Forum:Hack Forums

Thread: Crystal Swamp [3D]

goldenarms_ - *February 6, 2016, 10:09 pm*
[img]http://boisegraphics.com/wp-content/uploads/2016/02/Hut_final.png[/img]

Designed it for a 3D art competition I'm participating in.

thales - *February 6, 2016, 10:11 pm*
Looks very nice my man. Some of the back lights look a bit big for the perspective in my opinion. Also, the crystal looks really out of place. What was this made in? Looks really realistic.

?Arrow-? - *February 6, 2016, 10:11 pm*
Looks great man, keep up the good work :D

Pharmacist - *February 6, 2016, 10:12 pm*
You need to add a bit more detail into the shadows, and the overall lighting is too bright.
But otherwise, this is great!

necromanswer - *February 7, 2016, 12:18 am*
Pretty siiiiiiiiiiiiiiiiick

gnarly. - *February 7, 2016, 2:42 am*
all in blender again?

pretty nice, i feel like the background should be darker tho, looks too light to be a swamp.
the dirty part on the crystal (idk what to call it) kinda looks odd and just pasted there but it's probably just the blender material.
the grass and dirt textures are really well done.
finally, i dont know about the wooden plank at the top of the hut, looks way too rough in my opinion. like the other wooden pieces are a lot more smooth compared to that one.
goodluck in the comp.

goldenarms_ - *February 7, 2016, 2:51 am*
(Feb 7, 2016 03:42 AM)gnarly. Wrote: *[CITE]* all in blender again?

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goodluck in the comp.
Blender and cycles, some comp in Photoshop.

It was originally quite a bit darker, but it lost a lot of the nice muddy grass and shit that I worked hard on so I had to render it a bit brighter.

Crystals are really hard to get right, I've played with them a lot trying to get something rough, but still, shiny, dirty, etc but it's a pain in the ass because it takes ages to render and see the result of your changes every time.

Yea you're totally right, didn't really notice that. Played with tons of stuff for that top peice, including tarnished gold and copper, painted wood, different types of wood. Idk how I ended up settling on that lol

SoldierAlex - *February 7, 2016, 6:15 am*
This looks amazing. Looks very realistic, I'm sure you'll win the competition :).

gnarly. - *February 7, 2016, 7:00 am*
(Feb 7, 2016 03:51 AM)kesey Wrote: [CITE] Blender and cycles, some comp in Photoshop.

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ahhh. fair reasoning rendering lighter, you're right, it really does bring out a lot more of the detail which is one of the things i first noticed about the grass rather than how bright it is.

how long did it take to render this full image? just the crystal alone to pre render would've taken fucking ages like you said. but, you've done a really nice job getting the texture on the crystal. just went on google and searched up crystals and i didn't realise how well the shaping was too. good shit dude.

Kindly - *February 7, 2016, 7:06 am*
That looks really great.

Super, super realistic!

goldenarms_ - *February 7, 2016, 12:59 pm*
(Feb 7, 2016 08:00 AM)gnarly. Wrote: [CITE] ahhh. fair reasoning rendering lighter, you're right, it really does bring out a lot more of the detail which is one of the things i first noticed about the grass rather than how bright it is.

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Modeling and texturing was a solid 2 or 3 days because I wasted a lot of time trying different things and changing things, render was probably an hour or so at 1500 samples, not sure exactly.

mrq5bok - *February 7, 2016, 1:31 pm*
Woow awesome. Fantastic scene

k6ng - *February 7, 2016, 1:57 pm*

Looks amazing! Great job with this fam!

Banksy.exe - *February 8, 2016, 9:15 am*
Looks great , but the crystal does look out of place

pilot703 - *February 9, 2016, 11:57 am*
If you darken it a bit more, this'll be perfect for a movie scene. Very realistic!

ClickRio - *February 10, 2016, 10:27 am*
The details bro! Its looks so clean and nice idk what to say.

ahnchan - *February 11, 2016, 12:52 am*
Should work on the shingles. They look hella repetitive.
Also the exterior ambient lighting is too bright for the lamps to be able to cast that kind of light.
The crystals look more like plastic, and the grunge is overdone.

goldenarms_ - *February 11, 2016, 11:03 pm*
(Feb 11, 2016 01:52 AM)ahnchan Wrote: *[CITE]* Should work on the shingles. They look hella repetitive.
Also the exterior ambient lighting is too bright for the lamps to be able to cast that kind of light.
The crystals look more like plastic, and the grunge is overdone.
Shingles tend to be repetitive, it's part of their nature. The scene's ambient light comes from a "moon" above. It's more or less only there to brighten the scene and show off the details of the grass and swamp better. The crystals are not the best, that's true. I plan on working on my crystals more in further scenes. The grunge is overdone in what way? The only place where the grunge might be overdone is the top beam.

ahnchan - *February 12, 2016, 1:26 am*
(Feb 12, 2016 12:03 AM)kesey Wrote: *[CITE]* Shingles tend to be repetitive, it's part of their nature. The scene's ambient light comes from a "moon" above. It's more or less only there to brighten the scene and show off the details of the grass and swamp better. The crystals are not the best, that's true. I plan on working on my crystals more in further scenes. The grunge is overdone in what way? The only place where the grunge might be overdone is the top beam.
I understand that shingles tend to be repetitive, but your shingles (especially the ones in the top first and second rows) look far too uniform and it detracts from the piece. They've got a straight shadow running across it and it looks copy and pasted regardless of whether the texture itself is adjusted or not.

As for the lighting- yeh I understand that you're trying to showcase your environment, but the lighting just doesn't work. A piece has a strongest light and a strongest shadow. The fact that the lamps and interior are so brightly illuminated would imply that the exterior is dim. If the exterior is bright, the interior would be dim.

Lastly, the issue with the grunge might just be my personal taste, but a lot of it seems arbitrarily placed. For instance, the specks on top of the stool seem rather unnecessarily. With that being said, the pickaxes lack the wear and tear which is kind of odd. You're also missing wear and tear on arrows like the triangular window which makes the piece feel inconsistent overall.

goldenarms_ - *February 12, 2016, 8:25 am*
(Feb 12, 2016 02:26 AM)ahnchan Wrote: *[CITE]* I understand that shingles tend to be repetitive, but your shingles (especially the ones in the top first and second rows) look far too uniform and it detracts from the piece. They've got a straight shadow running across it and it looks copy and pasted regardless of whether the texture itself is adjusted or not.

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Yea, valid points. This is the first time I've done a scene so live and learn.

ahnchan - *February 12, 2016, 10:08 am*
(Feb 12, 2016 09:25 AM)kesey Wrote: [CITE] Yea, valid points. This is the first time I've done a scene so live and learn.
yeh, scenes are hella fun but things like lighting gets hella hard lol.

joda12345 - *February 13, 2016, 2:26 pm*
This looks dope af, very nicely done

Kioshima - *February 13, 2016, 2:33 pm*
Please come back Fly by Night. We need some more modelling and photo manips in here. Godly work man.

TehAustinsxD - *February 14, 2016, 2:02 pm*
This is amazing.
What did you place in the competition?

goldenarms_ - *February 14, 2016, 5:30 pm*
(Feb 14, 2016 03:02 PM)TehAustinsxD Wrote: [CITE] This is amazing.
What did you place in the competition?
contest is on giong. not over yet for awhile

jenymat - *February 14, 2016, 5:55 pm*
Fantastic scene nice work men . is so beautiful
respect

nined3z - *February 14, 2016, 6:01 pm*
Wow man that looks great!

ahnchan - *February 14, 2016, 6:24 pm*
(Feb 14, 2016 06:30 PM)kesey Wrote: [CITE] contest is on giong. not over yet for awhile
Mind telling me which one?
Kinda interested.

goldenarms_ - *February 14, 2016, 10:04 pm*
(Feb 14, 2016 07:24 PM)ahnchan Wrote: [CITE] Mind telling me which one?
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its blender only, what do you use

ahnchan - *February 14, 2016, 11:40 pm*
(Feb 14, 2016 11:04 PM)kesey Wrote: [CITE] its blender only, what do you use
Oh dang, I only use Max lol

goldenarms_ - *February 14, 2016, 11:49 pm*

(Feb 15, 2016 12:40 AM)ahnchan Wrote: [CITE] Oh dang, I only use Max lol
bummer

ahnchan - *February 15, 2016, 12:33 am*

(Feb 15, 2016 12:49 AM)goldenarms_ Wrote: [CITE] bummer
man you have no idea who I am, do you? LOL.
./iwasingmandfbn

goldenarms_ - *February 15, 2016, 1:18 am*

(Feb 15, 2016 01:33 AM)ahnchan Wrote: [CITE] man you have no idea who I am, do you? LOL.
./iwasingmandfbn
yea lots of people have been in and out of gm and fbn. maybe anal voyage? i haven't seen your work and this is obviously a second account, so how would i know who you are

ahnchan - *February 15, 2016, 1:41 am*

(Feb 15, 2016 02:18 AM)goldenarms_ Wrote: [CITE] yea lots of people have been in and out of gm and fbn. maybe anal voyage? i haven't seen your work and this is obviously a second account, so how would i know who you are
naw, I was part of gm/fbn outside of hf lol

ML555 - *February 29, 2016, 2:42 pm*

great work ,that looks so beautiful