

CONCEPT ART

GAMES E FILMES



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MÓDULO 8: PAINTING CHARACTERS

PLANIFICAÇÃO DO ROSTO

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PLANIFICAÇÃO DO ROSTO



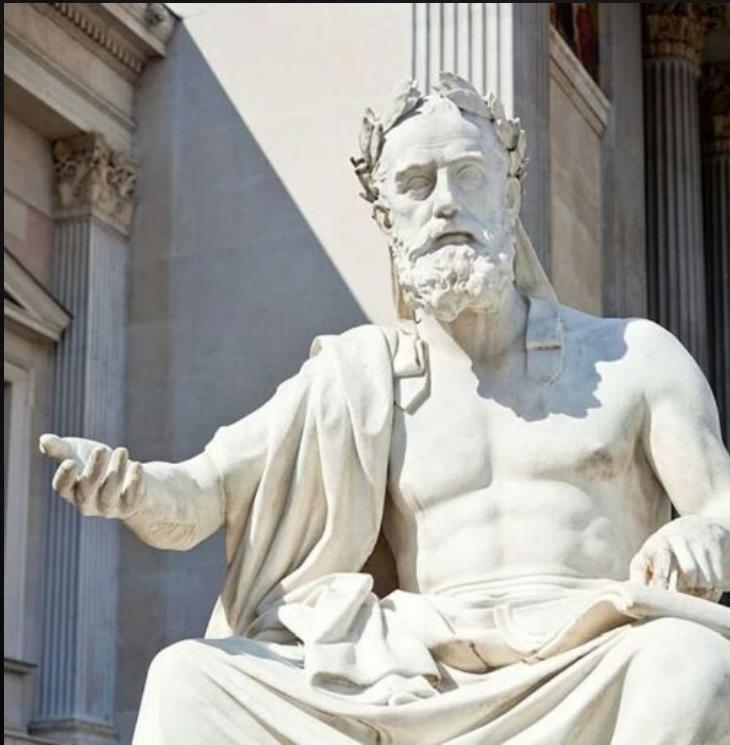
PLANIFICAÇÃO DO ROSTO



PLANIFICAÇÃO DO ROSTO



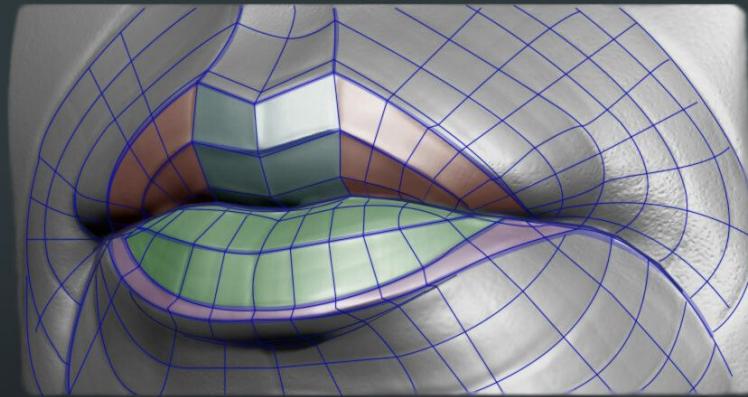
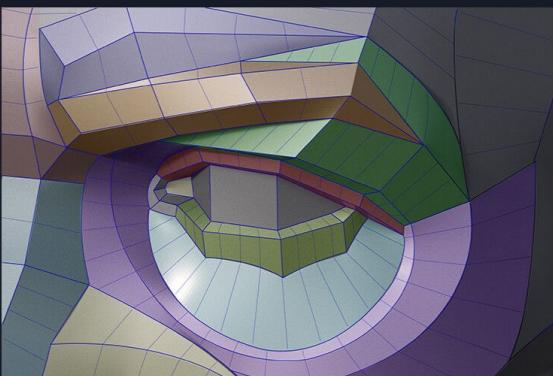
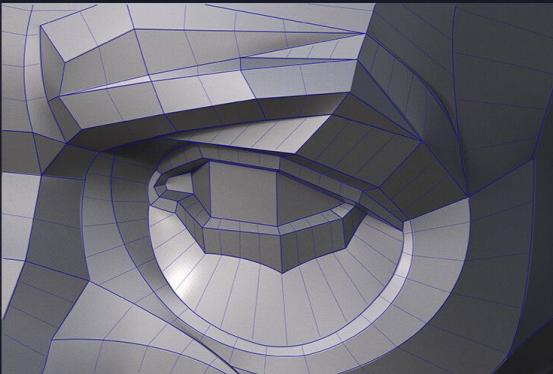
PLANIFICAÇÃO DO ROSTO



by [Stecca](#)

PLANIFICAÇÃO DO ROSTO

ANATOMY
FOR
SCULPTORS



ANATOMY
FOR
SCULPTORS

LUZ

<https://www.artstation.com/artwork/GX3Ax1A>

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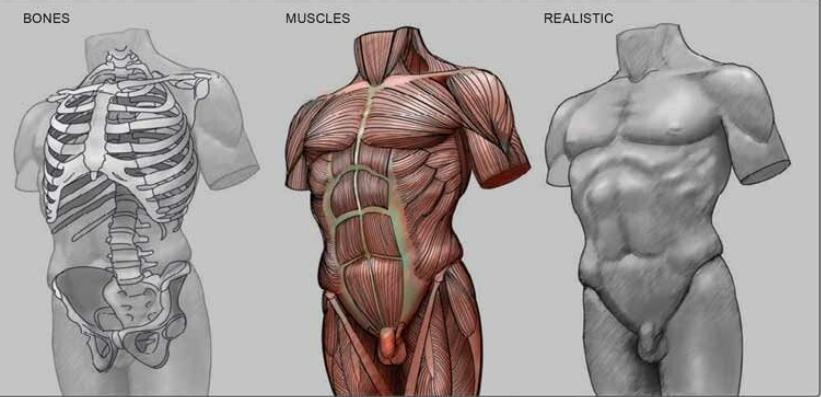
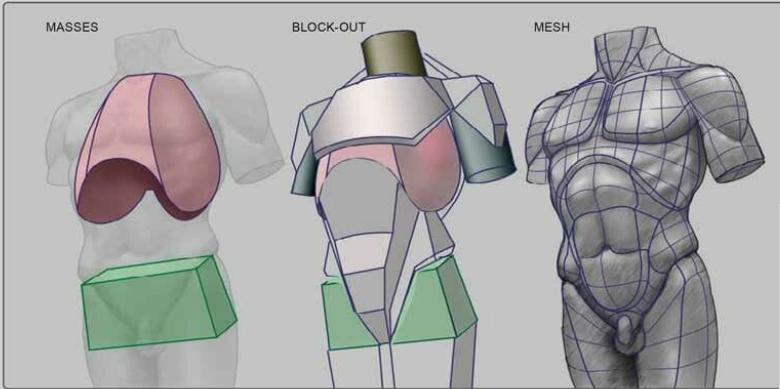
PLANIFICAÇÃO DO CORPO

PLANIFICAÇÃO DO CORPO

ANATOMY
FOR
SCULPTORS

MALE TORSO FROM REALISTIC TO SIMPLIFIED

i



PLANIFICAÇÃO DO CORPO

Sketch by Jon Diesta



PLANIFICAÇÃO DO CORPO



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PELE

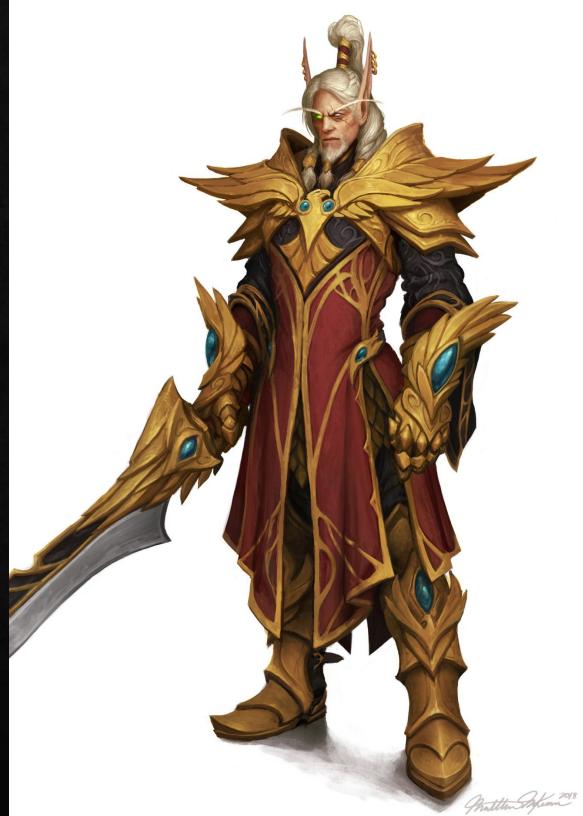
PELE



PELE



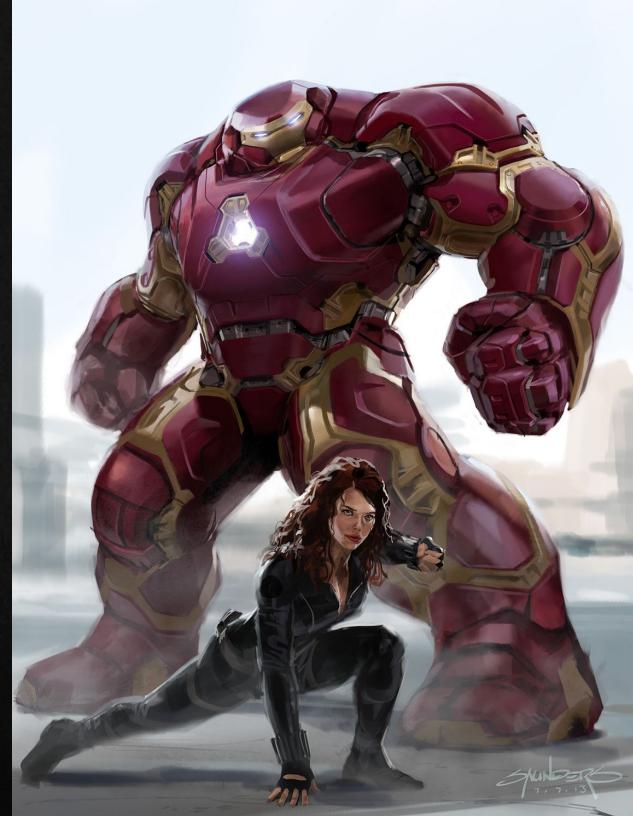
PELE



by Matthew McKeown



by Ryan Meinerding



by Phil Saunders

PELE

<http://www.zvork.fr/vls/>

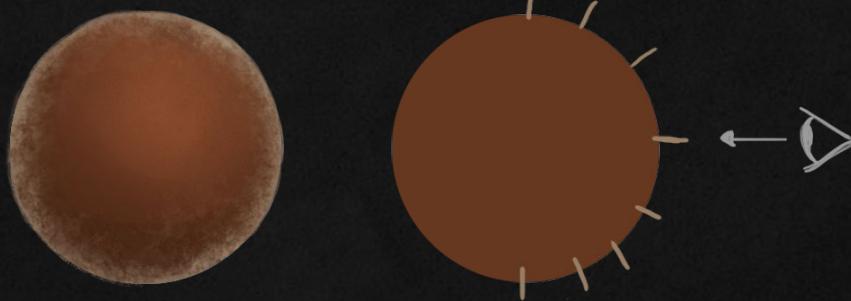
CONCEPT ART

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PELOS E CABELOS

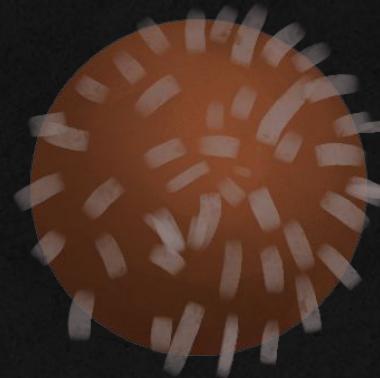
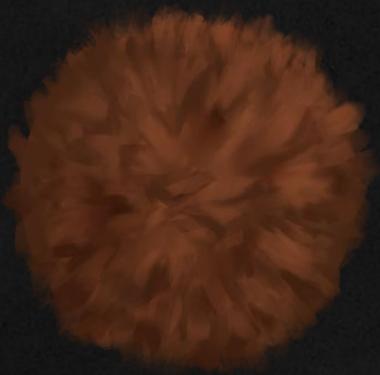
PELOS E CABELOS - PELUGEM



PELOS E CABELOS - PELUGEM

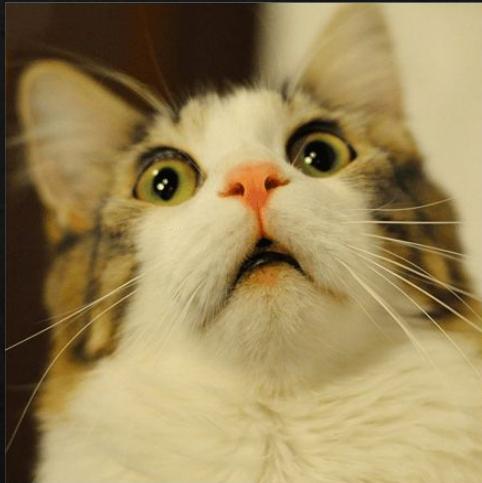


PELOS E CABELOS - PELOS CURTOS



Algumas massas de pelos juntas
formam pequenos blocos com sombras

PELOS E CABELOS - PELOS CURTOS

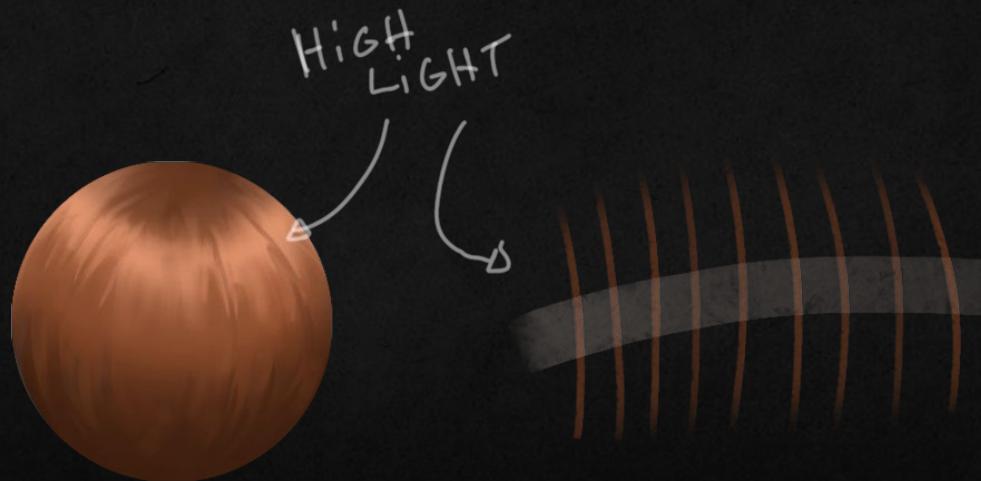


PELOS E CABELOS



PELOS E CABELOS

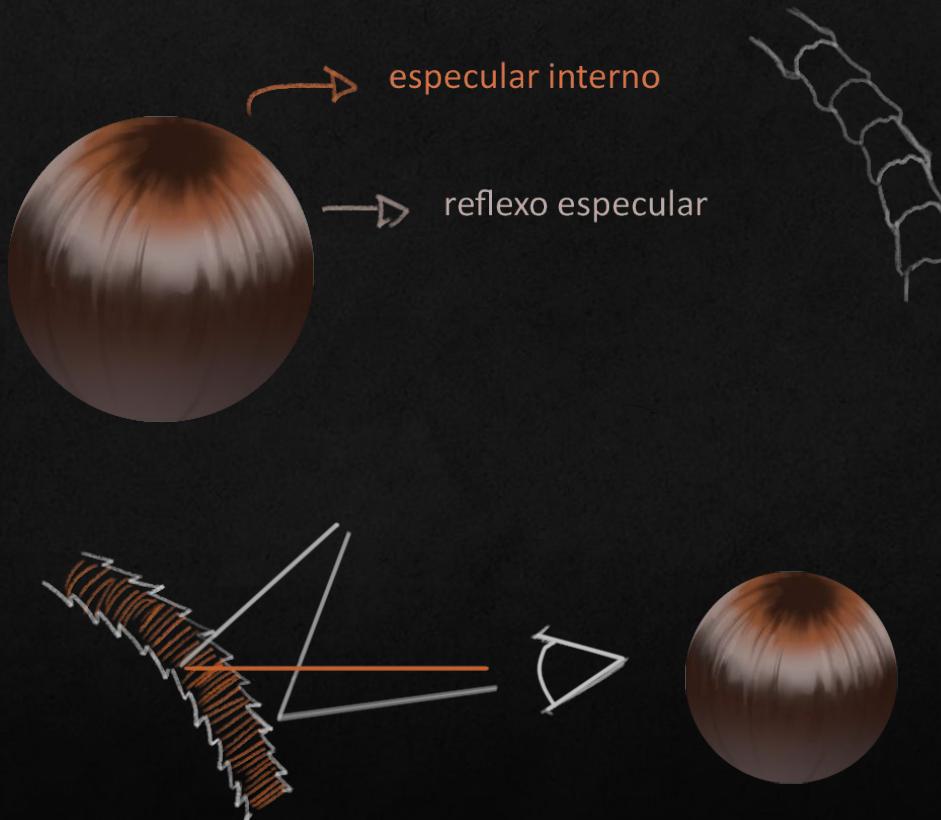
O high light acontece em um sentido perpendicular a textura



PELOS E CABELOS

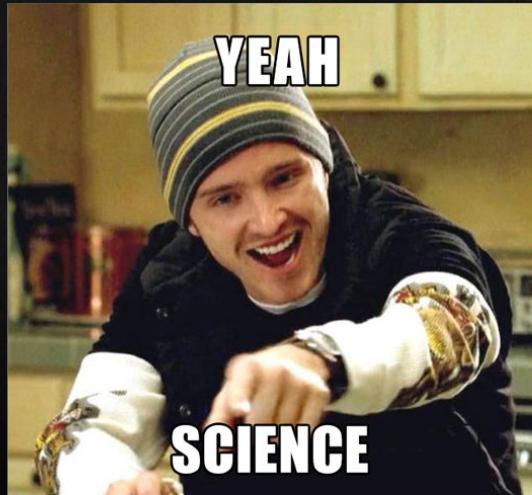


PELOS E CABELOS



PELOS E CABELOS

Devido ao ângulo da textura dos fios de cabelo, a luz consegue penetrar e sair mais facilmente, trazendo um pouco da cor interna e um reflexo mais saturado. Enquanto o reflexo direto possui um aspecto mais frio.



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OLHOS E DENTES

OLHOS E DENTES



OLHOS E DENTES



OLHOS E DENTES



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DRAPEADO

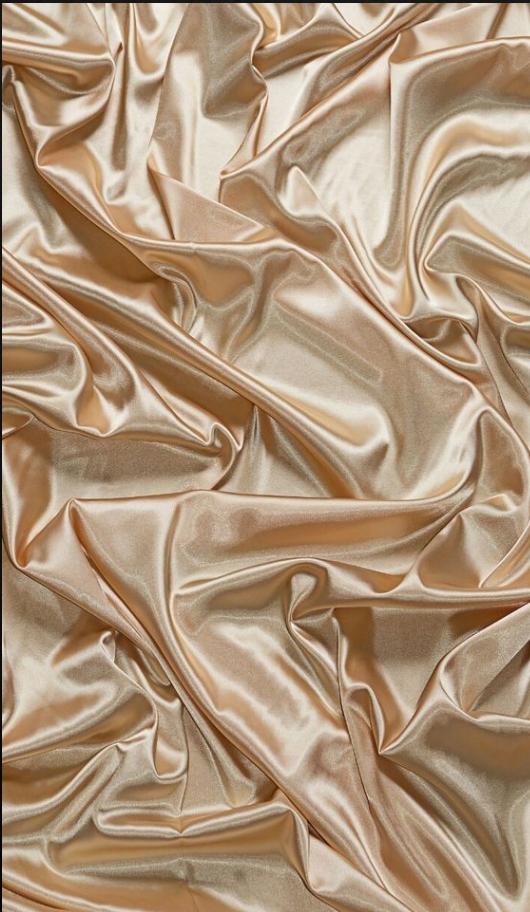
DRAPEADO



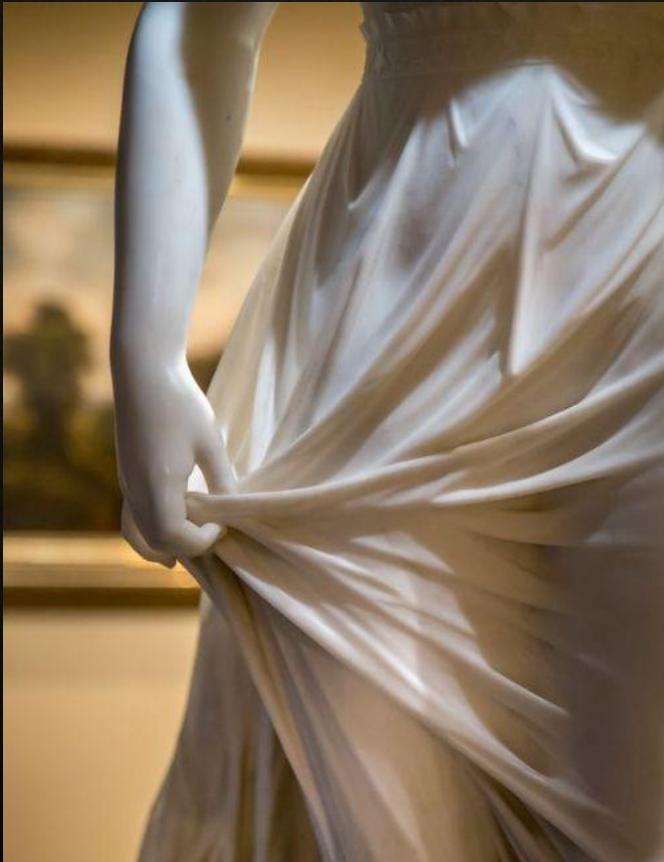
DRAPEADO



DRAPEADO



DRAPEADO



DRAPEADO



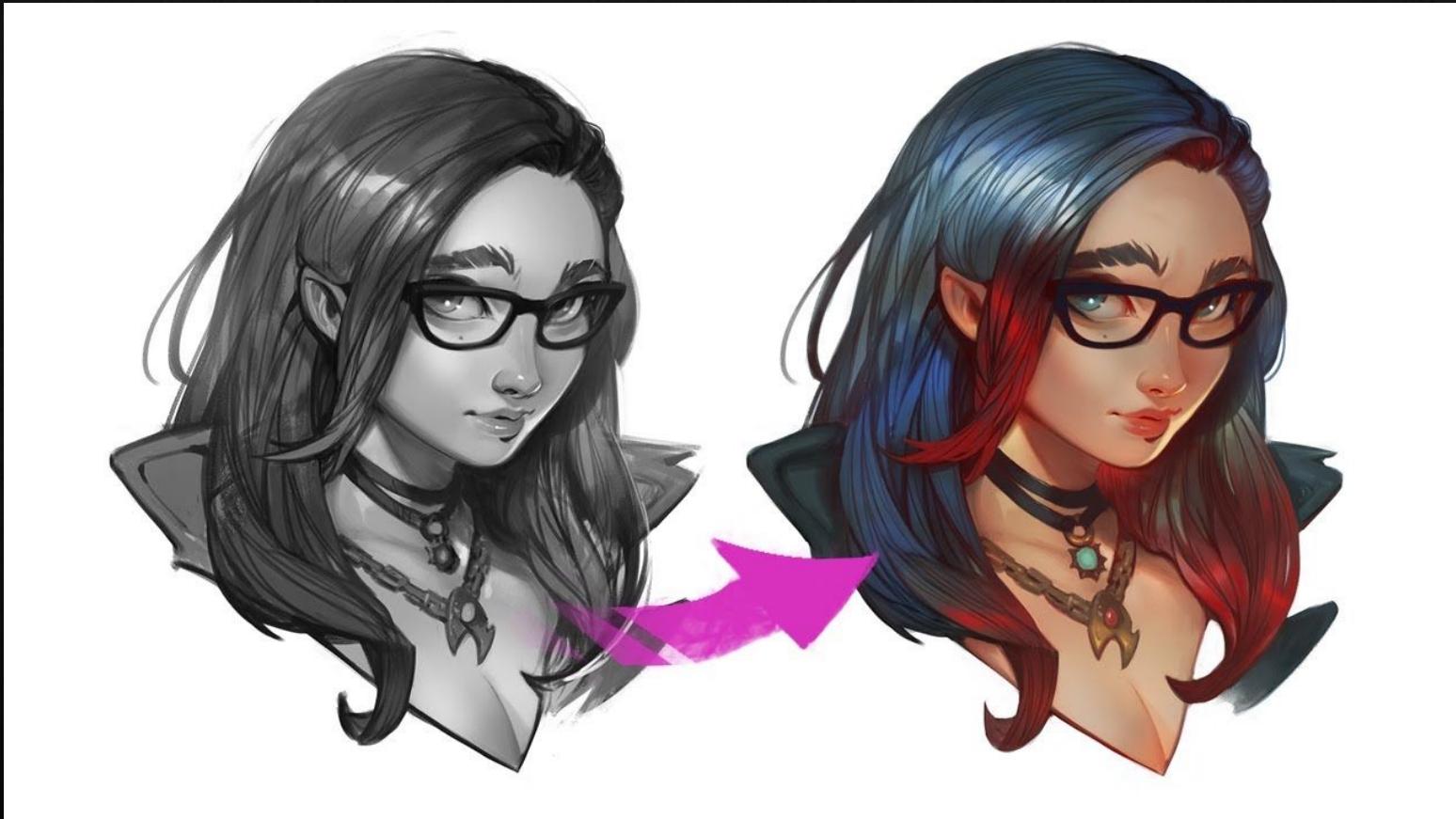
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PROCESSO DE PINTURA

TONS DE CINZA, PARA COR



LAYERS DE LUZES



Sketch

Shadow

AO

AO + Shadow

AO + Shadow
+ Color

Final



BLOCAGEM DE LUZ

