# Robot Design: The Ultimate Concept art tutorials By Belhadj Ramzi

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**Robot Design: The Ultimate Concept art tutorials:** Are you looking to be a top concept artist for the game and film industry? Create unforgettable characters robots? This class is designed for you. I present to the students in this class my experiences designing robots using 3D or the photo bashing technique. This is the fastest and most efficient used for games and film. I will instruct you about how you can become a skilled artist, and I'll teach you tips and tricks from the inside of the field. This is the highest quality training course that I attempted to cover all in six hours of content.

**How to design a 3D robot?**

You can learn 3D design with "Robot Design: The Ultimate Concept Art Tutorials By Belhadj Ramzi" in the Tutorial.

**Where can I download the product?**

After subscription, You can download it for free from here.

## Gfx plugin details of Robot Design: The Ultimate Concept art tutorials By Belhadj Ramzi

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**In this class, we will study :**

- Storm brain ideas How do you prepare your thoughts about your character
- Find out the best way to choose the perfect image
- analyze light: we will be taught to analyze light for our art piece
- 3D sculpture We will be taught how to make the scalp a hard surface to make conceptual art
- kitbash application: we will find out about using Kitbash to improve our workflow
- Employing Alpha to add more details We will be taught how to utilize Alpha to provide details of our design
- using less geometry. We will be able to learn ways to convert our work and reduce the geometry of our design
- rendering layers; we will learn how the process of rendering materials with a critical shot
- Photograph-bashing our model: we will learn to include more details and complete the design using the photo-bashing technique.
- Including decals on our design: we will discover how to add decals to create a look for our design. made
- Weathering the model: learn to apply the texture in the models to create a realistic look and give the appearance of a natural background,
- including effects. We will be able to add effects such as smoke and other effects to our models
- we will learn how to use ZBrush, keyshot, photoshop, and many other things.

This class will require a basic understanding of Zbrush, keyshot, and Photoshop; although we will discuss the tools we will be using, and is simple to learn, even for novices

as a bonus, you will receive six Photoshop squares designed for hard surfaces, eight high kitbash pieces in an imm brush ready to be used with ZBrush in your project, and ten alphas that you can use in any project with a hard surface.

I hope you enjoy the class and it will help you become the artist you'd like to be.

**What you'll find out?**

- Designing concept art for robots for games and film
- 3D sculpting using ZBrush, the industry standard for Concept Art. Concept artists for games and films.
- Photoshop techniques for photo-bashing

**Included files**

- 1. Introduction
- 2. images of the project
- 3. Class Project
- 4. sculpting
- 5. sculpting robots arms
- 6. rendering
- 7. photoshop materials
- 8. photoshop bashing
- 9. refinement
- 10. final

**What is The Ultimate Concept art tutorials?**

There are many high-quality concept art tutorials available online that aspiring artists can explore to enhance their skills. Concept art involves creating visual representations of ideas, often for use in films, video games, animation, or other forms of visual storytelling.

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