

Forum:[Hack Forums](#)

Thread: [3D Stuff i did to practice. Rate them 1 - 10](#)

H00L - April 28, 2020, 8:57 pm

Please be aware that these are pretty big images, because i wanted to achieve a good quality and use them as phone wallpapers.

Glassy Skull

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

Oily Skull

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

Steve Jobs holding an apple

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

Stone and rings

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

I fed steroids to my pc, then opened minecraft

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

So yeah go on rate them ?

ggwpsba - April 28, 2020, 9:02 pm

It looks good man, keep going. I rate 10

H00L - April 28, 2020, 9:08 pm

(Apr 28, 2020 09:02 PM)ggwpsba Wrote: [\[CITE\]](#) It looks good man, keep going. I rate 10
Thanks :) I will keep it up its a well welcome variety to music producing.

Luca - April 29, 2020, 4:47 am

Good job man. They are great! 10/10

a11s - April 29, 2020, 6:02 am

These look amazing, especially the oily skull.

10/10 from me, I want to see more!

H00L - April 29, 2020, 10:02 am

(Apr 29, 2020 04:47 AM)Luca Wrote: [\[CITE\]](#) Good job man. They are great! 10/10
Thanks a lot! I Actually didnt think they look that cool, except from the glassy skulls that one is kinda cool imo ?

(Apr 29, 2020 06:02 AM)a11s Wrote: [\[CITE\]](#) These look amazing, especially the oily skull.

10/10 from me, I want to see more!

Wow thanks man, i will try to let the forum see more when im doing more of them ??

SecureOp - April 29, 2020, 4:56 pm

(Apr 29, 2020 10:02 AM)H00L Wrote: [\[CITE\]](#) Thanks a lot! I Actually didnt think they look that cool, except from the glassy skulls that one is kinda cool imo ?

Wow thanks man, i will try to let the forum see more when im doing more of them ??
Really nicely done, art like this would be created with what type of tooling?

H00L - April 29, 2020, 5:23 pm

(Apr 29, 2020 04:56 PM)Din Wrote: [\[CITE\]](#) Really nicely done, art like this would be created with what type of tooling?

Well all i am using is Cinema 4D combined with the Octane Render Engine.
The models are mostly scans from websites who give them for free.

The most work is going into lighting and creating materials.

a11s - April 29, 2020, 5:31 pm

(Apr 29, 2020 10:02 AM)H00L Wrote: [\[CITE\]](#) Wow thanks man, i will try to let the forum see more when im doing more of them ??
Please do!

In fact, your skulls inspired me into creating the avatar I have now, haha.

Goku - April 29, 2020, 5:40 pm

They look aesthetically nice but it feels so meaningless.

Zen - April 29, 2020, 5:44 pm

Did you make these using Cinema 4D? Or something else

H00L - April 30, 2020, 7:56 am

(Apr 29, 2020 05:44 PM)Zen Wrote: [\[CITE\]](#) Did you make these using Cinema 4D? Or something else

Cinema 4D with Octane Render Engine, yes.

(Apr 29, 2020 05:40 PM)Goku Wrote: [\[CITE\]](#) They look aesthetically nice but it feels so meaningless.

Thats kinda true, the only purpose they serve is practice.

(Apr 29, 2020 05:31 PM)a11s Wrote: [\[CITE\]](#) Please do!

In fact, your skulls inspired me into creating the avatar I have now, haha.
Thats cool man! The avatar looks sick!

Klonopin - April 30, 2020, 9:08 pm

(Apr 28, 2020 08:57 PM)H00L Wrote: [\[CITE\]](#) Please be aware that these are pretty big images, because i wanted to achieve a good quality and use them as phone wallpapers.

Glassy Skull

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

Oily Skull

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

Steve Jobs holding an apple

Spoiler ([Click to View](#))

Stone and rings

Spoiler ([Click to View](#))

I fed steroids to my pc, then opened minecraft

Spoiler ([Click to View](#))

So yeah go on rate them ?

Daaamn I really like your work, keep the grind up man 11/10

a11s - May 1, 2020, 2:41 am

(Apr 30, 2020 07:56 AM)H00L Wrote: ([CITE](#)) Thats cool man! The avatar looks sick!

Thank you!

It's a shame the forum doesn't allow bigger avatars. I guess it is for the good of the servers or something, but still, my avatar is too tiny even though I maxed out every pixel from 120x150 limit, hah.

Mr. Atlas - May 1, 2020, 10:27 am

Glassy Skull 9/10

Oily Skull 7/10

Steve Jobs holding an apple 8/10

Stone and rings 5/10

I fed steroids to my pc, then opened minecraft 7/10

good job ! guy :)

H00L - May 1, 2020, 12:17 pm

(May 1, 2020 10:27 AM)Mr. Atlas Wrote: ([CITE](#)) Glassy Skull 9/10

Oily Skull 7/10

Steve Jobs holding an apple 8/10

Stone and rings 5/10

I fed steroids to my pc, then opened minecraft 7/10

good job ! guy :)

Thanks for the ratings, may i ask why the stone "only" made it to 5? Is it just a different taste that yours, or do you have some advices? ?

(Apr 30, 2020 09:08 PM)Klonopin Wrote: ([CITE](#)) Daaamn I really like your work, keep the grind up man 11/10

Thanks man! ? I will keep this up!

Mr. Atlas - May 1, 2020, 5:45 pm

(May 1, 2020 12:17 PM)H00L Wrote: ([CITE](#)) Thanks for the ratings, may i ask why the stone "only" made it to 5? Is it just a different taste that yours, or do you have some advices? ?

Thanks man! ? I will keep this up!

I love the space and that kind of thing in general but the square of neon is too much ?

H00L - May 1, 2020, 5:49 pm

(May 1, 2020 05:45 PM)Mr. Atlas Wrote: [\[CITE\]](#) I love the space and that kind of thing in general but the square of neon is too much ?

Damn i already thought maybe its good without the extra square. Well it was my first render ever so i guess its ok ?

Mr. Atlas - May 1, 2020, 5:53 pm

(May 1, 2020 05:49 PM)H00L Wrote: [\[CITE\]](#) Damn i already thought maybe its good without the extra square. Well it was my first render ever so i guess its ok ?

it's still excellent! ?

Velma - May 1, 2020, 5:54 pm

10/10 from me looks amazing nice work.

H00L - May 1, 2020, 5:57 pm

(May 1, 2020 05:53 PM)Mr. Atlas Wrote: [\[CITE\]](#) it's still excellent! ?

Thanks man!

(May 1, 2020 05:54 PM)Velma Wrote: [\[CITE\]](#) 10/10 from me looks amazing nice work.

Thanks :) Will defo post more when i get more :D

Jake Muller - May 8, 2020, 6:29 am

You've done some great job buddy.

The ones I prefer are 1 and 3.

Herbert - May 12, 2020, 1:17 am

I like the apple one.

7/10

IGK4L - August 30, 2020, 3:14 pm

meaningless, but yet so much thought

SIM-1729678 - September 1, 2020, 7:39 am

"Steve Jobs holding an apple" HAHAHAHA that shit made me laugh, so savage.

SIM-3205632 - September 1, 2020, 8:03 am

Check this instagram out I think you might like it.

<https://www.instagram.com/thinklumi/>

H00L - September 4, 2020, 11:49 am

(Sep 1, 2020 07:39 AM)ScreemS Wrote: [\[CITE\]](#) "Steve Jobs holding an apple" HAHAHAHA that shit made me laugh, so savage.

Haha finally someone laughing at this ?

(Sep 1, 2020 08:03 AM)RijstPapi Wrote: [\[CITE\]](#) Check this instagram out I think you might like it.

<https://www.instagram.com/thinklumi/>

I prefer a darke style but the art shown there is pretty neat!

SIM-1729678 - September 4, 2020, 12:15 pm

(Sep 4, 2020 11:49 AM)H00L Wrote: [\[CITE\]](#) Haha finally someone laughing at this ?

I prefer a darke style but the art shown there is pretty neat!
Give this guy a looker.

<https://instagram.com/billelis>

He made the poster for the last John Wick movie. All 3D renders.

Free Kurdistan - September 4, 2020, 12:16 pm

They look incredible man! The third one look like my future wallpaper.

H00L - September 4, 2020, 12:21 pm

(Sep 4, 2020 12:15 PM)ScreemS Wrote: [\[CITE\]](#) Give this guy a looker.

<https://instagram.com/billelis>

He made the poster for the last John Wick movie. All 3D renders.

I know this guy already, i actually bought one of his model packs! Unreal art!

(Sep 4, 2020 12:16 PM)Real Rudy Wrote: [\[CITE\]](#) They look incredible man! The third one look like my future wallpaper.

I actually got people sending me screenshot of my work as their background. Made me kinda proud.

mindshift5 - September 26, 2020, 11:00 pm

(Apr 29, 2020 05:23 PM)H00L Wrote: [\[CITE\]](#) Well all i am using is Cinema 4D combined with the Octane Render Engine.

The models are mostly scans from websites who give them for free.

The most work is going into lighting and creating materials.

If I'm not mistaken you have a pretty good workstation to pull this off right?

H00L - September 27, 2020, 4:32 am

(Sep 26, 2020 11:00 PM)mindshift5 Wrote: [\[CITE\]](#) If I'm not mistaken you have a pretty good workstation to pull this off right?

Not really man, im running a Ryzen 5, 16 Gb of ram and a 1050ti. Really not the best for doing this but i render at night so i can work at day.

mindshift5 - September 27, 2020, 7:21 am

(Sep 27, 2020 04:32 AM)H00L Wrote: [\[CITE\]](#) Not really man, im running a Ryzen 5, 16 Gb of ram and a 1050ti. Really not the best for doing this but i render at night so i can work at day.

Well it's still a pretty good rig if you ask me

H00L - September 27, 2020, 9:11 am

(Sep 27, 2020 07:21 AM)mindshift5 Wrote: [\[CITE\]](#) Well it's still a pretty good rig if you ask me
Thats true im happy with it, no matter if its gaming or working its pretty decent!

But especially for animated 3d stuff the workload is unreal. I need to render about 2 hours for 3 seconds long clip with really scaled down quality. Thats why i focus on still images more.