Forum:Hack Forums

Thread: Game Asset Art (Spartan Sword)

SIM-964740 - *May 30, 2018, 4:08 am*
Just playing around, made my first "finished product" with my Wacom Tablet, finally found a good technique to use. Here it is:

Spoiler (Click to View)

Looking for some feedback :)

ORK24 - *May 30, 2018, 7:59 am*
Looks really nice, good job!
Would love to see a 3d model on sketchfab

#Doge - *May 30, 2018, 11:59 pm*
Lookin good for your first. Continue improving on modelling and you'll be making wonders in no time. I'd suggest you play around texturing whilst you're modelling. I found it helpful when making models accurate. Use real time rendering like octane, I promise it's the best thing.

There's lots of potential here. I can see that you sculpted the sword(Correct me if I'm wrong). In my experience, it's best if you sculpt each part separately. It'll give you more room to correct mistakes and make the workflow smoother and thus faster.

I highlighted parts of the sword that could use some tweaking.

It could use more edges. Parts like these could be done first without sculpting(again, just assuming). You can detail it after you've gotten the proper figure for it. But besides that, good job.

I hope to see more from you.

Also, what program you using?

SIM-964740 - *May 31, 2018, 1:34 am*
(May 30, 2018 11:59 PM)#Doge Wrote: *[CITE]* snipHi, thanks for the feedback. I'll go through it now. This was actually just done from a sketch and I painted it on Photoshop.

#Doge - *May 31, 2018, 2:25 am*
(May 31, 2018 01:34 AM)Deadpan Wrote: *[CITE]* Hi, thanks for the feedback. I'll go through it now. This was actually just done from a sketch and I painted it on Photoshop.
Damn, I didn't realized that. You're lighting's on point then. Totally had me fooled lol.
Keep it up mate, really good job you're doing.

I-I I-I - *May 31, 2018, 4:01 am*
Looks fine for me. I like the color combination you kept in your art.