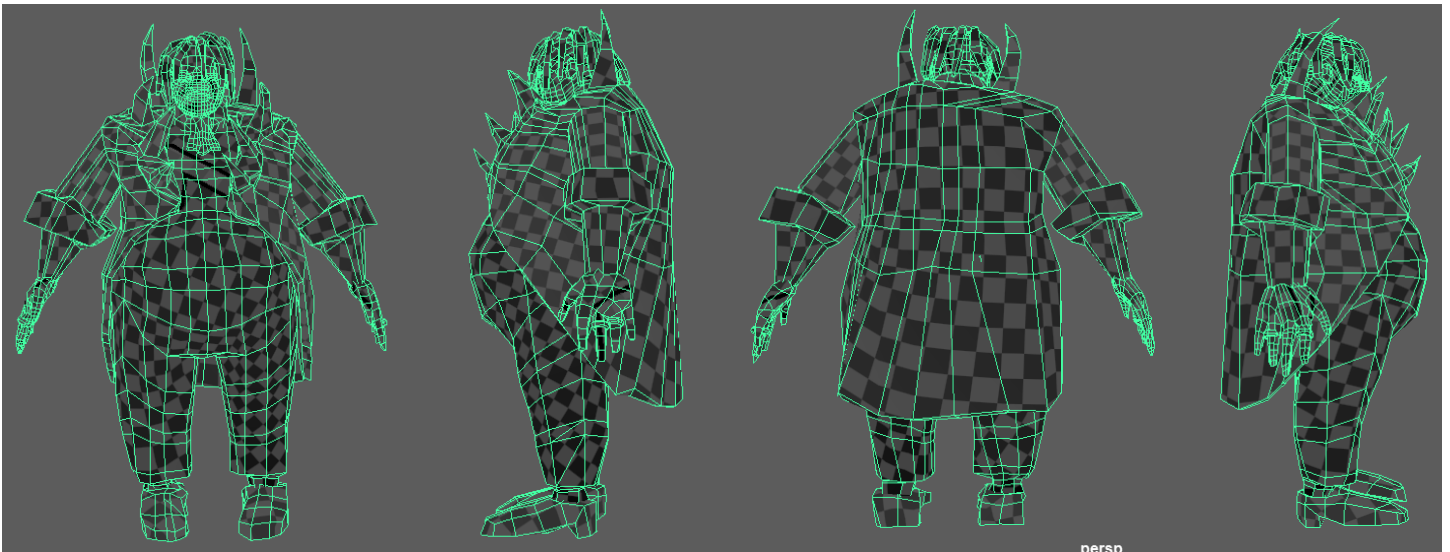
Oor zijkant



Ringen

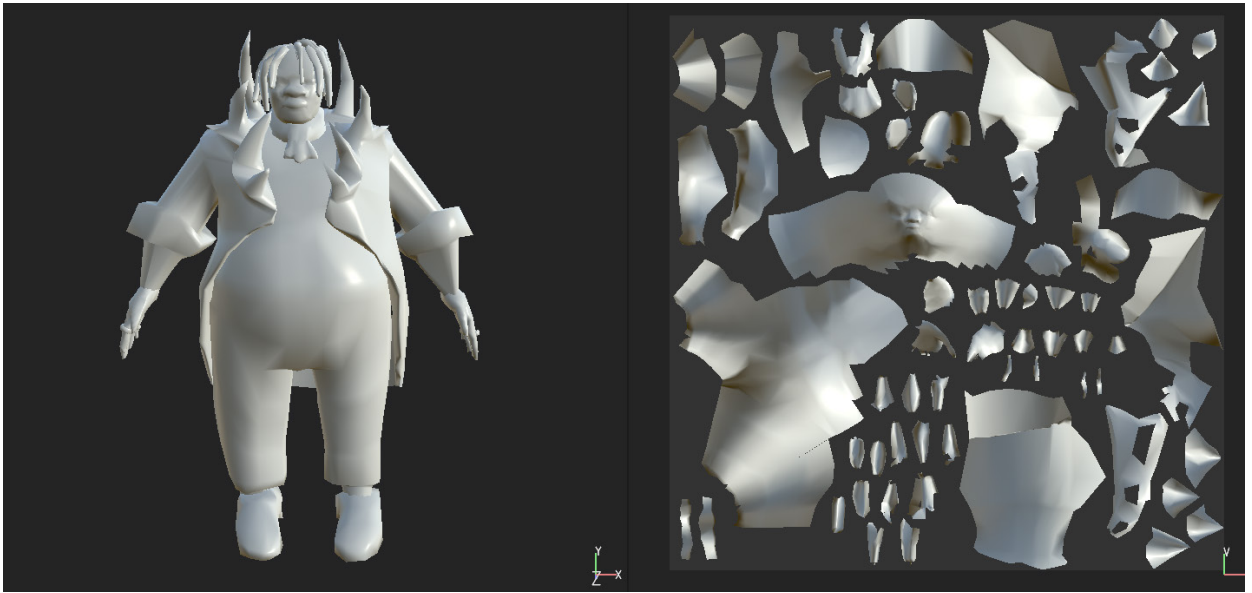


UV en Texturing

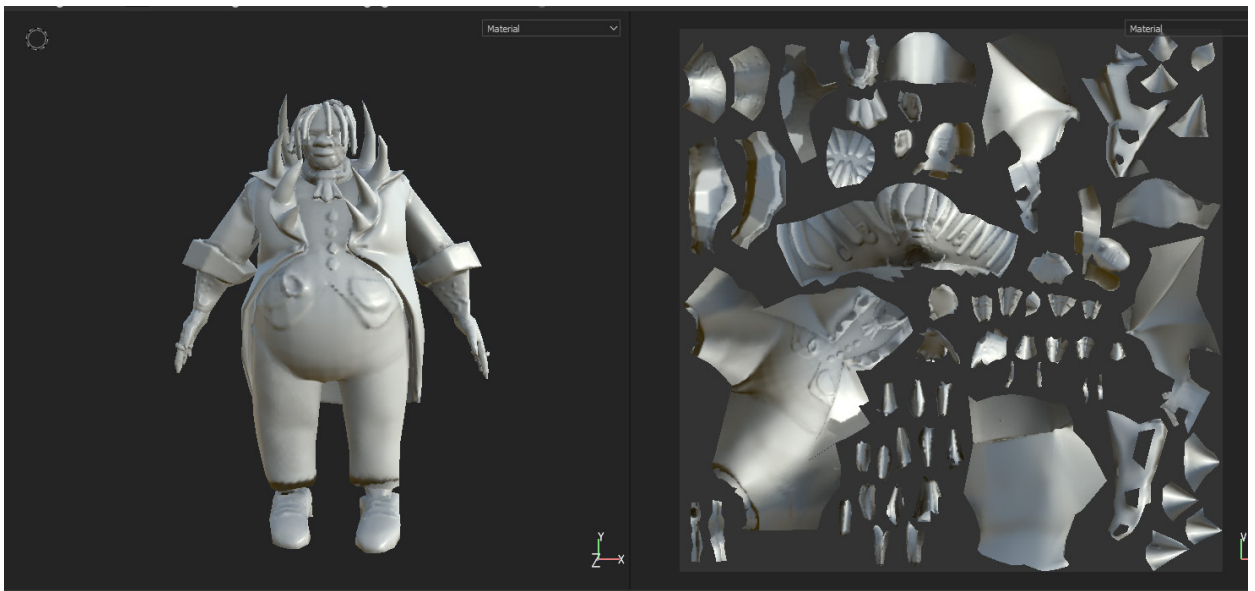


UV en Texturing

Low poly
in
Substance
painter



Gebakken



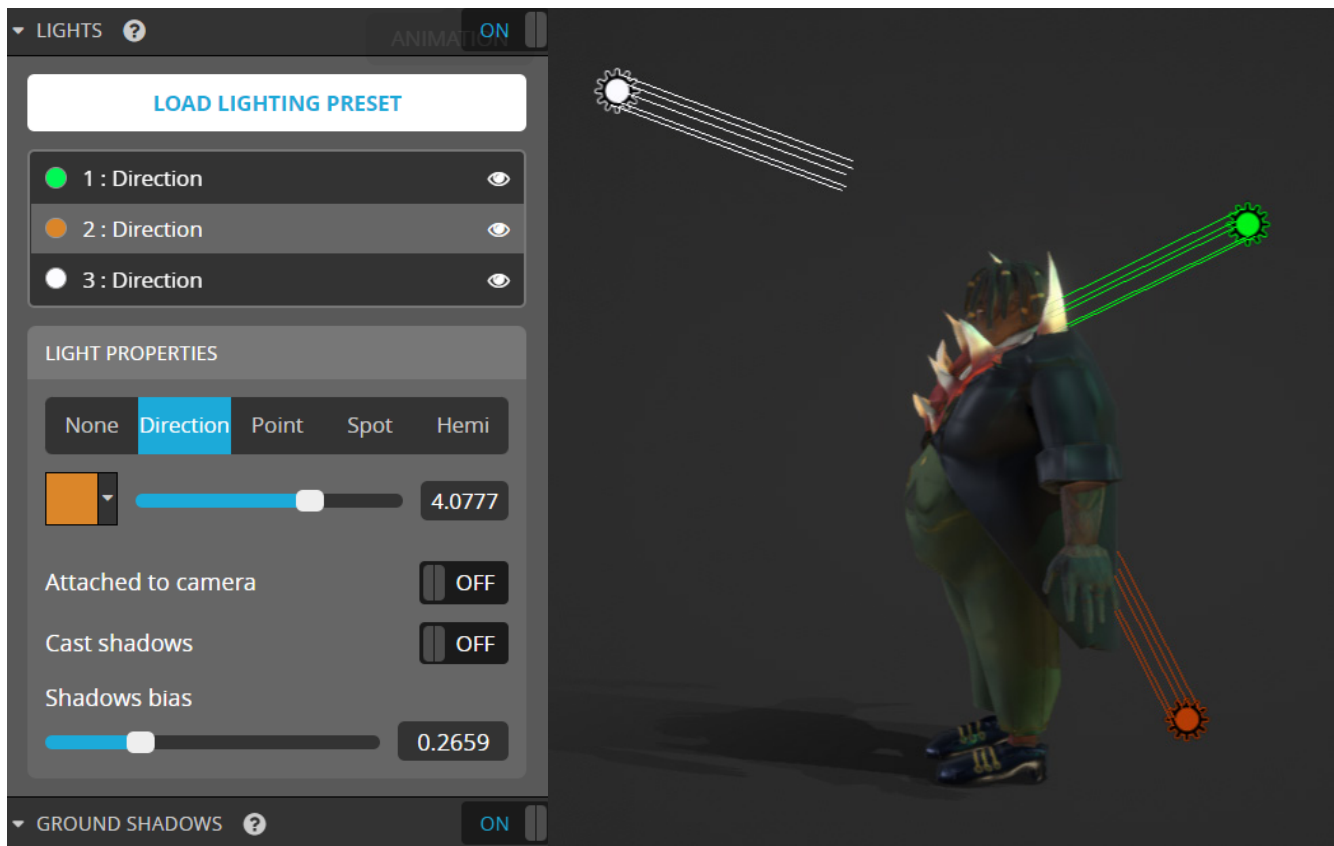


Final model



<https://sketchfab.com/3d-models/periplus-herkansing-4b7daad0b6f9408e-8ce036dc0a8deaae>

Belichting en post-processing



Met post-processing

Zonder post-processing