

# CONCEPT ART

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## GAMES E FILMES

 /DECIOSJUNIOR

 @DECIOSJUNIOR

**IBV**  
1100  
escola  
britânica  
de artes  
criativas

# CONCEPT ART

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## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

### PLANIFICAÇÃO DO ROSTO

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# PLANIFICAÇÃO DO ROSTO



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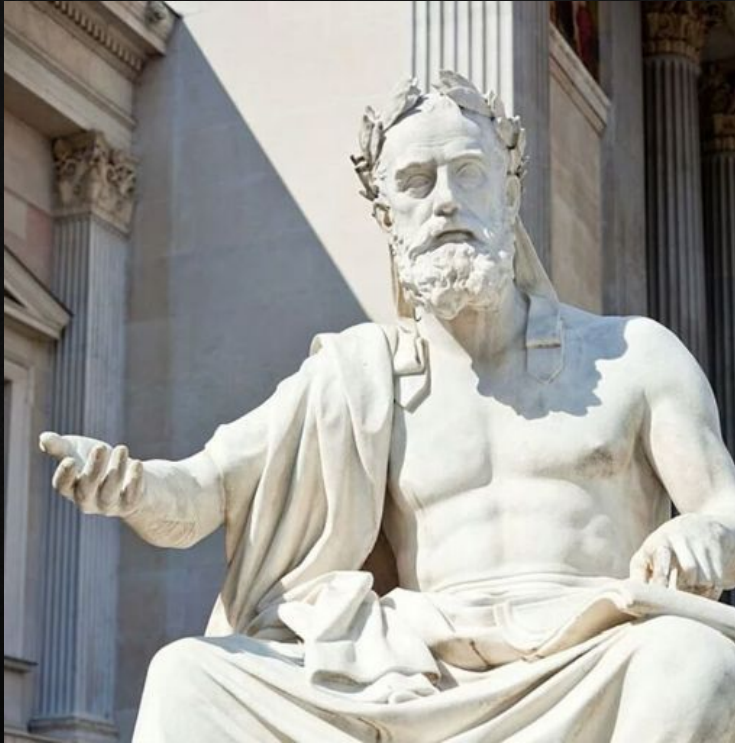
# PLANIFICAÇÃO DO ROSTO



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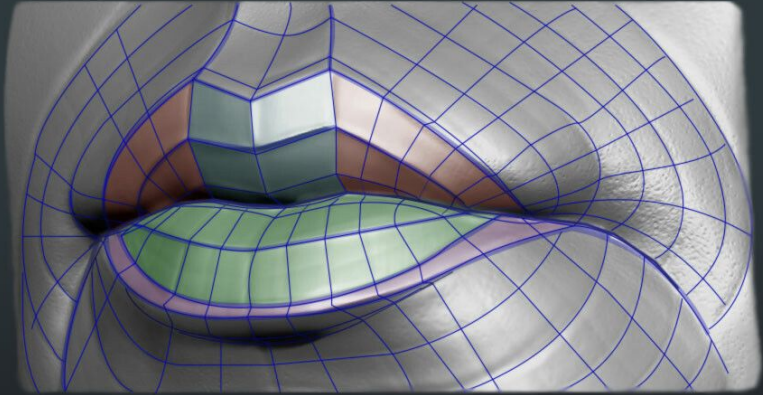
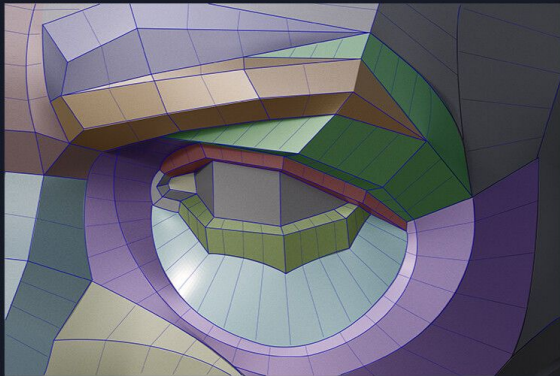
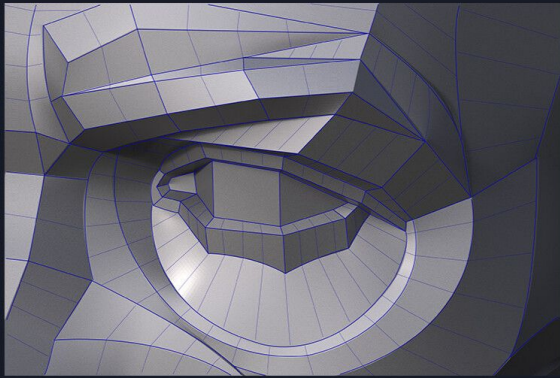
# PLANIFICAÇÃO DO ROSTO



by [Stecca](#)

# PLANIFICAÇÃO DO ROSTO

ANATOMY FOR  
SCULPTORS



ANATOMY FOR  
SCULPTORS



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LUZ

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

# CONCEPT ART

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## GAMES E FILMES

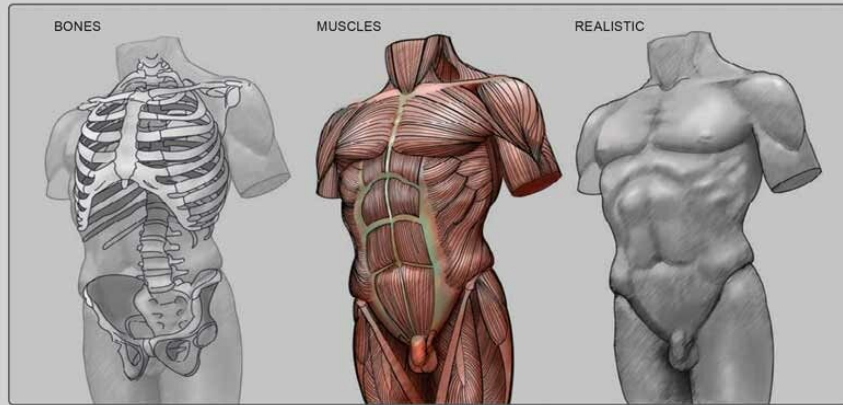
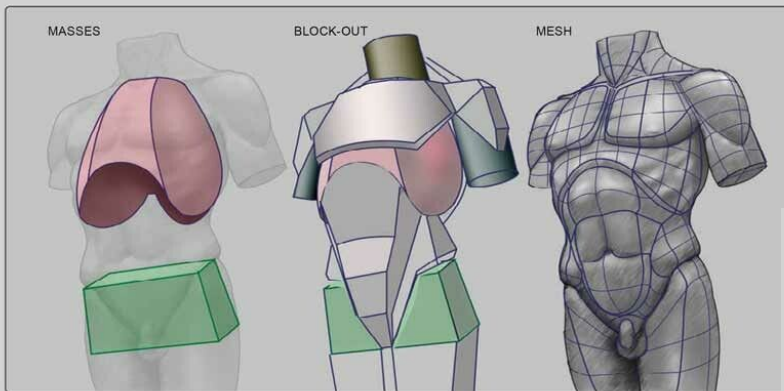
### MÓDULO 8: PAINTING CHARACTERS

### PLANIFICAÇÃO DO CORPO

# PLANIFICAÇÃO DO CORPO

ANATOMY  
for  
SCULPTORS

MALE TORSO FROM REALISTIC TO SIMPLIFIED



# PLANIFICAÇÃO DO CORPO



Sketch by Jon Diesta



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# PLANIFICAÇÃO DO CORPO



# CONCEPT ART

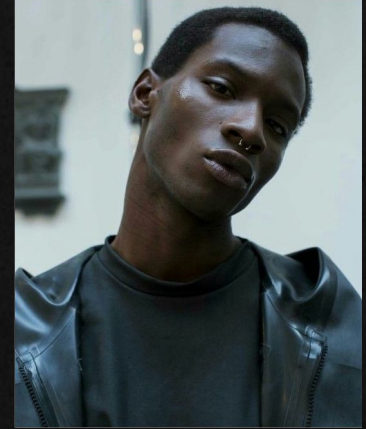
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## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

#### PELE

# PELE



# PELE





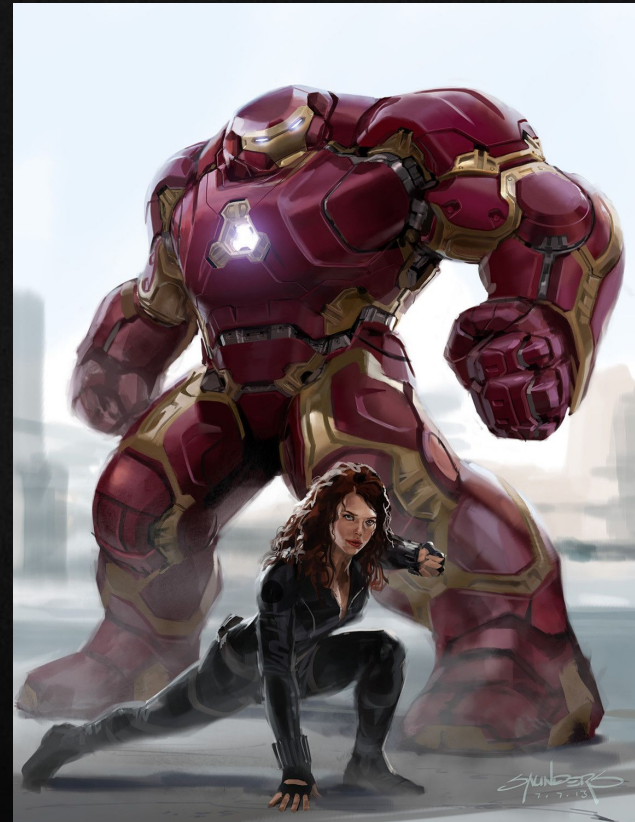
# PELE



by Matthew McKeown



by Ryan Meinerding



by Phil Saunders

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# PELE

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

# CONCEPT ART

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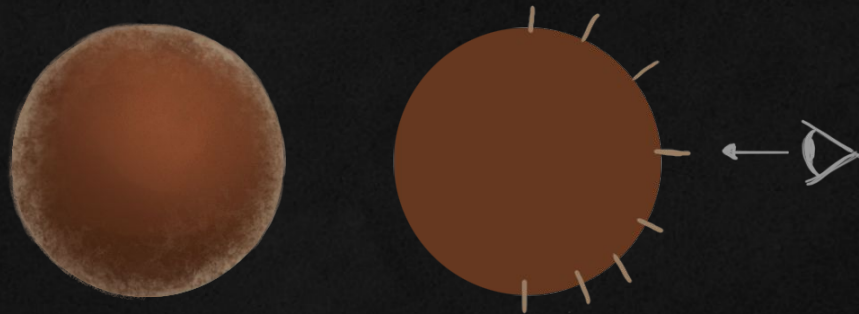
## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

### PELOS E CABELOS

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# PELOS E CABELOS - PELUGEM

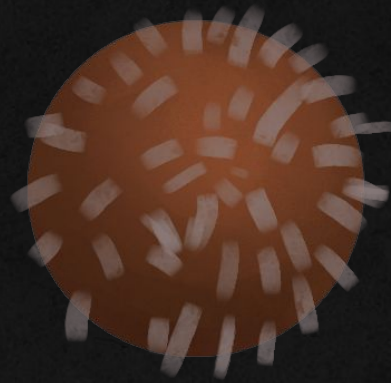


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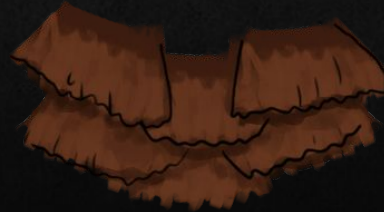
## PELOS E CABELOS - PELUGEM



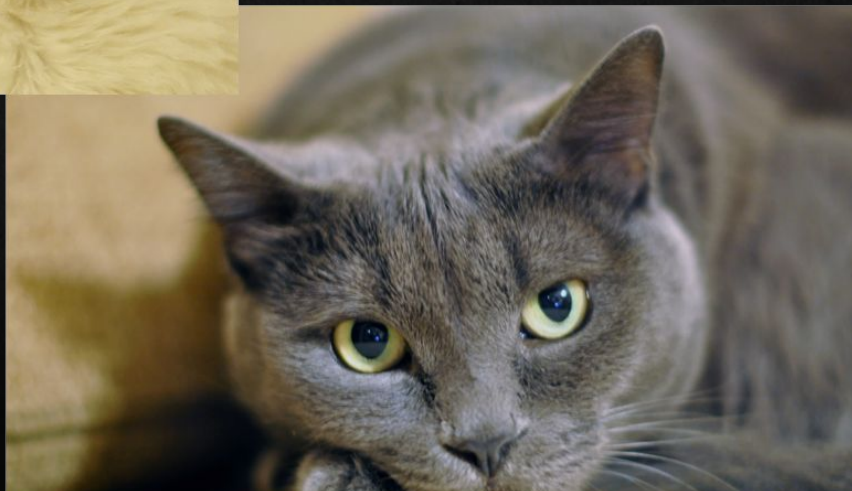
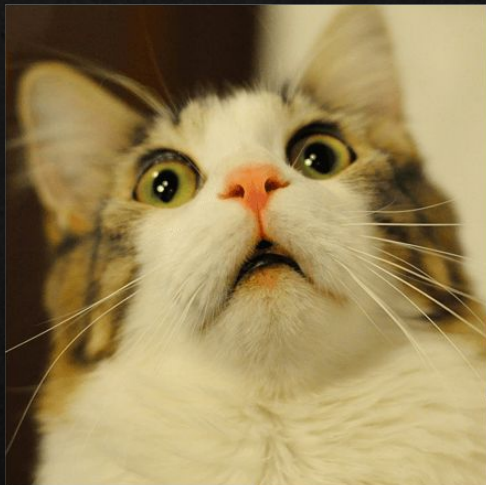
## PELOS E CABELOS - PELOS CURTOS



Algumas massas de pelos juntas  
formam pequenos blocos com sombras



## PELOS E CABELOS - PELOS CURTOS



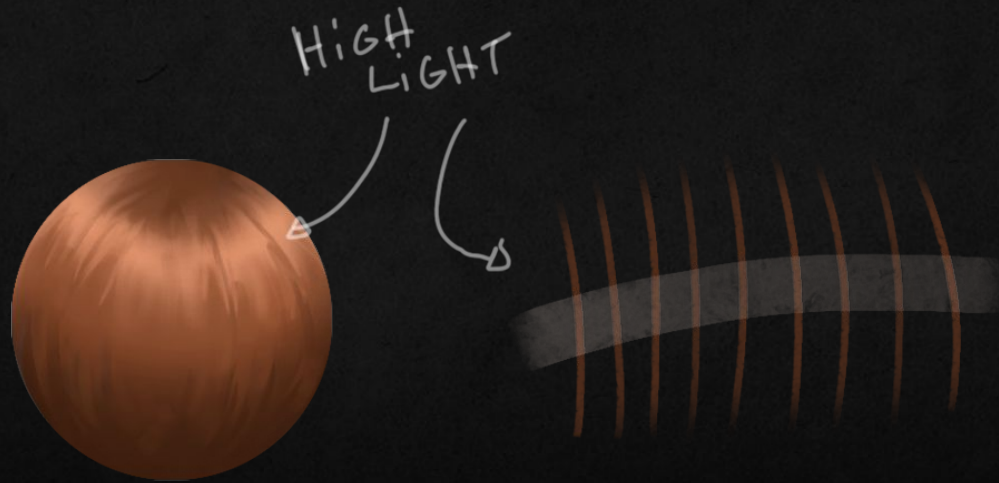
# PELOS E CABELOS





# PELOS E CABELOS

O high light acontece em um sentido perpendicular a textura



## PELOS E CABELOS

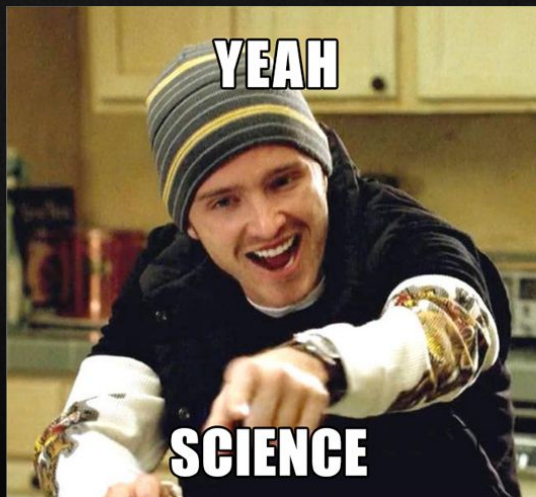


# PELOS E CABELOS



## 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.



# CONCEPT ART

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## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

### OLHOS E DENTES

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## OLHOS E DENTES



# OLHOS E DENTES



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## OLHOS E DENTES





# CONCEPT ART

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## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

#### DRAPEADO

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# DRAPEADO



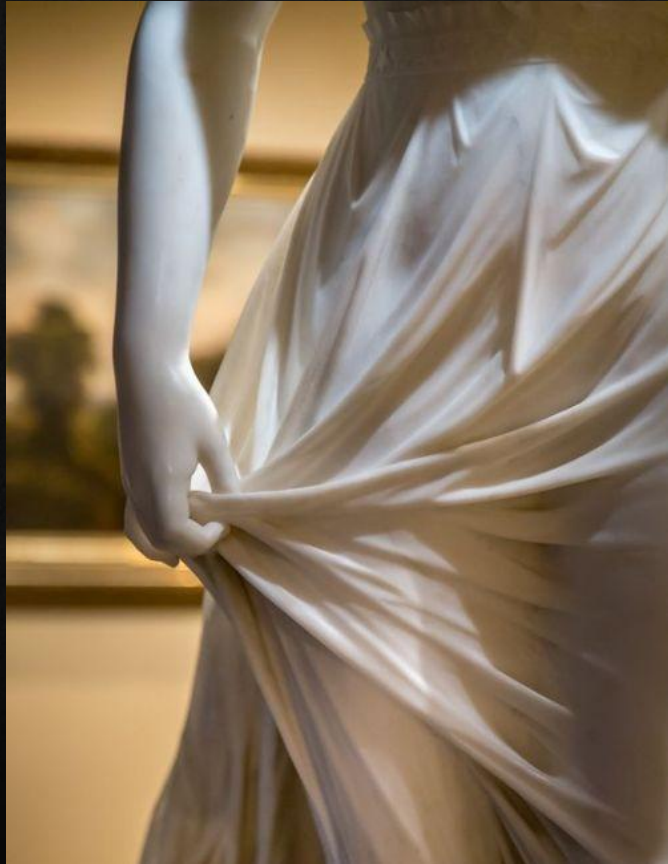
# DRAPEADO



# DRAPEADO



# DRAPEADO



# DRAPEADO



# CONCEPT ART

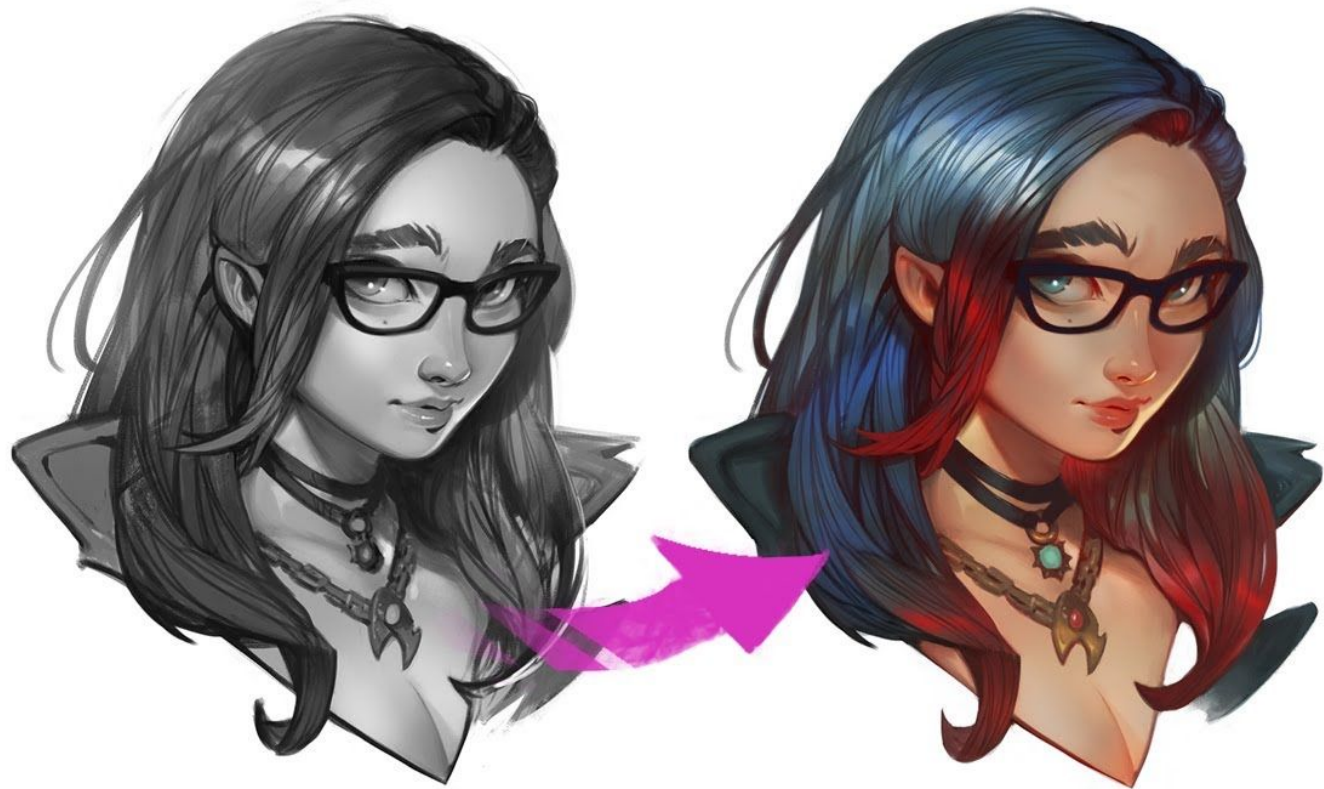
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## GAMES E FILMES

### MÓDULO 8: PAINTING CHARACTERS

### PROCESSO DE PINTURA

## TONS DE CINZA, PARA COR





# LAYERS DE LUZES



Sketch



Shadow



AO



AO + Shadow



AO + Shadow  
+ Color



Final



# BLOCAGEM DE LUZ

