



Main Render

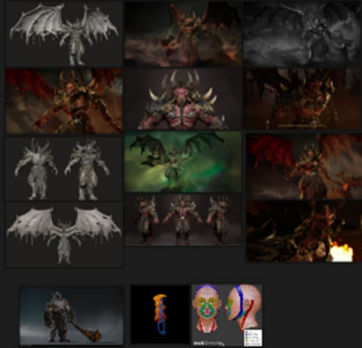


Closeup renders



360 Render

## Main ref



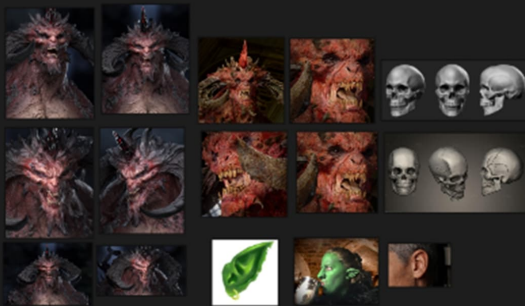
## Severed Head



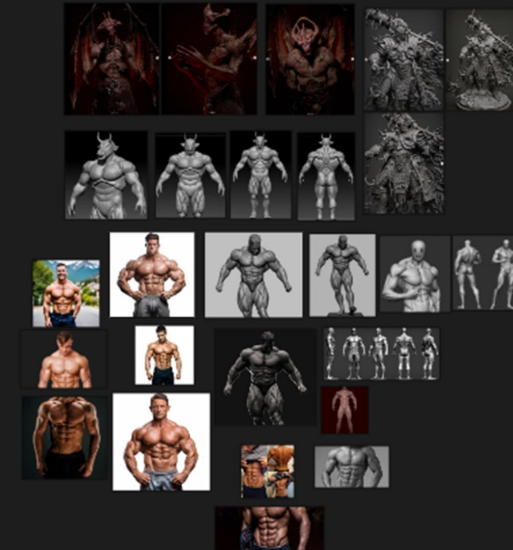
## Wings



## Face

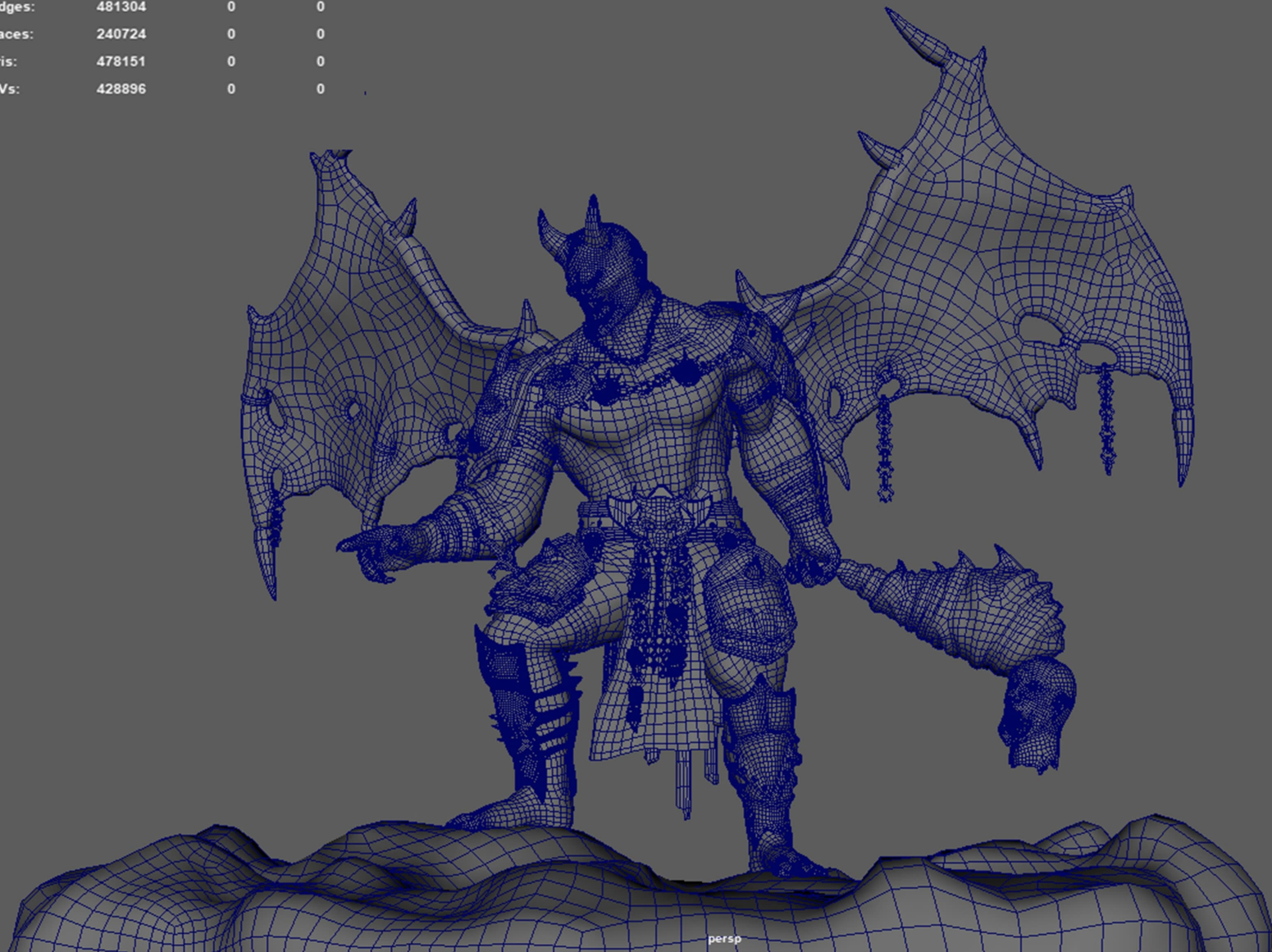


## Muscles

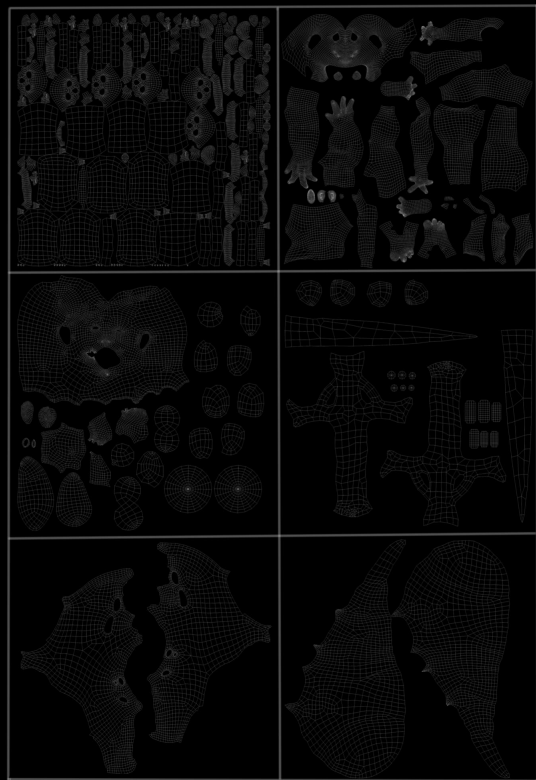
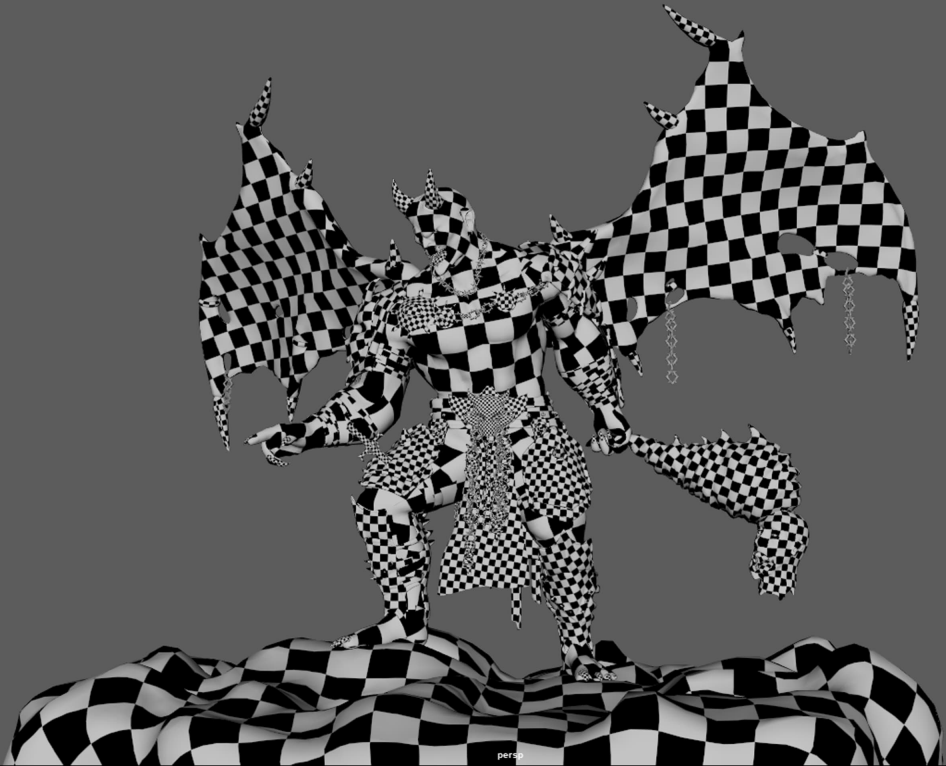


Reference board

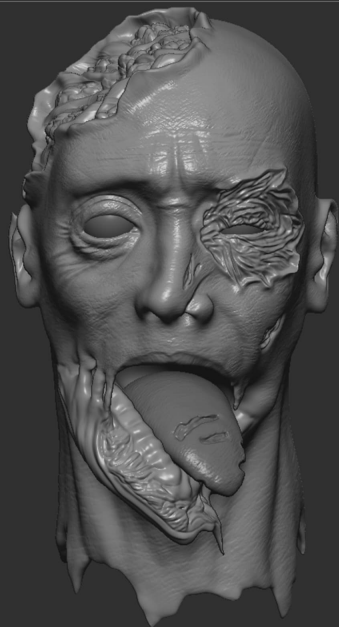
Verts:	240871	0	0
Edges:	481304	0	0
Faces:	240724	0	0
Tris:	478151	0	0
UVs:	428896	0	0



Wireframe Shaded



UV Layout



Zbrush stages

The screenshot displays the Adobe Substance 3D Painter interface. The central viewport shows a 3D model of a demon character with horns and wings, rendered in a dark environment. The interface includes several panels:

- Assets Panel (Left):** Displays a grid of material libraries under the heading "All libraries". The search bar is empty. The grid contains various material thumbnails such as "Autumn L...", "Baked Lig...", "Carbon Fiber", "Clay Earthe...", "Clay Terrac...", "Concrete A...", "Concrete C...", "Concrete C...", "Cork Natural", "Denim Rivet", "Eye material", "Fabric Cott...", "Fabric Den...", "Fabric Felt", "Fabric Lace", "Fabric Linen", "Fabric Nylon", "Fabric Puc...", "Fabric Rips...", "Fabric Seam", "Fabric Spa...", "Fabric Tarp...", "Fabric Top...", "Fabric Wo...", "Fabric Wo...", "Footprints", "Glitter", "Gouache...", "Ground N...", "Ground Sa...", "Human Fa...", "Ivy Branch", "Large Rust...", "Leather Gr...", "Leather Ra...", "Leather Skin", "Leather Su...", "Marble Wel...", "Medium A...", and "Metal Brus...".
- Properties Panel (Right):** Shows "No properties found".
- Layers Panel (Far Right):** Lists various material layers with their respective properties and visibility icons. The layers include:
  - Base color
  - Fill layer 16 (Normal, 100)
  - Fill layer 5 (Normal, 100)
  - Fill layer 15 (Normal, 100)
  - Fill layer 14 (Multi, 100)
  - Paint (Normal, 64)
  - Mar... (Normal, 43)
  - Fill layer 13 (Normal, 15)
  - Grun... (Normal, 100)
  - Fill layer 12 (Multi, 100)
  - Fill layer 10 (Normal, 100)
  - Paint (Normal, 100)
  - Paint (Normal, 100)
  - Fill layer 11 (Scrn, 33)
  - Organic Flesh (Normal, 100)
  - Fill layer 9 (Normal, 100)
  - Paint (Normal, 42)
  - Fill layer 8 (Normal, 100)
  - Paint (Normal, 100)
  - Fill layer 7 (Multi, 100)
  - Fill layer 3 (Multi, 100)
  - Fill layer 2 (Multi, 50)
  - Skin Feverish (Normal, 100)





BASE MAP



METALLIC MAP



OPACITY MAP



ROUGHNESS MAP



NORMAL MAP