



Main Pose

Effect Result



Atmosphere



Lighting



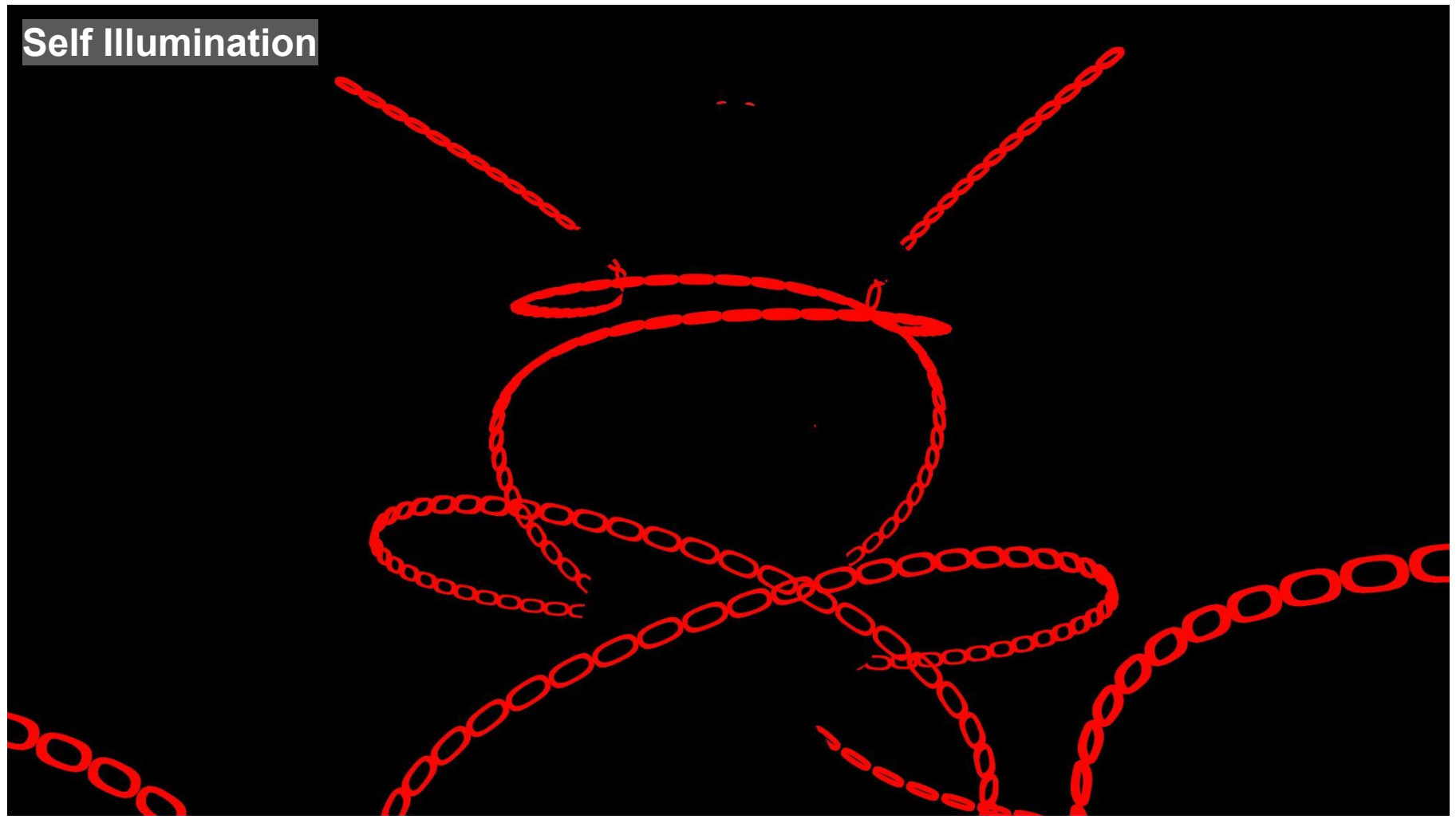
Specular



Normal



Self Illumination





Front & 2/3 Front



$\frac{2}{3}$ Back



Back

Close up Shots











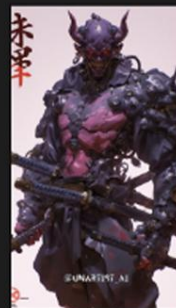
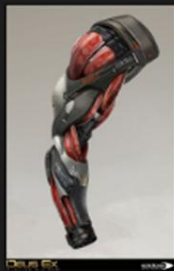




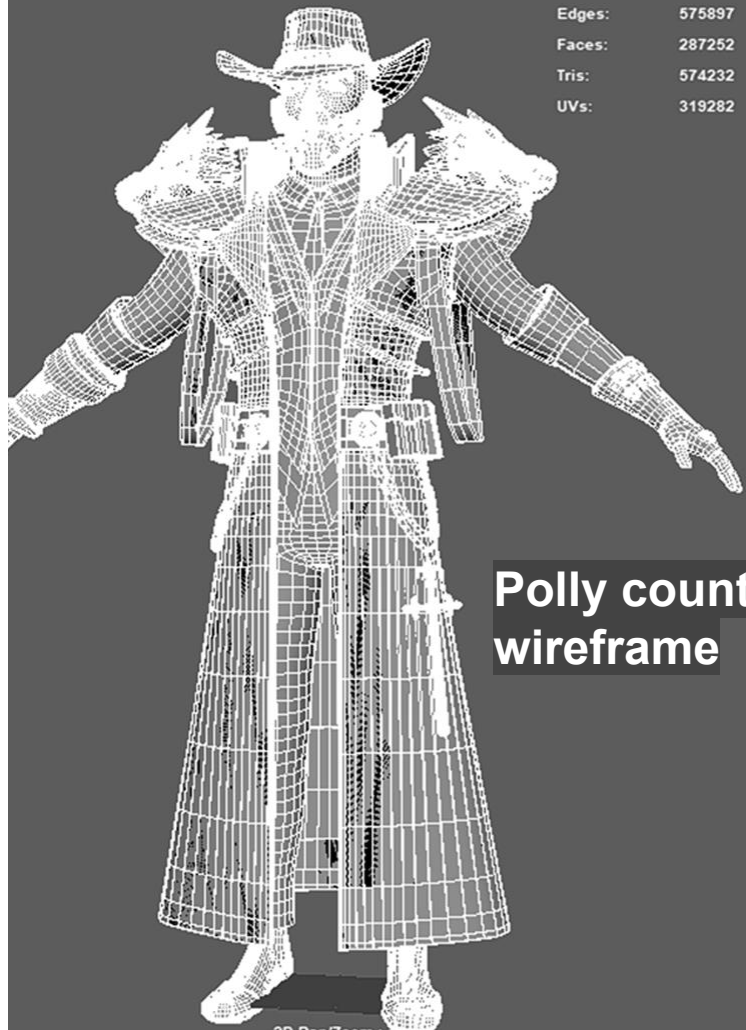




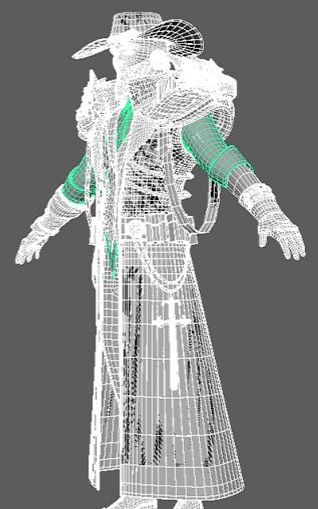
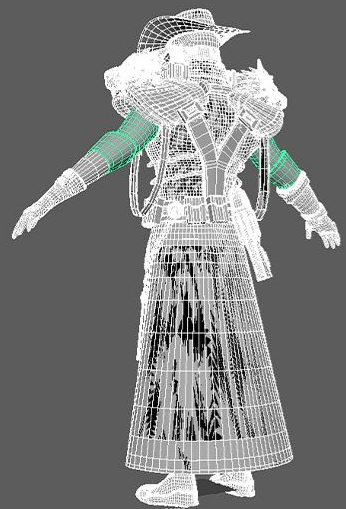
Mood board



Verts:	288678	288678	0
Edges:	575897	575897	0
Faces:	287252	287252	0
Tris:	574232	574232	0
UVs:	319282	319282	0



Polly count & wireframe



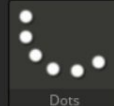
2D Pan/Zoom : persp



Zbrush
Screenshot



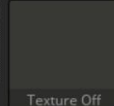
Standard



Dots



Alpha Off



Texture Off



MatCap Gray

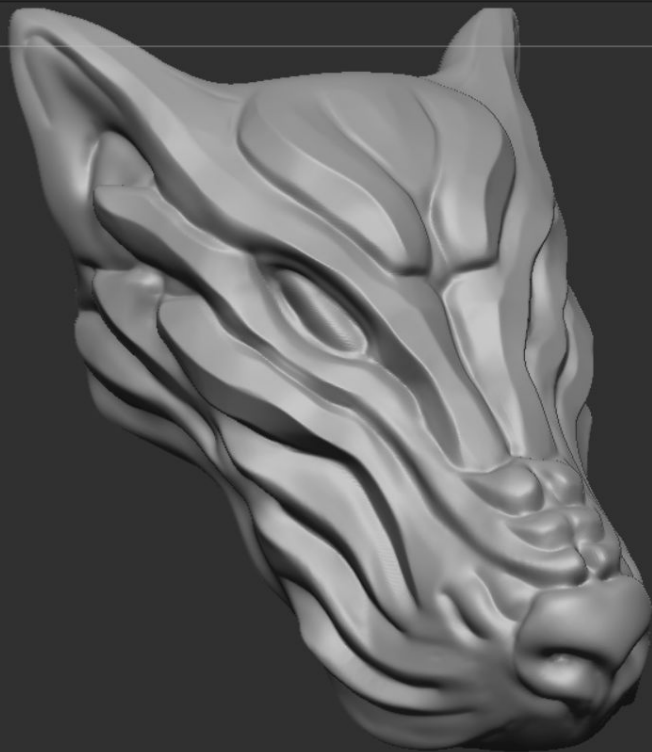


Gradient



SwitchColor

Alternate



BPR



SPix 3



Scroll



Zoom



Actual



AAHalf



Persp



Floor



L.Sym



XYZ



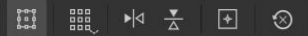
Rotate

2
PolySphere SimpleBrush

Subtool
Visible Count 4
V1 V2 V3 V4 V5 V6 V7 V8
PolySphere1
PolySphere

List All
New Folder
Rename AutoReorder
All Low All High
All To Home All To Target
Copy Paste
Duplicate Append
Insert
Delete Del Other
Del All

Split
Merge
Boolean
Bevel Pro
Align
Distribute
Remesh
Project
Project BasRelief
Extract



Substance Painter



Material

LOG SUBSTANCE 3D ASSETS ASSETS X

All libraries

Search

TEXTURE SET LIST

ID	Resolution	Name
1001	4096x4096	Main shader
1002	4096x4096	Main shader
1003	4096x4096	Main shader
1004	4096x4096	Main shader
1005	4096x4096	Main shader
1011	4096x4096	Main shader
1012	4096x4096	Main shader
1013	4096x4096	Main shader

LAYERS X TEXTURE SET SETTINGS

Base color

- Fill layer 5 (Norm 100)
- Fill layer 2 (Norm 100)
- Fill layer 1 copy 1 (Norm 100)
- Folder 1 (Norm 100)

PROPERTIES - FILL

FILL

Projection: UV projection

Filtering: Bilinear | HQ

UV Wrap: Repeat

UV transformations



Main Camera Draft Quality

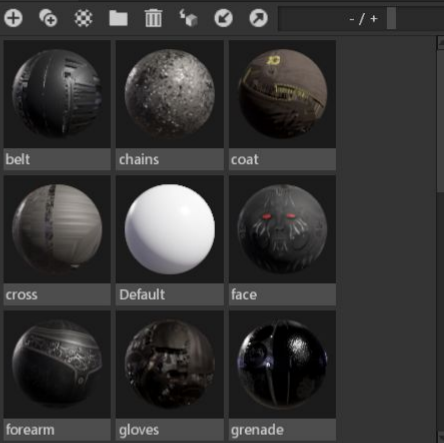


Scene Tool Settings History

- Scene
 - Render
 - Main Camera
 - Sky
 - c2 f for marmo
 - off
 - initialShadingGroup pCube18gun2
 - initialShadingGroup pCylinder32
 - initialShadingGroup sweep5
 - initialShadingGroup pCube16
 - initialShadingGroup main_grouppoly5
 - initialShadingGroup polySurface126cl
 - initialShadingGroup polySurface148
 - initialShadingGroup main_grouppoly5
 - initialShadingGroup Teeth_SharpCani
 - initialShadingGroup main_groupAnat

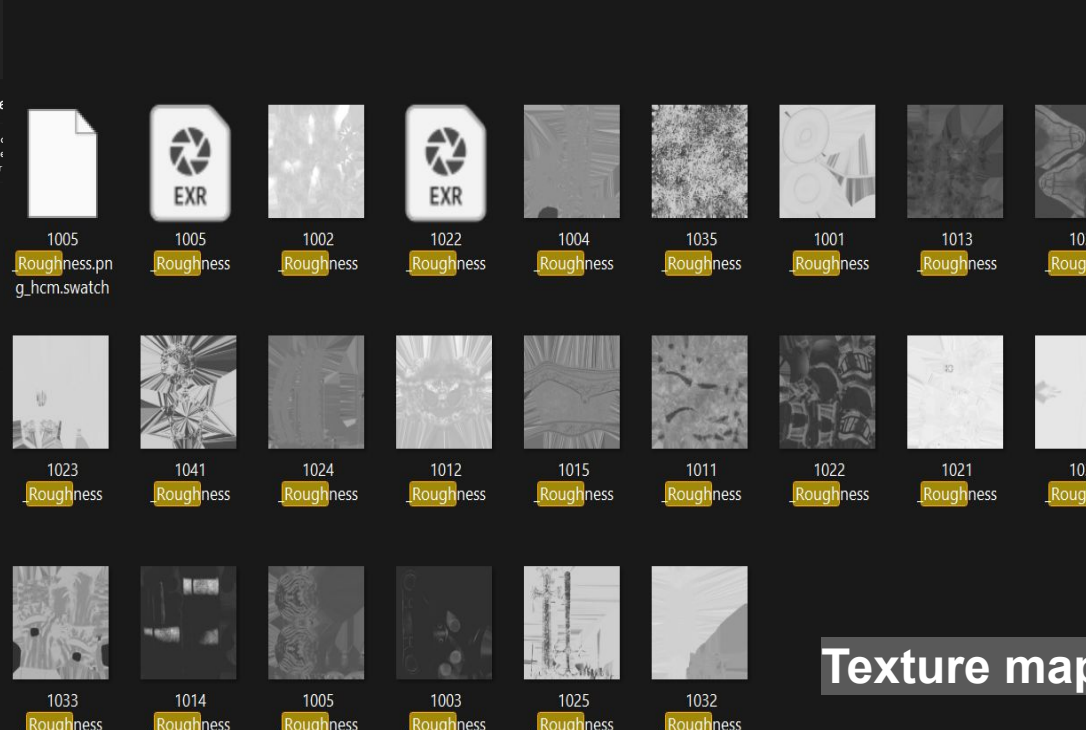
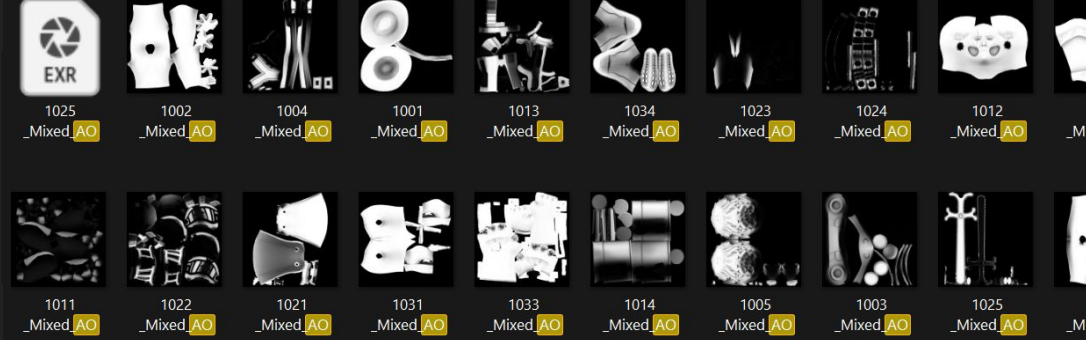
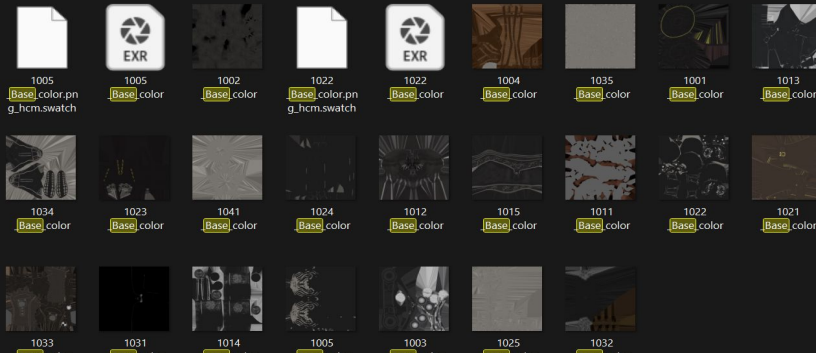
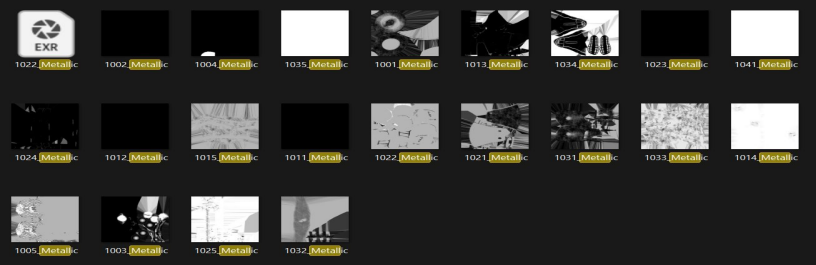
No Selection

Materials



No Selection

marmoset



Texture map