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Black Devil - February 16, 2016, 11:56 am

So i've been working on a game project for some time, and i've finally gotten around finishing up some of my first characters. They're made to look like real people, tho i don't feel like i really caught their looks, so i would love to get some feedback on them. (keep in mind, that this is my first time doing this stuff)

#1

Spoiler [\(Click to View\)](#)

#2

Spoiler [\(Click to View\)](#)

#3 (still new a few finishing touches)

Spoiler [\(Click to View\)](#)

Freed0m36 - February 16, 2016, 1:02 pm

I like the first one. The only thing that bugs me is her pants.

It looks like you didn't unwrap the pants correctly or you just dropped some crappy texture.

Try importing the model in Zbrush and sculpting the creases on the pants to generate a bump map.

Then you will be able to use a more uniform texture and the bump map will to the work.

But i'm pretty sure you just need to redo the unwrap.

Dont get me wrong.. Its great work.

Black Devil - February 16, 2016, 3:09 pm

(Feb 16, 2016 02:02 PM)Freed0m36 Wrote: [\[CITE\]](#) I like the first one. The only thing that bugs me is her pants.

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If it's the weird clipping at the bottom, i think it's the shoes, but i'll take a look what i can do in ZBrush. - Thanks for the feedback!

Mr Fox - February 16, 2016, 3:38 pm

Looks like your using Daz3D and if you are I hope you aren't going to make your game public. IF you are and don't pay the \$10,000 fee then your going to have a bad time if you get caught.

Furthermore if your using UE4 then importing those characters are going to be a bitch. As for actual critique: Meh, if you want to actually model go learn maya 3D and start from the ground up. Youll avoid lawsuits and have a decent foundation to work with.

JSTN - February 16, 2016, 3:40 pm

Really like the first design, just not feeling the pants or shoes.

Black Devil - February 16, 2016, 3:55 pm

(Feb 16, 2016 04:38 PM)Wh!te Wrote: [\[CITE\]](#) Looks like your using Daz3D and if you are I hope you

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i bought fuse before it become free, as far as i know there's no fee there, might have to look into it tho! - Wanted to use maya before, but then i found fuse and i liked it, but it's missing some customizing features.

- Didnt have that many problems importing into unreal engine, apart from a few errors that was okay easy to fix.

(Feb 16, 2016 04:40 PM)JSTN Wrote: [CITEI](#) Really like the first design, just not feeling the pants or shoes.

Yeah, neither did i, but i made a few versions and this was the one she liked the best, But i might go back and try finding atleast some better shoes, and possibly another white texture for the pants. - Thanks for the feedback! actually got my mind going on with a few new ideas.

SIM-2908357 - February 16, 2016, 4:01 pm

They look like GTA V characters, haha.

The eyes could be improved though.