DIGM3120 3D Lighting and Rendering

DMC #285

T,R 2:15-5:05

Character Bust

Requirements

- 1920x1080
- 32-bit exr
- Use the provided base model (or create your own) and add:
  - Sculpted vector displacement map
  - Hair

Grading Criteria

- Lighting. Is the image properly exposed? Does it show off the features of the skin and put highlights in the eyes?
- Materials. Are the scattering settings in the right range so that the bust isn't waxy or hard? Is the bust too sweaty, or shiny?
- Textures. Are the textures appropriate for creating believable specular and roughness?
- Is the hair believable as far as styling, and render qualities.
- Complexity/Difficulty/Appeal.

Use the base mesh provided, or create your own, as the basis for a sculpted bust render. Sculpt out details to make the character your own and pass the vector displacement, normal, roughness, spec, and subsurface maps to the final shader. I'm looking for believable skin, hair, and eyes.

Color correcting/grading your image in Photoshop after the render isn't cheating—it is expected.