

CHARACTER PRODUCTION

## PROCESS

### REFERENCES

CLASSICAL WESTERN  
FUTURIST ELEMENTS  
DEMOBAZA

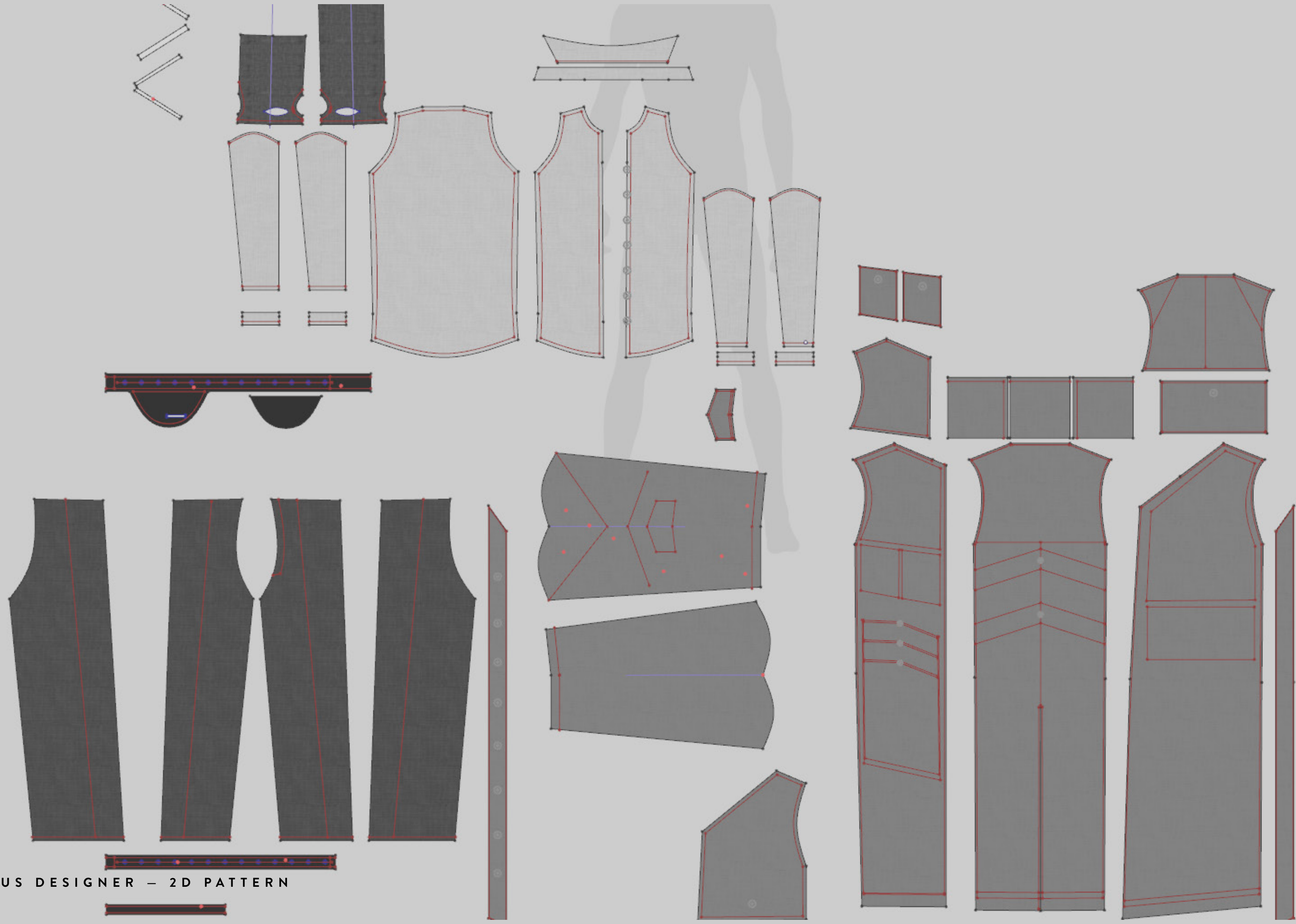
### PROCESS

BASEMESH  
DETAILS  
TEXTURING  
SHADERS  
SIMULATION



TOOLS



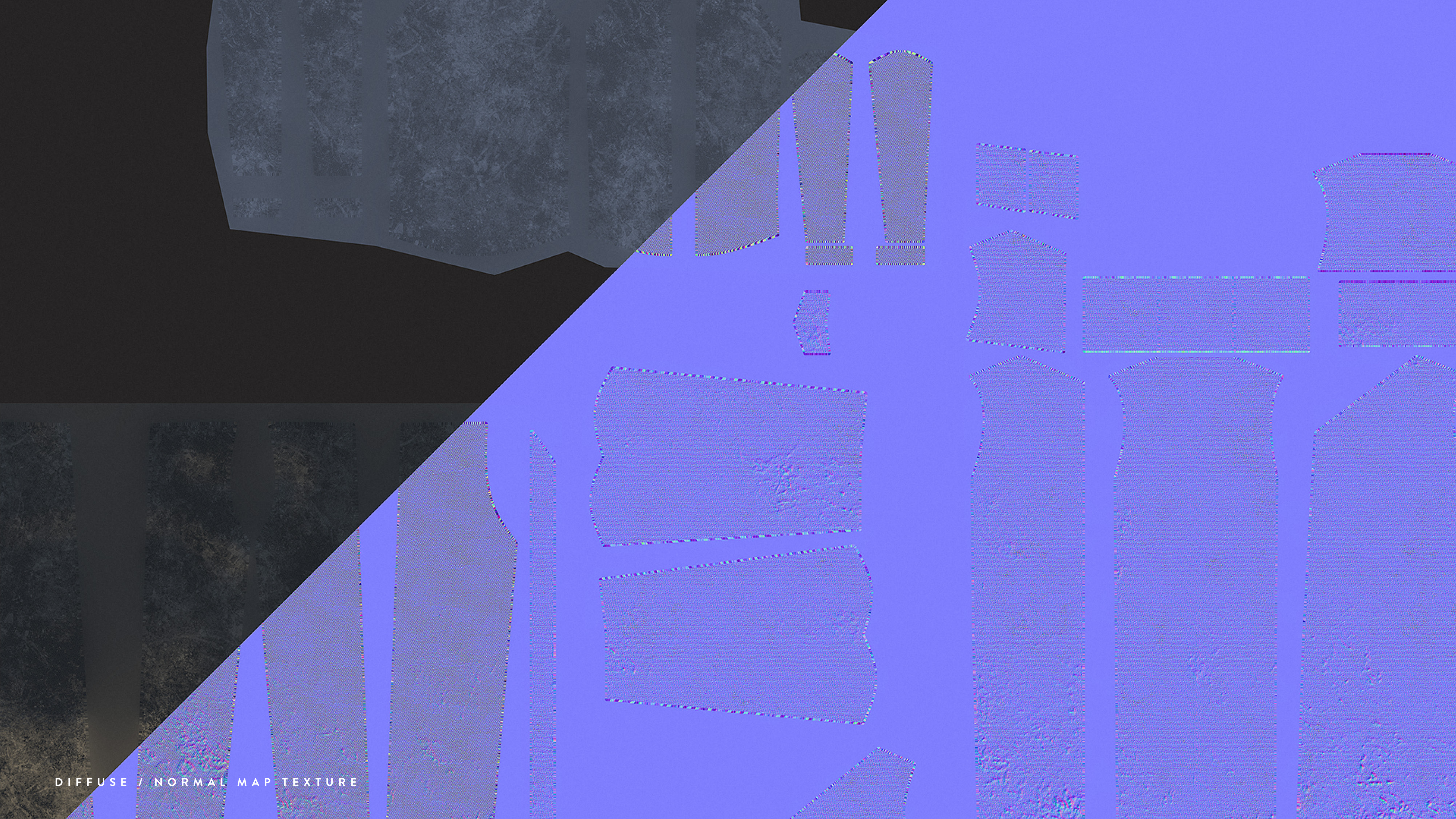












DIFFUSE / NORMAL MAP TEXTURE





