ULTIMATE Career Guide: 3D Artist Cheat Code For Pc

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About This Series

If you've ever seriously considered a career as a 3D Artist, you owe it to yourself to get the Ultimate Career Guide.

With this tutorial I decided to take my last 10 years in the video game industry as a Senior 3D Artist and try to summarize it as best as I could, giving away all the knowledge I have in this 45 hour course!

You won't find more value for the price anywhere else online, that's for damn sure.

What's included:

Chapter 1

What, Why, How (28min)

Chapter 2

Techniques Overview (Software, Hand-painted + PBR real-time pipeline demo) (2h06min)

Chapter 3

3D industry (1h24min)

Chapter 4 - Hand-painted character

- Sculpting a base character (2h32min)

- Detailing the character (1h44min)

- Topology (3h37min)

- UVs (1h29min)

- Baking/Textures (3D Coat) (2h49min)

Chapter 5 - Creating a PBR character

- Sculpting the armor (7h20min)

- Topology (3h57min)

- UVs (2h23min)

- Baking (Substance) (1h13min)

- Textures (Substance) (6h22min)

Chapter 6

Portfolio/Presentation (3h28min)

Chapter 7

Getting a job (Exposure, Applying, Interview Tips) (1h10min)*

Bonus content

- Low poly base model

- Low poly PBR model

- High poly sculpts for both

- Marmoset viewer files

- Texture maps

- Topology cheat sheets

The goal with this tutorial was to cover everything from what the job is, to what it's like and how to actually get there.

If there was one tutorial to make art school for 3D art irrelevant, that's what I wanted this one to be!

I hope this will give you all the clarity/knowledge you needed to allow yourself to pursue the career you want with confidence.

Can't wait to hear what you guys think! Don't hesitate to ask questions in the comments! If you think it's great value, share it with friends, I'd really appreciate that!

Software used:

- Zbrush

- Topogun

- Maya

- 3D Coat

- Subsance Painter

- Marmoset Toolbag 3

- Photoshop

-Marc

Title: ULTIMATE Career Guide: 3D Artist
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Marc Brunet
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Cubebrush, LLC
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Country: United States
Video Resolution: 1080p
Aspect Ratio: 16:9
Audio: Stereo
Chapters: 17

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

Network: Broadband Internet connection

Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English

This route has really few downsides:
- the early TS graphics from 2009, 2D trees and some buildings have basic lighting which make them stand out;
- industries of the same type look the same, and most towns just repeat a variation of a single house over and over;
- there is no traffic (just stationary) nor people;
- one scenario (#17) doesn't end (but storywise it can be finished);
- the SD40-2, even with both UP liveries, gets a bit dull after a while.

But these can be accepted, as
- the author made up by adding so many things to look at;
- each geographical area has its own look and feel - different trees, bushes, grass, it really feels like traveling;
- there are plenty of things to do: alongside the 30 mile mainline, there are a dozen or two industries;
- representing a typical life of a tier 2-3 railroad;
- there are 22 standard scenarios, including short range shunting, medium range deliveries and longer runs, plus the free roam (which can be extended with further trains to amend my point above);
- some scenarios feel like puzzles, but you have time and it gives a sense of success while showing the reality of delivery by rail.

Maybe the current price tag is a wee bit high considering the graphics, age and other competing offerings, but this route is good fun anyway. Suggested.. this pack covers everything you need for this trout tourny comming up ,so if u werent ready with gear this pack will set you up with all you will need .best of luck to all if you are fishing the 4th of july tourny.. that game just a horse\u2665\u2665\u2665\u2665\u2665. It's a short game unfortunately, but it's very interesting, especially with the 2 epilogues. Everything that's a bit sad though makes the game more interesting is the trap that makes the difference between ending 7 and ending 8.. The concept is good. Gameplay is fun.

The game is CPU intensive but shouldn't be. It is badly optimized, it lags horribly. It can become a slide show sometimes.

There's also a UI problem where you can use your gamepad for everything except for login into your EA account. At that exacte moment you have to use your mouse.

The puzzle difficulty is fine, but the challenges are impossible. I recommend this game only if it's on sale for 5$ or less. You can finish it in a cople of hours.. i cant do it......i just cant

the story is that by the Island law a 19 year old male must get married or else
he will be sacreficed for the goddess and you have 4 girls on the Island to find and date

you need to get cash to buy gifts and reputations by working and playing mini games

the problim with this game
is that there is nothing to do
all of the forced mini games are broken luck based and nerve wracking and somehow impossible to do without losing your nerve

you can only work on tuesday
and the job mini game is as bad as the other nerve wracking mini games
you are working at a call center and they asks questions that no normal person would ask
and good luck guessing those wail reducing your reps to 0

getting reps is super hard and sleeping reduce the reps making things even harder then it supposed to be

you can only save and quit your game in your room
and there is no return to title option

i cant recommend this

and it looks like im going to end up being sacrificed.....to tell you the truth i think its a better option then to live with those painful mini games......... Awesome scenery, various weapons and strategies.

-You absolutely need to start you combo's before you enemy reaches you.-

It starts out pretty bland, just a few types of Ork, pretty straightforward combat. It very quickly becomes a lot more ... interesting. There's no Arkham\/Assassins creed timed combat. You need to crowd control intelligently, kite around mobs and use your firepower properly.

Early on, you're just chopping your ways through hordes. Soon enough, you'll need to be smart about picking your first enemy, keeping an appropriate distance and timing your blows. There are no warnings or prompts, only enemies whose attacks are not interrupted unless you end an appropriate combo before they can hit you.

11 hours of great fun on medium.. Quell is the most interesting puzzle game you've never heard of. It's beautiful and clever, and Steven Cravis's soundtracks are always fantastic. The series is four in and it has yet to have a weak link in its lineup.. Moto RKD dash is a tribute to the good'ol arcade games from the 80's, it also seems to be a remake from an old forgotten game & watch (which is unlockable and playable ingame), and it's also a short trip under LSD that you can get for cheap.

The purists who enjoyed playing on arcade cabinets back in time will appreciate Moto RKD Dash at it's true value, although the game is short (it has only 9 levels and can be finished within 20mn), and that the gameplay doesn't vary especially during the trip, the really enjoyable aspect is that all levels have their own totally different scenery and soundtrack, which makes the game never boring. A very positive point for the trippy trance soundtracks which are of a great quality.

And one very good other point is the graphic design with the choice to put the road in a perspecive vision that is very trippy and impressive at 60fps, especially on a large screen.

Even if on some aspects the game looks unpolished, I would recommand it. It has a lot of replayability, especially if you are a achievement hunter or a high-score ranker. The game includes a leader board and trading cards, and one more cool thing is that the dev is very active on the community, which is a particulary good point.

7\/10

This is a great RPG game that has a intriguing "capture" mechanic that allows for a large variation of the traditional turn based RPG genre. I will update more as I continue to play, but felt like the game needed some positive reviews for its fun content.. This Game is awesome if a rating system was available I would give it 9001\/10 it is that good. The controls don't feel clunky and overall if I had the time I would play this game for the whole day and into the night. I've been hyped for this game for so long not and let me tell you, it was worth the wait.. Definitely has potential. Nice that you aim manually where you want to throw. In time with extra support, could be something special.. Needs to be more intuitive with clearer instructions. May change my recommendation if I actually figure out how to play it. Frustrated with it now.. This is actually the first card game I've ever purchased. I like anime and the game seemed like it would be fun and it is. After playing hours of high stress games, this feels like a healing moment.

The dev was kind enough to bring back original content and not cave to the noisy minority who wouldn't buy his game anyway. I salute you.

I haven't come anywhere near finishing this game and I'm already ready to cough up money for DLC. I hope you add more content in the future and thanks for making this game.

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