

Forum:[Hack Forums](#)

Thread: [My 3D Modeling, Texturing & Lighting work.](#)

RKO - April 24, 2015, 10:19 am

Hey guys, I'm in an animation field and I'm still learning. So I decided to do something creative so I modeled, textured and added physical lights to create a scene. I used Maya, Photoshop and Substance Designer to achieve this result.

Check out the render here and like & comment :p

<https://www.facebook.com/photo.php?fbid=821375867916828>

Captain Cold - April 24, 2015, 12:27 pm

That looks really fucking dope and realistic. I can only imagine how long it took to render that.

RKO - April 24, 2015, 1:34 pm

(Apr 24, 2015 12:27 PM)TheTwins510 Wrote: [\[CITE\]](#) That looks really fucking dope and realistic. I can only imagine how long it took to render that.

Render took about 40 minutes. Creating this took weeks.

FalconBusiness - April 25, 2015, 6:47 am

Nice fucking job, this is really good. Keep on doing what your doing because your not bad at it. GL with your career ?

RKO - April 25, 2015, 8:14 am

(Apr 25, 2015 06:47 AM)FalconBusiness Wrote: [\[CITE\]](#) Nice fucking job, this is really good. Keep on doing what your doing because your not bad at it.

GL with your career ?

Thanks mate :) Thanks,.. I'm still learning a lot.

Windows95 - April 25, 2015, 8:16 am

Looks awesome, keep up the good work.

Mt. Everest - April 25, 2015, 8:19 am

Looks awesome but found a small error. The building gives off the small cabin one story feel but when you look out the window it looks like your on a 2/3 story floor because there is no distant texture. Just my OCD :D

RKO - April 25, 2015, 9:56 am

(Apr 25, 2015 08:16 AM)ProgramLogic Wrote: [\[CITE\]](#) Looks awesome, keep up the good work. Thanks ? Will do something more good.

(Apr 25, 2015 08:19 AM)?Kurt Cobain Wrote: [\[CITE\]](#) Looks awesome but found a small error. The building gives off the small cabin one story feel but when you look out the window it looks like your on a 2/3 story floor because there is no distant texture. Just my OCD :D

Thanks for pointing out man. I'll look into it and will add something like grass or something that will add the feel of ground. Thanks.

PSITICO - April 26, 2015, 2:30 pm

Amazing work :O looks very realistic

--stefan-- - April 26, 2015, 2:37 pm

This looks so awesome, keep up the good work! :D

RKO - April 26, 2015, 10:11 pm

(Apr 26, 2015 02:30 PM)PSITICO Wrote: [\[CITE\]](#) Amazing work :O looks very realistic
Thanks mate ? ???

(Apr 26, 2015 02:37 PM)--stefan-- Wrote: [\[CITE\]](#) This looks so awesome, keep up the good work! :D
Ya, this is mental ray render :) Thanks

taRvij - April 27, 2015, 9:49 pm

Looks awesome man! good work!

RKO - April 28, 2015, 9:00 am

(Apr 27, 2015 09:49 PM)taRvij Wrote: [\[CITE\]](#) Looks awesome man! good work!
Thanks buddy :) ??

xyre - April 29, 2015, 10:42 am

Amazing job, great work with the lighting. Keep up the good work.

Betto - April 30, 2015, 10:47 am

ohhhh!! I can't say anything than you are really amazing and keep going bro.

RKO - April 30, 2015, 11:25 am

Thank you guys for nice comments :)

NotUsingAnymore - May 1, 2015, 2:08 pm

My honest opinion?

It looks sick as fuck. Really that is fantastic.

I am still new to all the 3D stuff so what you have made there is completely insane.

Definitely keep up the good work, I could see you work at either a big animation company or game company.

Mr.BWA - May 1, 2015, 3:42 pm

looks amazing, what do you use?

mohanned85 - May 1, 2015, 6:56 pm

pal that is amazing work :)

prada ? - May 1, 2015, 6:59 pm

You should put this in Rate my graphic.

RKO - May 2, 2015, 12:34 pm

(May 1, 2015 02:08 PM)Fleexie Wrote: [\[CITE\]](#) My honest opinion?
It looks sick as fuck. Really that is fantastic.

I am still new to all the 3D stuff so what you have made there is completely insane.

Definitely keep up the good work, I could see you work at either a big animation company or game company.

Thank you soo much for your compliment man. My dream is to work for rockstar Games.. :)

(May 1, 2015 03:42 PM)Mr.BWA Wrote: [\[CITE\]](#) looks amazing, what do you use?
I used couple of softwares like Maya, substance designer, photoshop etc..

(May 1, 2015 06:59 PM)Prada Wrote: [\[CITE\]](#) You should put this in Rate my graphic.
Thanks for the suggestion mate, I'll do that in couple of days.

NotUsingAnymore - May 2, 2015, 12:55 pm

(May 2, 2015 12:34 PM)RKO Wrote: [\[CITE\]](#) Thank you soo much for your compliment man. My dream is to work for rockstar Games.. :)

I hope you fulfill that dream of yours! :)

Rockstar is definitely also one of the companies I would love to work for. I am still noob at all this however with practice you will improve ^^

Anyway keep working, you really got talent.

RKO - May 2, 2015, 9:12 pm

(May 2, 2015 12:55 PM)Fleexie Wrote: [\[CITE\]](#) I hope you fulfill that dream of yours! :)

Rockstar is definitely also one of the companies I would love to work for. I am still noob at all this however with practice you will improve ^^

Anyway keep working, you really got talent.

Definitely, we will succeed as we love what we do.

ChemChem - May 2, 2015, 9:54 pm

I love the lighting! This looks really realistic.

RKO - May 2, 2015, 9:56 pm

(May 2, 2015 09:54 PM)ChemChem Wrote: [\[CITE\]](#) I love the lighting! This looks really realistic.
Thank you mate :D ???

Kalevipoeg - May 3, 2015, 12:17 am

Damn, so realistic, keep it up! :)

RKO - May 3, 2015, 8:11 am

(May 3, 2015 12:17 AM)Kalevipoeg Wrote: [\[CITE\]](#) Damn, so realistic, keep it up! :)

Thanks. I have made the exterior scene also which I'm going to upload soon.

Auxil - May 3, 2015, 8:41 am

How did you do the trees? I can never find a good program that will allow trees to be rendered correctly.

RKO - May 4, 2015, 1:19 am

(May 3, 2015 08:41 AM)Auxil Wrote: [\[CITE\]](#) How did you do the trees? I can never find a good program that will allow trees to be rendered correctly.

You have to play with gamma values of the texture and have to create proper transparency map.

Oliver Sykes - May 4, 2015, 6:14 pm

Nice Micheal Jackson painting...

OT: Looks sexy as fuck. Can't even get close to this.

RKO - May 4, 2015, 9:06 pm

(May 4, 2015 06:14 PM)Oliver Sykes Wrote: [\[CITE\]](#) Nice Micheal Jackson painting...

OT: Looks sexy as fuck. Can't even get close to this.

Painting is now done by me :p and thanks for compliment.

alhaithem - May 6, 2015, 9:07 pm

Very beautifulllllll ...

You deserve itttttt ...

Sniper - May 10, 2015, 3:29 pm

The one thing I find niggly, is the fact that the window in the rear of the scene appears to let no light into the scene. I say this because the shadows are so pronounced on the floor behind the objects, yet there appears to be a substantial light source outside the window, even if it is at an acute angle it should cause the shadows to fade.

ExNode - May 11, 2015, 10:04 am

that looks really cool man! keep the work up

WOLGA - May 12, 2015, 6:16 pm

I think it's absolutely wonderful.

NiggaNeww - May 13, 2015, 7:27 am

It's amazing man. Continue like this !

Schnitzel - May 13, 2015, 7:28 am

Damn this looks amazing, used to do 3d modelling myself but stopped after how time consuming it was.