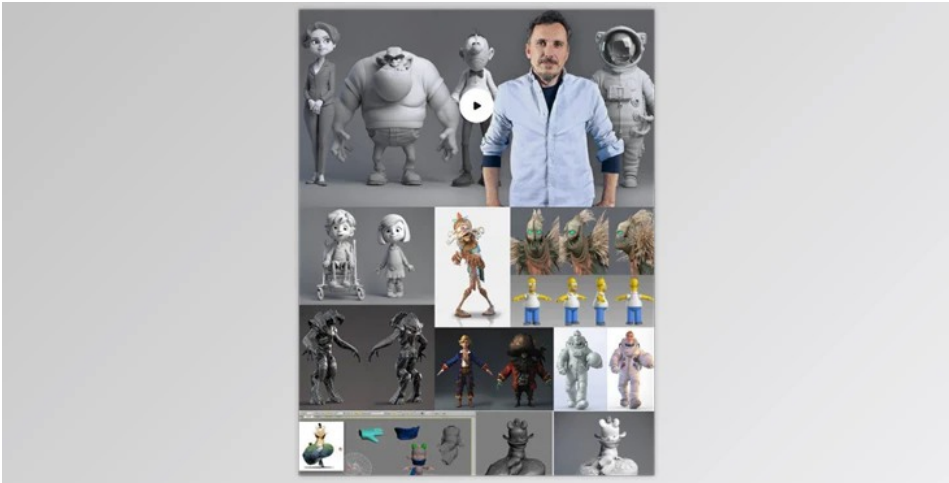


Domestika – Professional Modelling of 3D Cartoon Characters

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Professional Modelling of 3D Cartoon Characters: The character modeler Juan Solis has dedicated his career to the creation of numerous 3D cartoon characters in the last two decades, working with top studios such as Disney Animation, DreamWorks, Ilion Animation Studios, and Blur Studio on high-profile projects like Frozen, Trollhunters, Spiderman, and Tadeo Jones.

How to create the artistic part of the characters and turn it into an animated show?

You can learn how to create an animated show with the "Domestika – Professional Modeling of 3D Cartoon Characters" tutorial.

Where can I download the product?

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

Gfx plugin details of Domestika – Professional Modelling of 3D Cartoon Characters

The product is in the **Tutorial category**, for more information about this post you can click on the home page link in the sidebar.

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If there's a thing he's discovered through his experience, there are significant distinctions between creating 3D characters as a personal project and modeling them for actual production. In the course, Juan shows you how to create characters with the help of the art department and then prepare for their role in a sweeping animated show.

Start by learning about Juan Solis's work and inspirations as he takes you on a tour of his work and the artists who have inspired him.

Learn to read a short and find sources to establish the style and the feel idea and sketch out your first sketch on your persona.

Start modeling by blocking the basic shapes of your character, making sure the proportions are correct. The next step is to move on to the sculpting process to give more details to your character's shape and posture.

After you've completed this initial step, you can prepare a presentation for your client, including an animation of the turnaround and a variety of images of the character from various perspectives.

Then, look at the more technical details, and make corrections to the topology of your character and UVs in preparation for painting.

To tie everything in, Juan Solis provides tips for professionally designing your 3D cartoon characters.

What is this course's assignment?

Create the 3D model, from the first concept to the final pose, and prepare it for animation.

Who do you think this online course is for?

Creators and designers with previous modeling experience wish to master the workflow in creating 3D characters for any professional work.

Materials and requirements:



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It is necessary to have a computer that runs 3D modeling programs (such as 3ds Max, Maya, or Blender) and ZBrush, along with basic knowledge of this software. A tablet for graphics is highly recommended.

Course Content

- 01. Presentation
- 02. Influences
- 03. Briefing
- 04. Search for references and look and feel
- 05. The lace
- 06. Detailed and sculpted I
- 07. Detailed and sculpted II
- 08. Landed
- 09. Render and presentation to the client
- 10. Final topology
- 11. Uvs for production
- 12. Analysis of the work done and advice
- 13. Final project

What is Domestika – Professional Modelling of 3D Cartoon Characters?

In the course "Professional Modeling of 3D Cartoon Characters" by Juan Solis on Domestika, participants embark on a fascinating journey through the world of character design with insights from a seasoned artist who has contributed to renowned studios like Disney Animation and DreamWorks.



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