



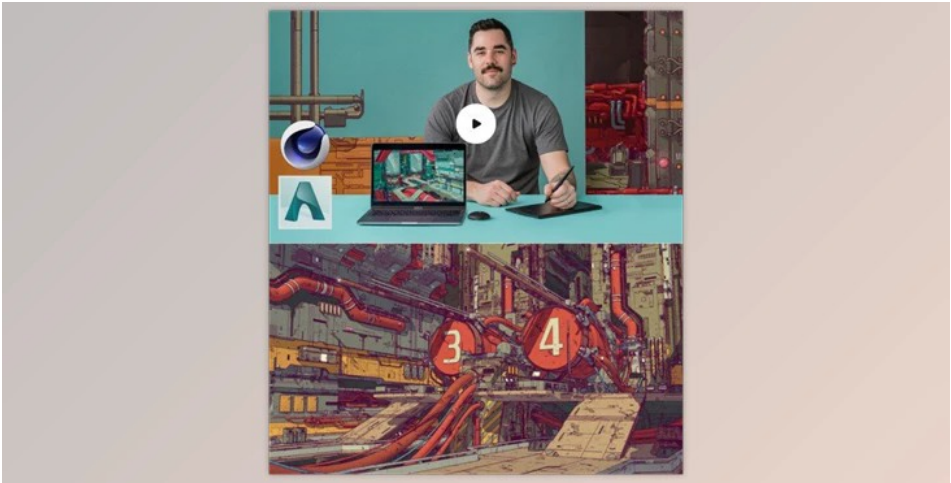
Domestika – 3D Toon-Style Environment Art with Arnold

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3D Toon-Style Environment Art with Arnold: Learn how to create models, render, and design high-detailed sci-fi scenes with a stylized appearance with Arnold, Photoshop, and Cinema 4D.

Visual art can take us into another world, from films and video games to images and illustrations; Calder Moore is a 3D artist specializing in the design of settings for these imaginary worlds. He has worked on projects in the gaming and animation industry. He has collaborated with clients such as Google, Wizards of the Coast, Atheris Entertainment, and The Royal Canadian Mint.

This online course teaches you how to make 3D renderings of environments with Cinema 4D and Arnold. Explore textures, shadows, lighting, and color to create an atmospheric sci-fi scene with a stylized appearance. Let viewers discover their imaginations with intricate digital artwork.

Begin with your instructor for the class, Calder Moore. Explore his unique journey as a 3D artist and his primary influences, ranging from fantasy and sci-fi and everyday living.

Look over the supplies needed for your final project, and then gather reference images to help you get inspired. Make a plan of your scene and sketch it on paper, focusing on the composition.

The next step is Calder shows you the fundamentals of Arnold and the best way to configure the toon shaders to create an appealing appearance. After setting up the rendering settings, you can begin modeling. Begin by blocking the scene, then building it piece-by-piece until you've completed it by adding detail and color as you proceed.

Then, export your created image to Photoshop for final touches. Calder offers suggestions to post your work online and tips for developing your style.

What's the course's assignment?

Create a 3D rendering that is detailed in a futuristic sci-fi setting.

Who do you think this online course is for?

Anyone who would like to know how to create stylized 3D environments for personal or professional projects.

Content:

- Introduction
- First Steps
- Establishing the Scene
- The Main Structure
- Postproduction
- Finalized project

OPERATING SYSTEM

- Windows 7 or later
- OSX 10.14 or later
- Linux with at least glibc 2.12 and
- libstdc++ 3.4.13 (gcc 4.4.7). This is equivalent to RHEL/CentOS 6

What is 3D Toon-Style Environment Art with Arnold



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Tutorial

"3D Toon-Style Environment Art with Arnold" likely refers to a course or educational program focused on creating 3D environments with a toon or cartoon-like aesthetic using the Arnold rendering engine.

Creating a 3D toon-style environment refers to the process of designing and building a three-dimensional digital setting or scene that is stylized to resemble the aesthetics commonly found in cartoons or animated series. This type of environment design often features exaggerated proportions, bold colors, and simplified shapes, giving it a playful and whimsical appearance.



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