



Closeup Render

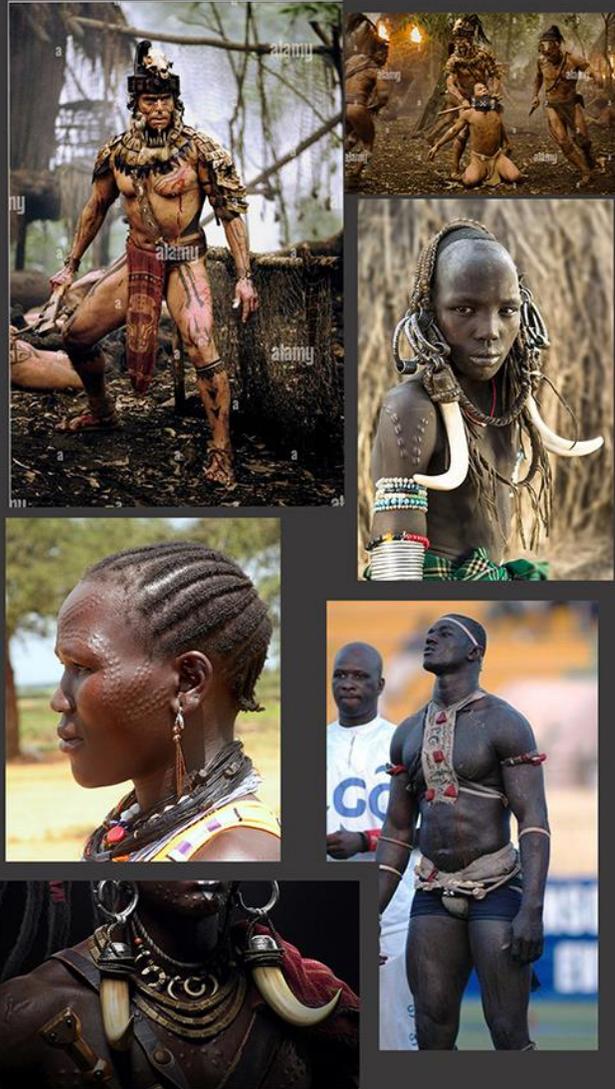


Character-360 View



Mood Board

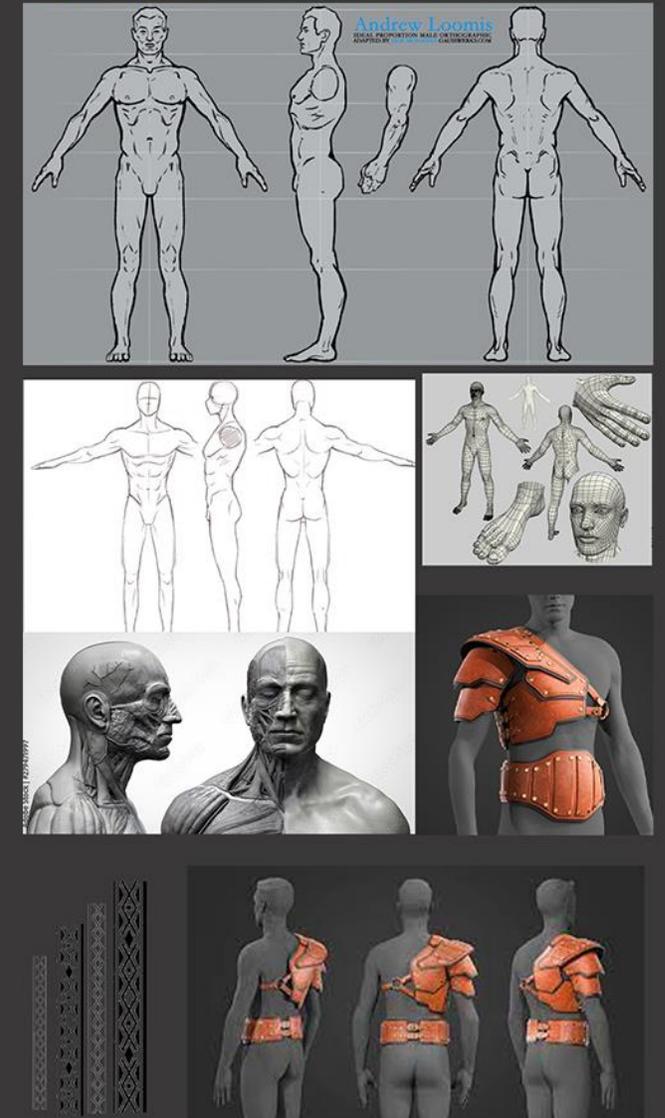
Character Concept



Weapons



Body Reference



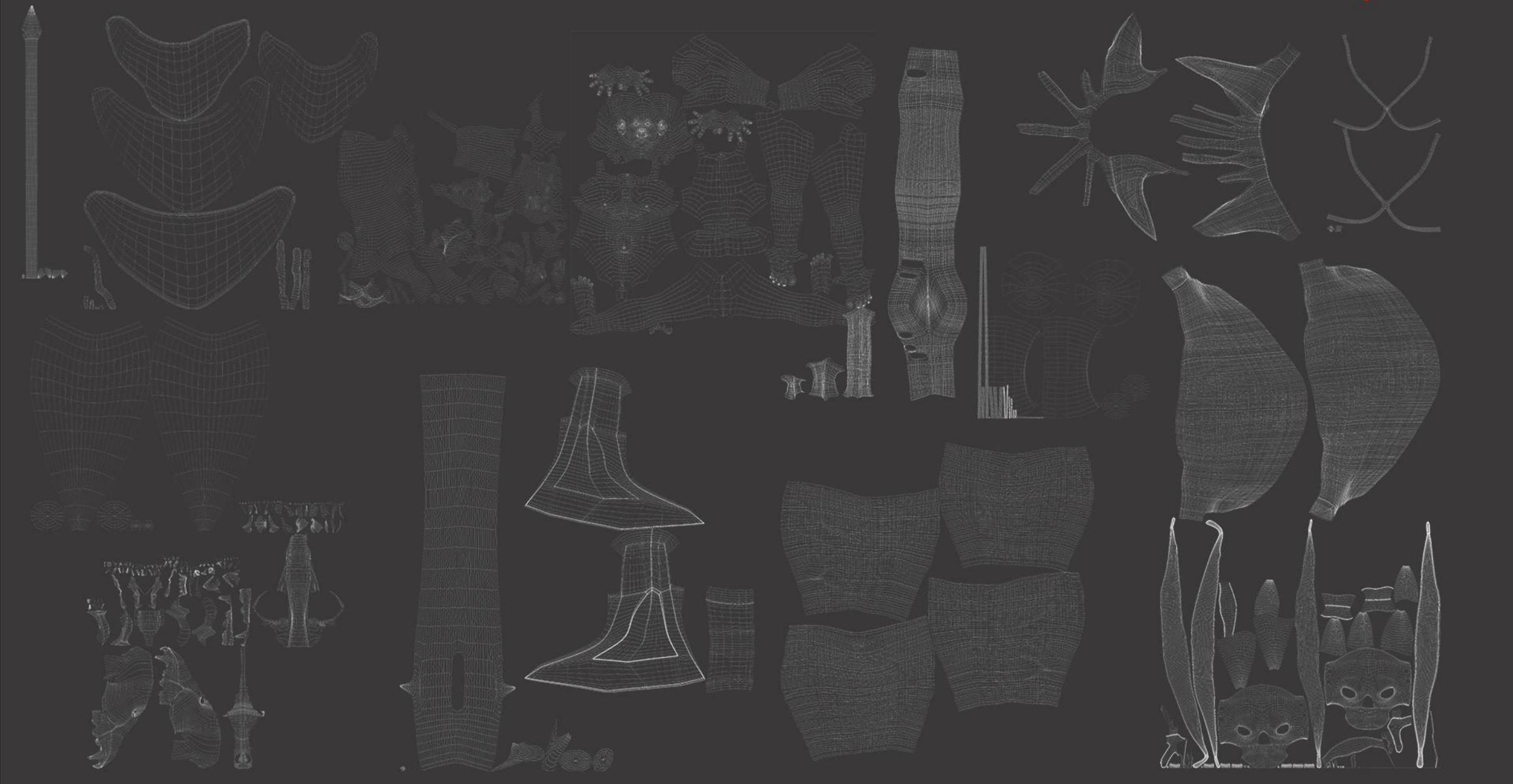
| | | | |
|--------|---------|---|---|
| Verts: | 816885 | 0 | 0 |
| Edges: | 1631279 | 0 | 0 |
| Faces: | 814741 | 0 | 0 |
| Tris: | 1629723 | 0 | 0 |
| UVs: | 871572 | 0 | 0 |

Symmetry: Object X

Wireframe on Shaded



UV Template



Title
Click and drag to reposition window.
Not active when ZBrush window is already maximized.

Edit Draw Move Scale Rotate A Mrgb Rgb M **Zadd** Zsub Zcut Focal Shift 0 Dynamic ReplayLast ReplayLastRel AdjustLast 1 ActivePoints: 2.821 Mil TotalPoints: 5.642 Mil

Rgb Intensity Z Intensity 25 Draw Size 64

Standard

Dots

Alpha Off

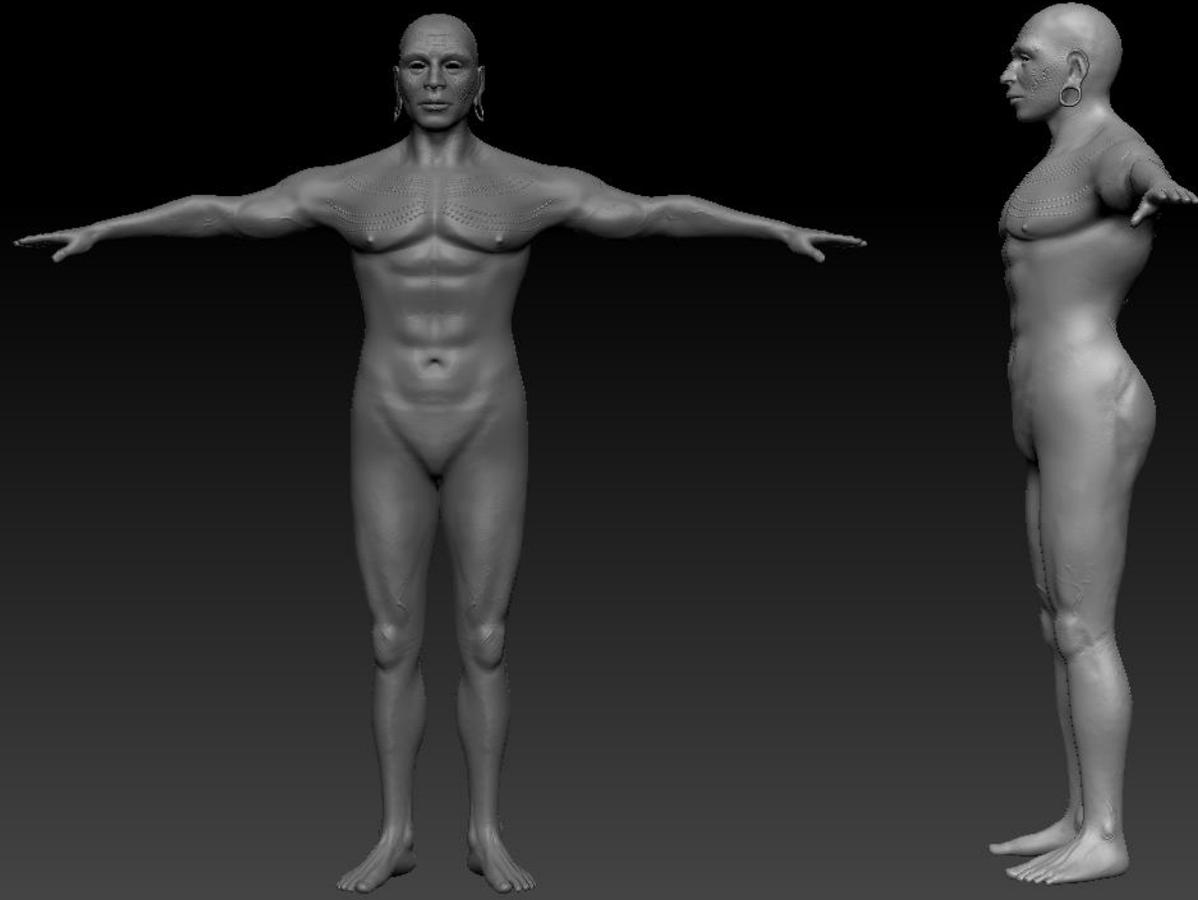
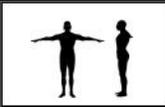
Texture Off

MatCap Gray

Gradient

SwitchColor

Alternate



Zbrush Sculpt

PolyMesh3D_1 SimpleBrush

2

polySurface55

Subtool

Visible Count 7

V1 V2 V3 V4 V5 V6 V7 V8

polySurface55

polySurface56

BPR

SPix 3

Scroll

Zoom

Actual

AAHalf

Persp

Floor

L.Sym

Frame

Move

zoom3D

Rotate

Line Fill

PolyF

Transp

Dynamic

Solo

Xpose

List All

New Folder

Rename AutoReorder

All Low All High

All To Home All To Target

Copy Paste

Duplicate Append

Delete Del Other

Del All

Split

Merge

MergeDown MergeSimilar

MergeVisible Weld Uv

Boolean

Bevel Pro

Align

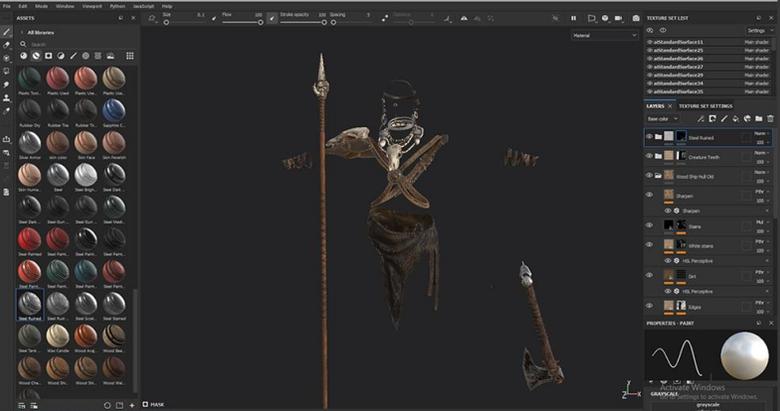
Project

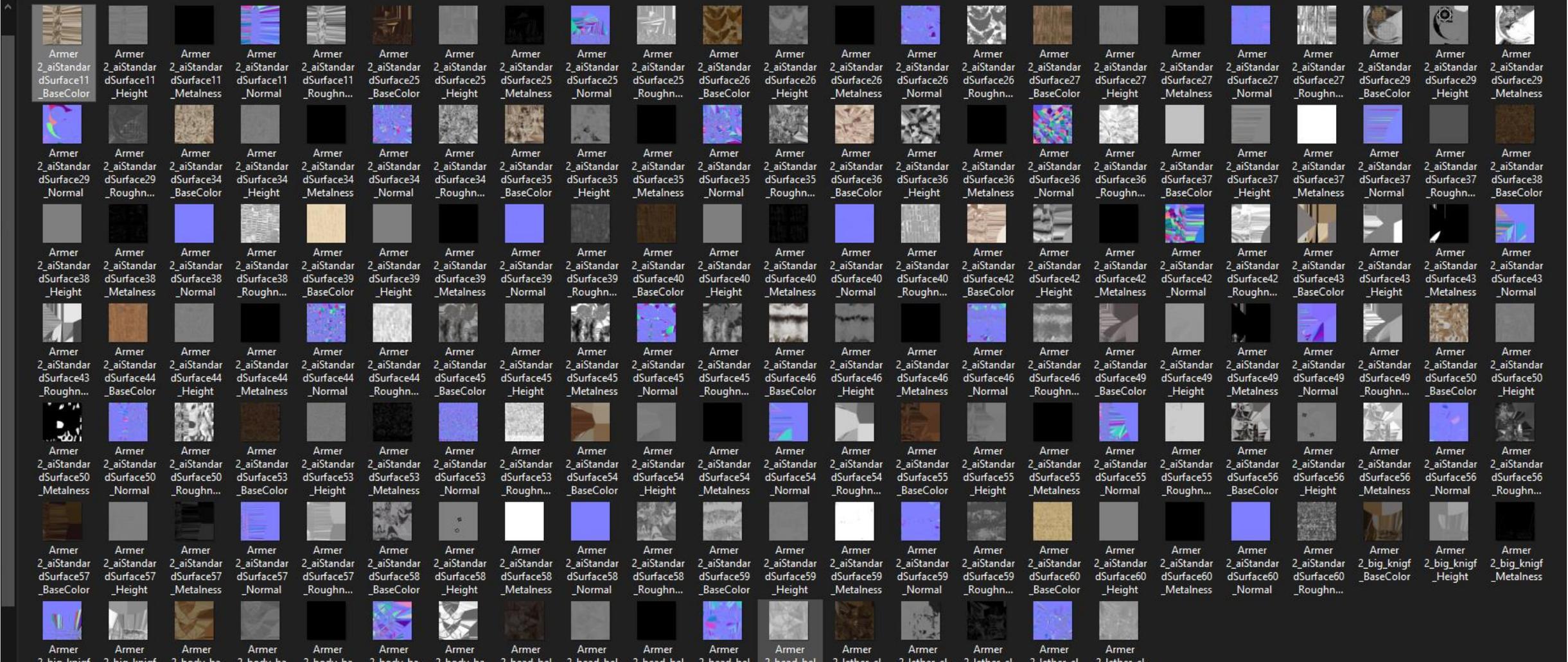
Project BasRelief

Extract

Activate Windows
Go to Settings to activate Windows.

Screen Shot Substance painter





Item type: PNG File
 Dimensions: 4096 x 4096
 Size: 1.57 MB

Activate Windows
 Go to Settings to activate Windows.