

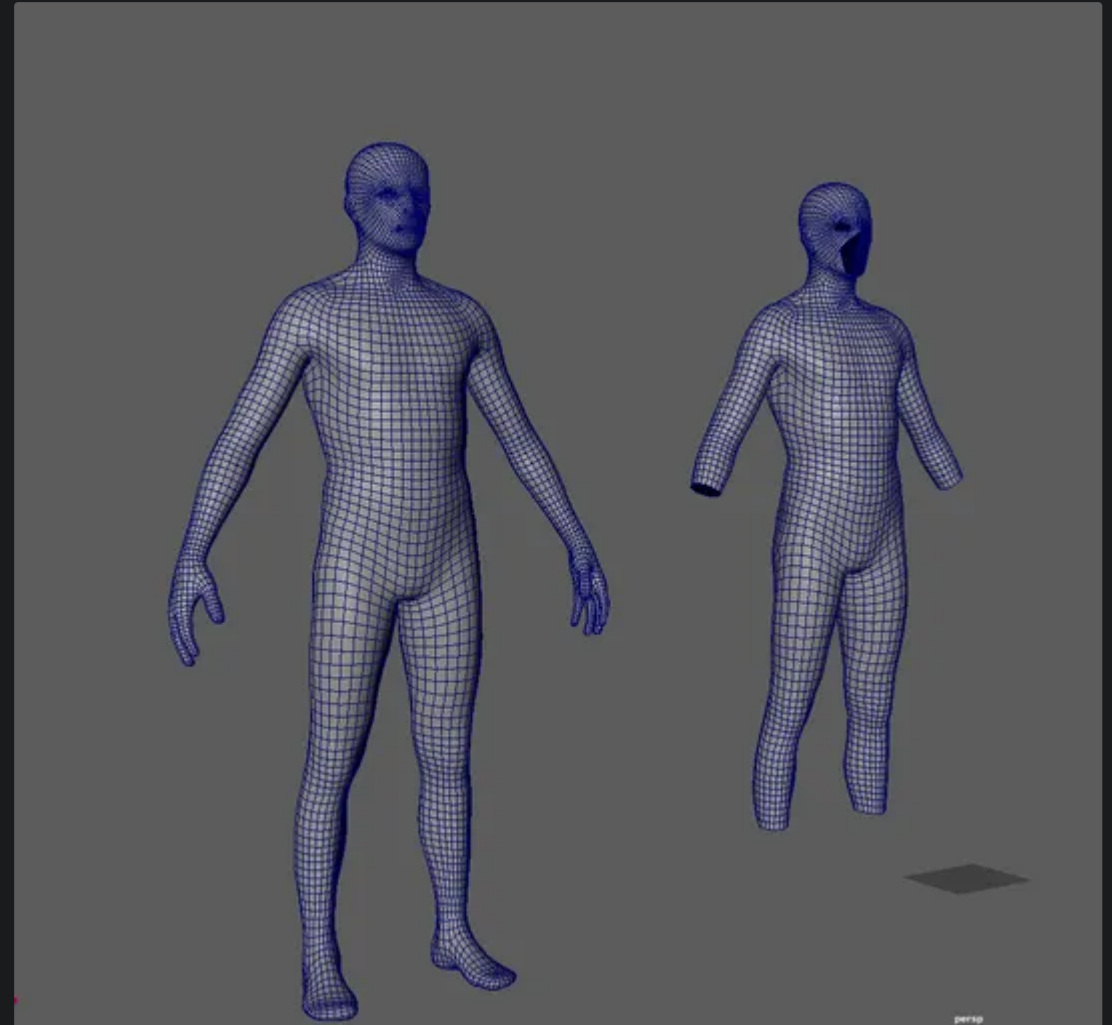


Dion Bowen

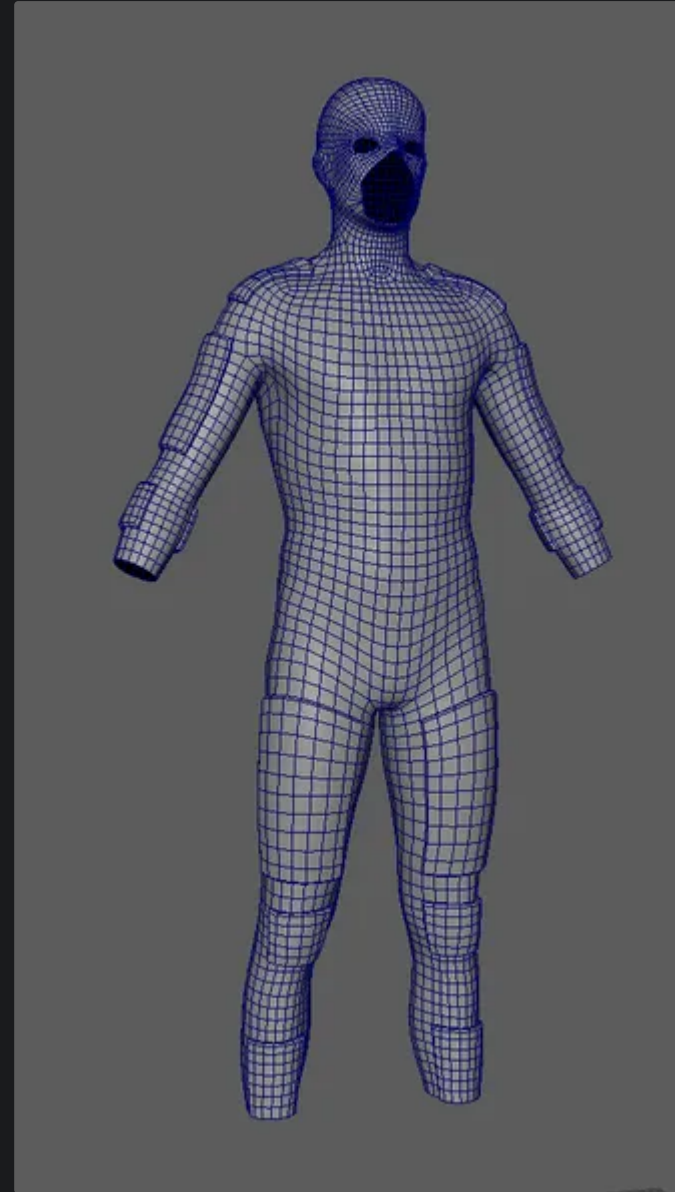
Games (HNC) Dion Bowen - Superhero

Modeling

Making the body/suit



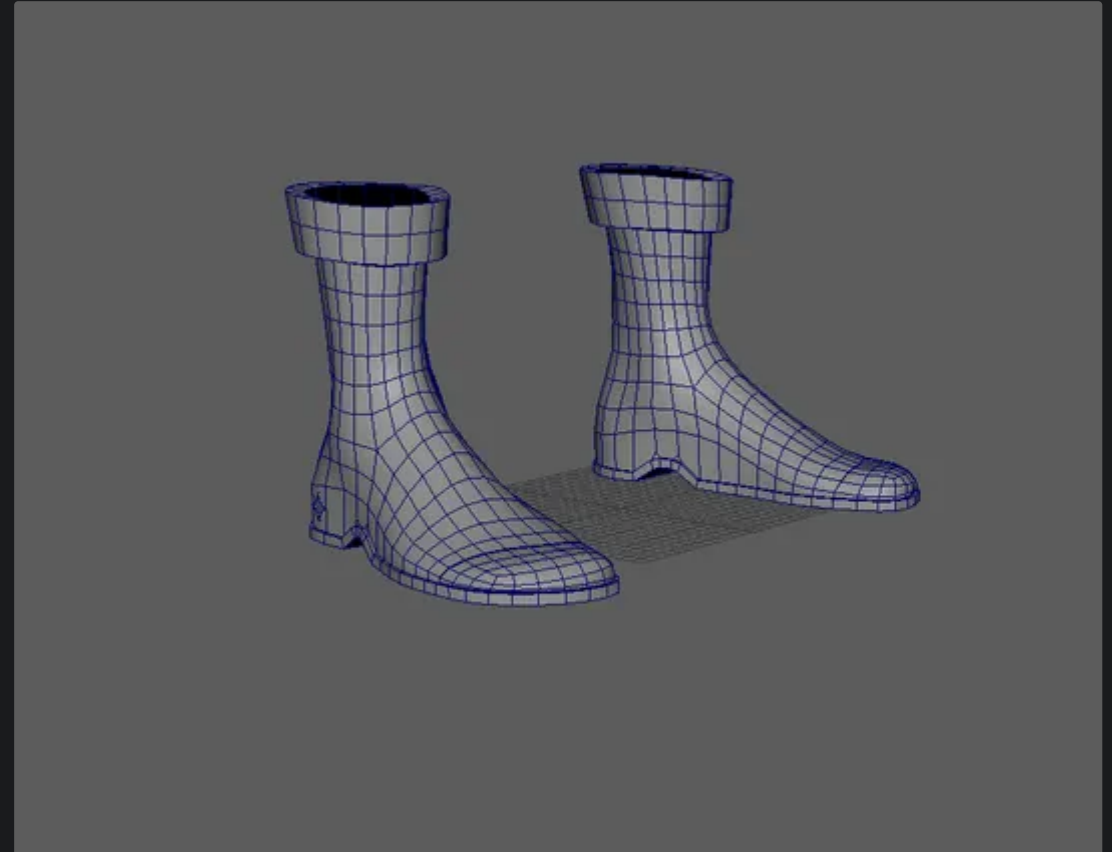
Suit



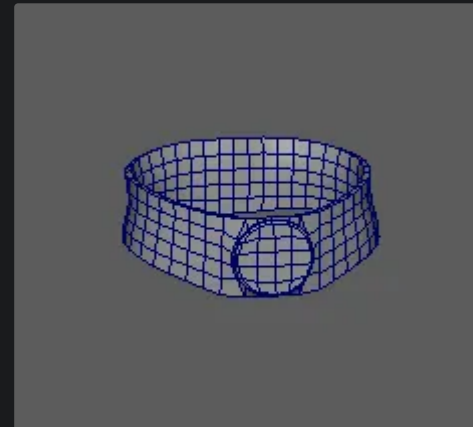
Gloves



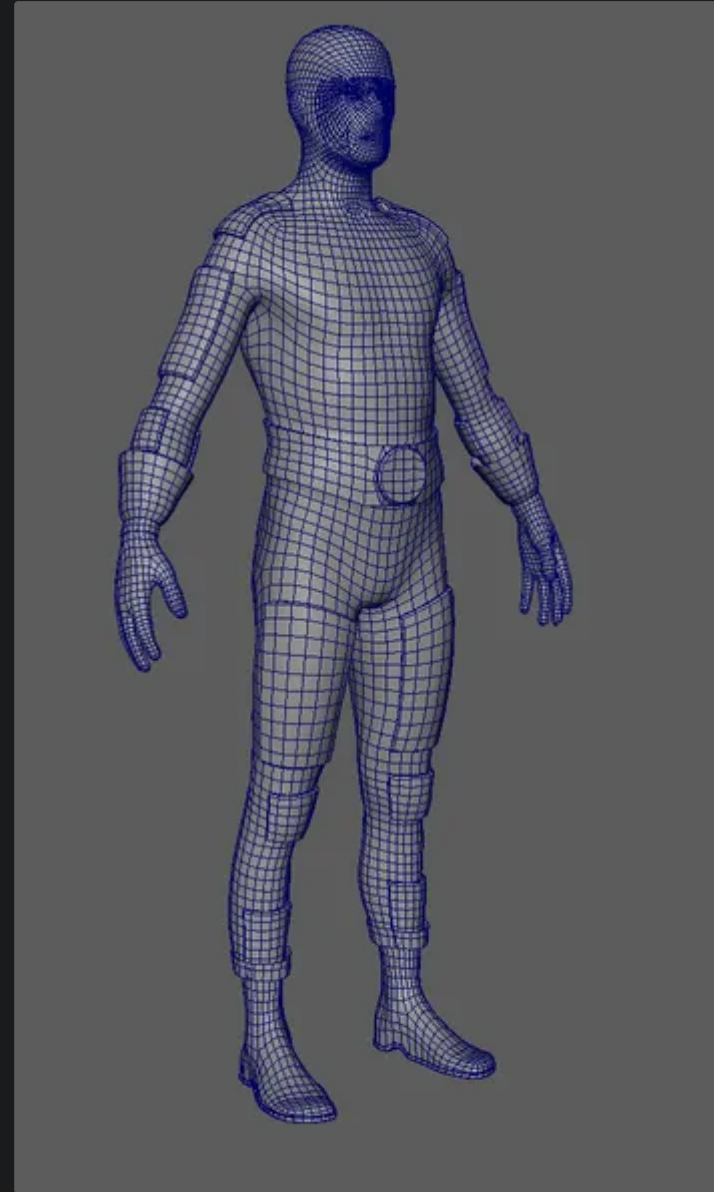
Boots



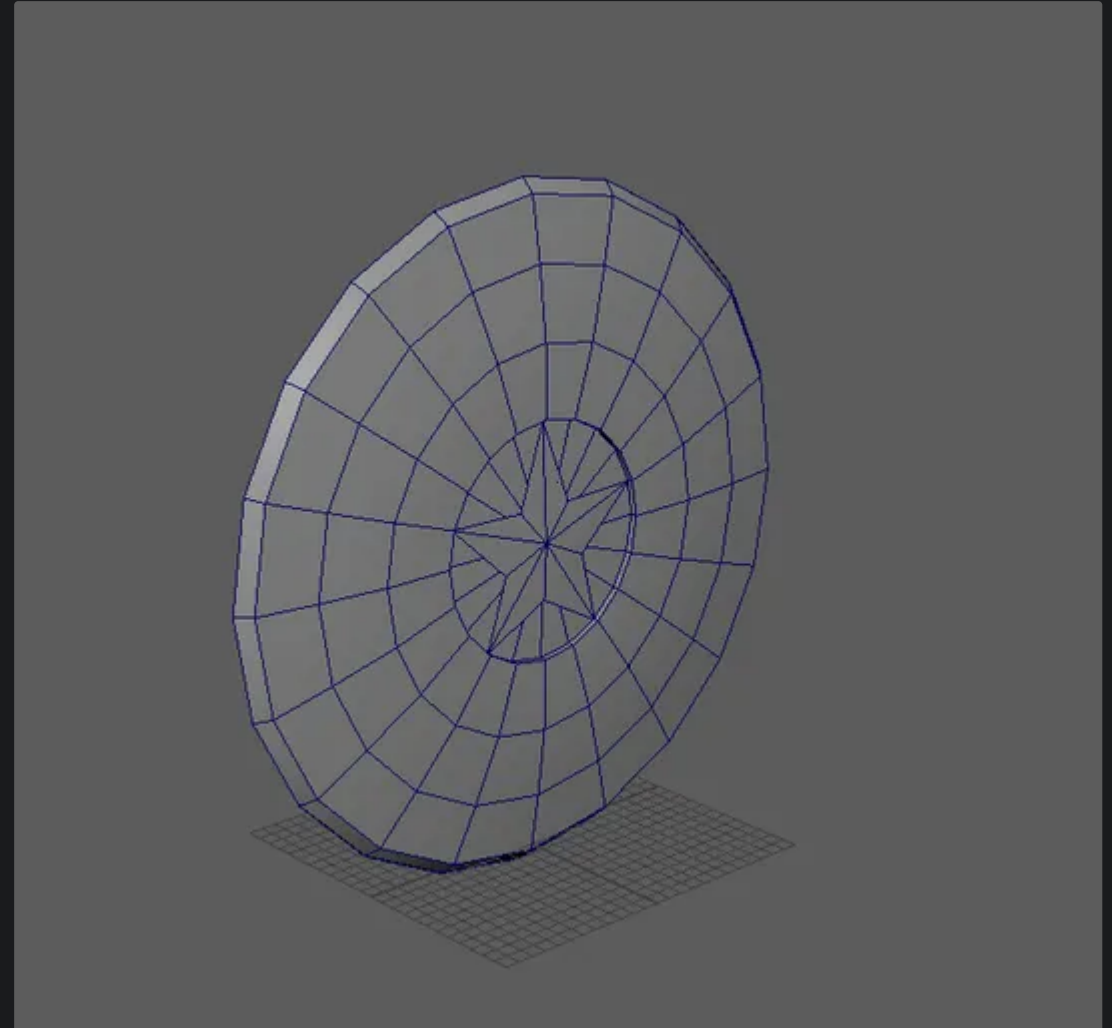
Belt



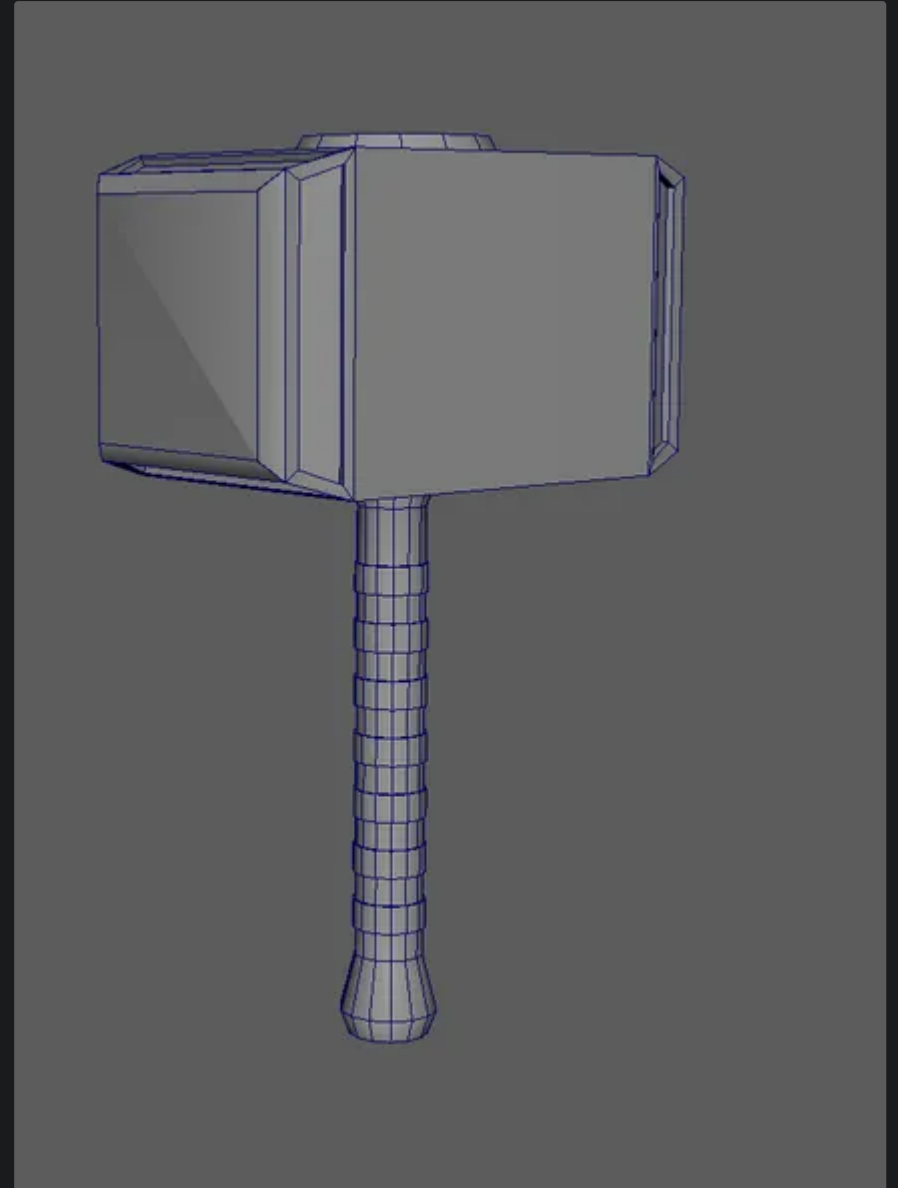
Capitan America base model



Capitan America shield model

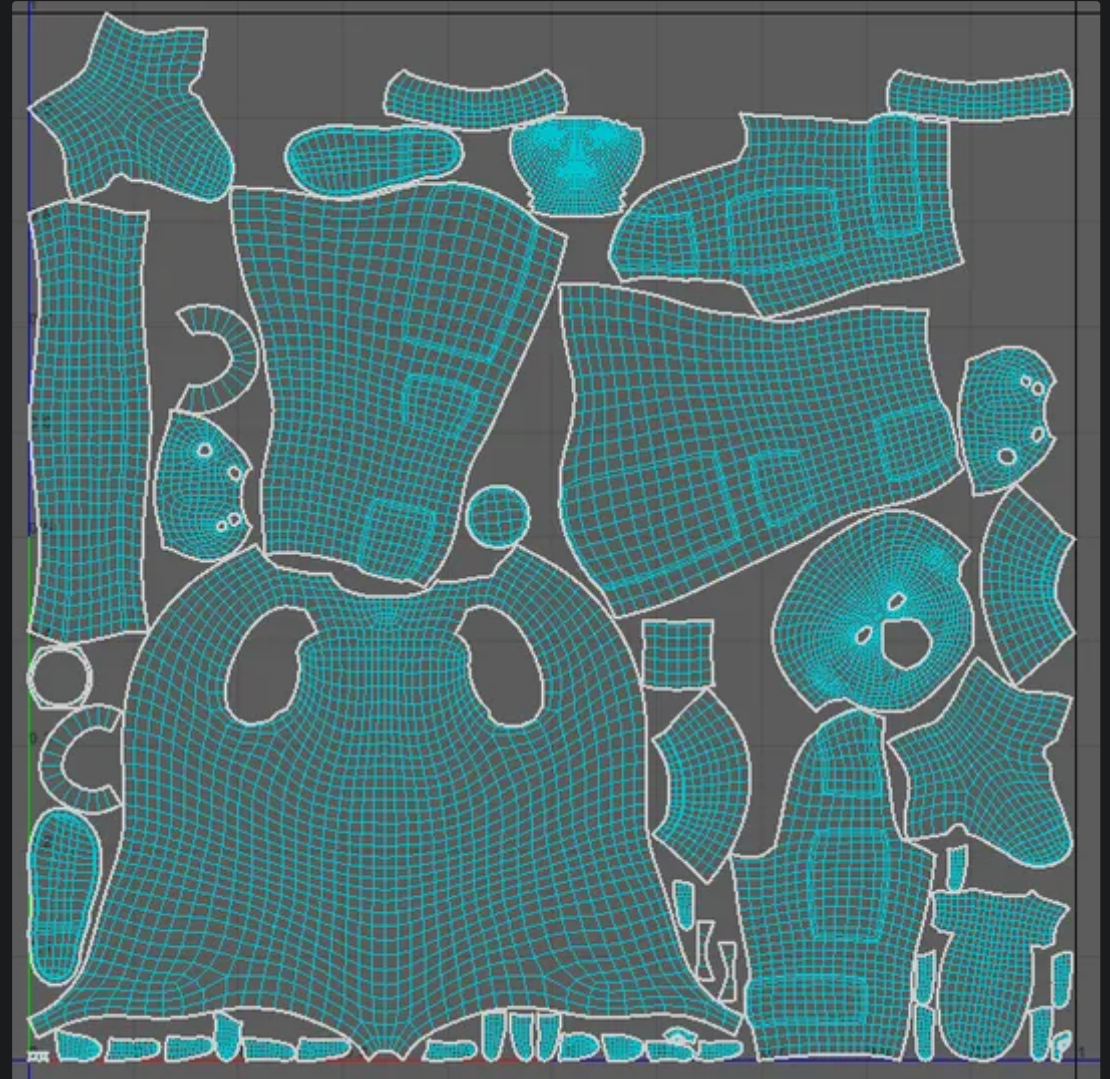


Thor hammer model

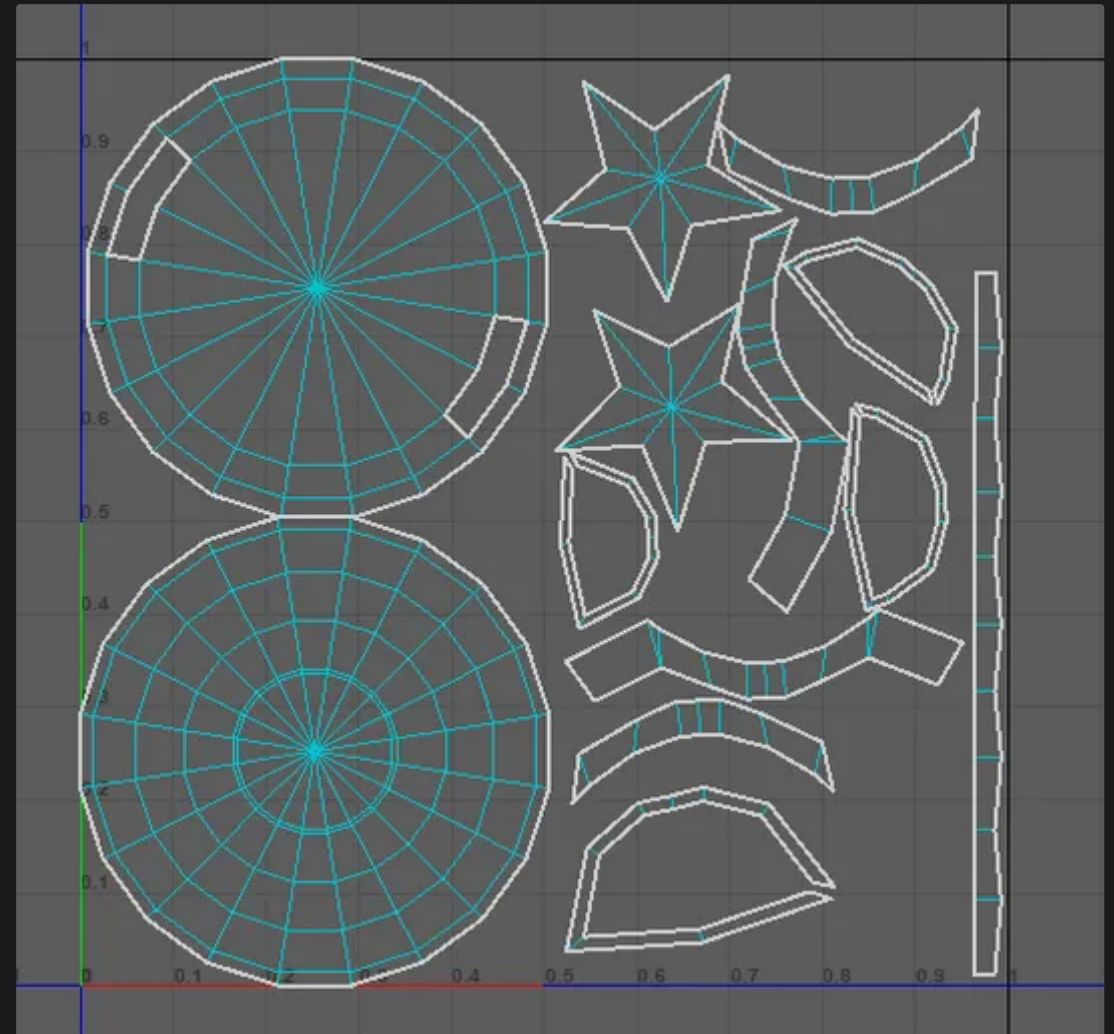


UV Unwraps

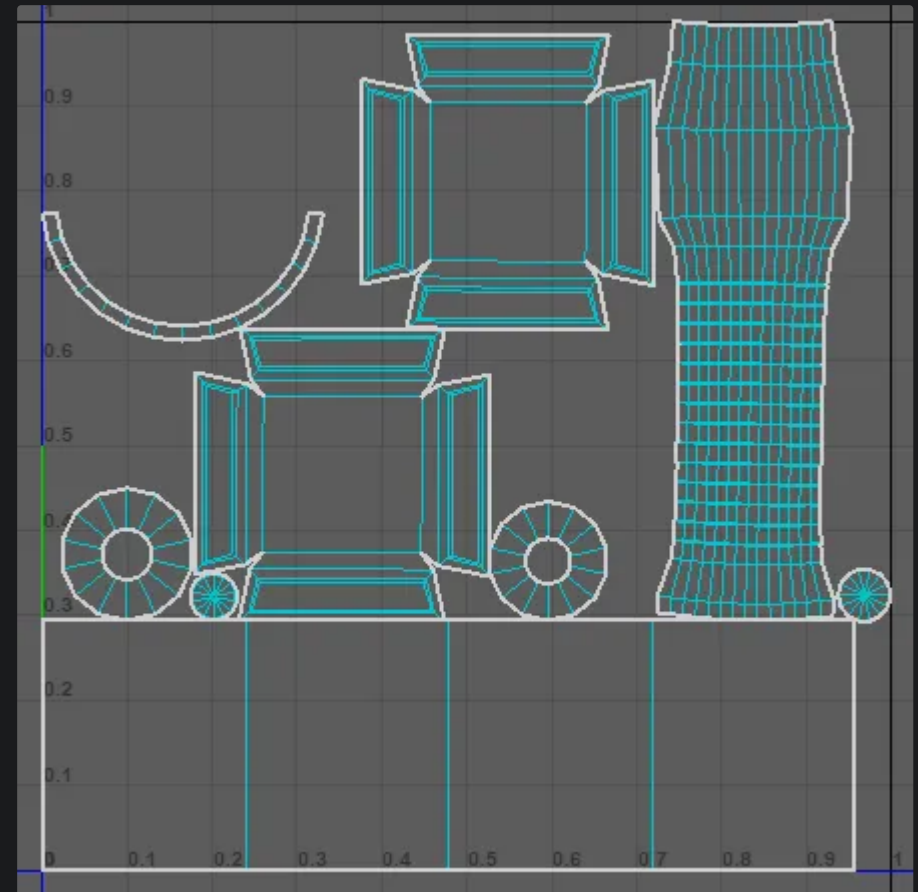
Capitan America UV unwrap



Capitan America shield UV unwrap

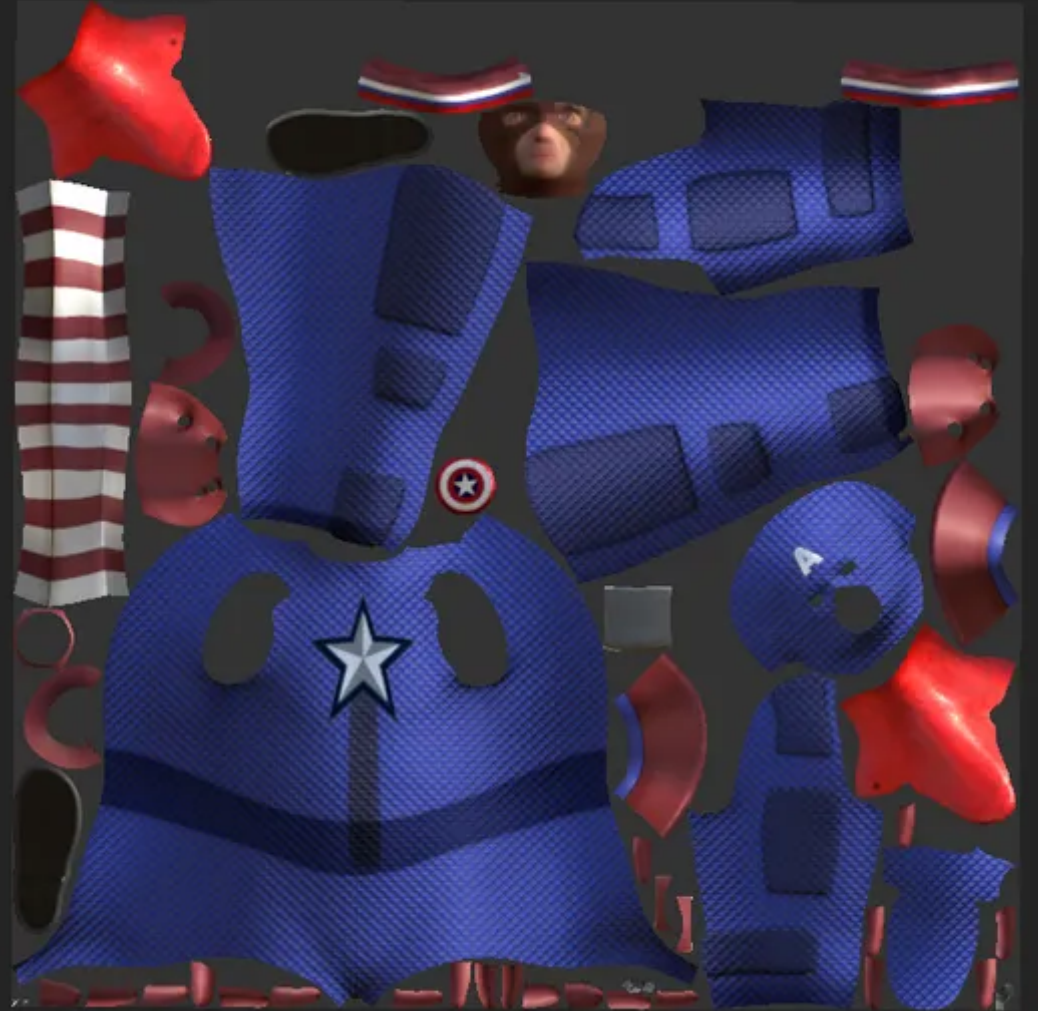


Thor hammer UV unwrap



Textures

Capitan America texture



Capitan America shield texture



Thor hammer texture



Final models (Final renders)

Capitan America

Here is a link to the upload on Sketchfab:

<https://sketchfab.com/3d-models/capitan-america-14f4e3491cfc410b9585b5213aec88a4>



Capitan America shield

Here is the link to the Sketchfab upload:

<https://sketchfab.com/3d-models/captain-america-shield-30b56da6915e4f2daba5733eb787d271>



Thor hammer

This is the Sketchfab upload link:

<https://sketchfab.com/3d-models/thors-hammer-58f5a578c7224916b1d9fef7f474948e>



Game Engine

Base level (Russian winter village)



Pick up items

Sorry, your video is being prepared.
This usually takes a few minutes.

Cel shading/toon shader



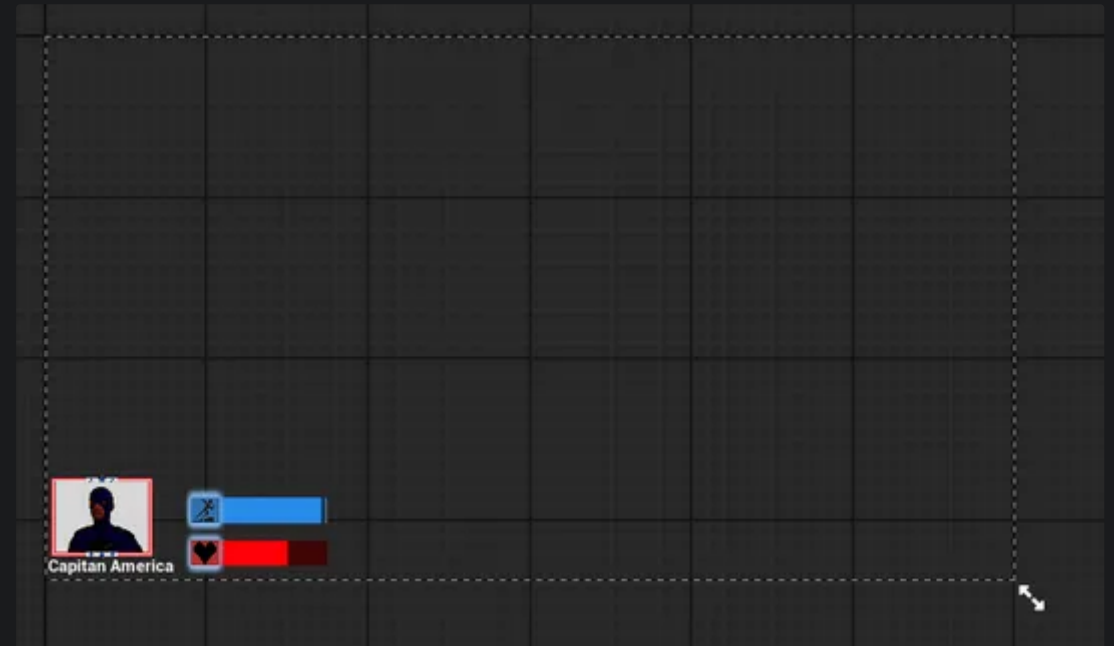
NPC (Thor)



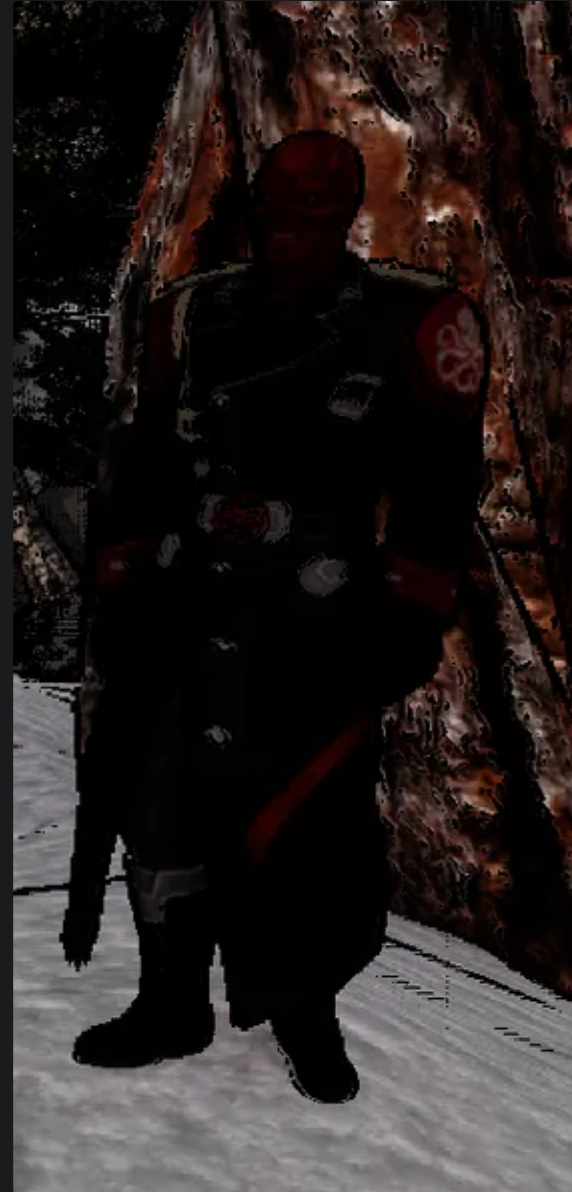
Door interaction

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HUD/UI

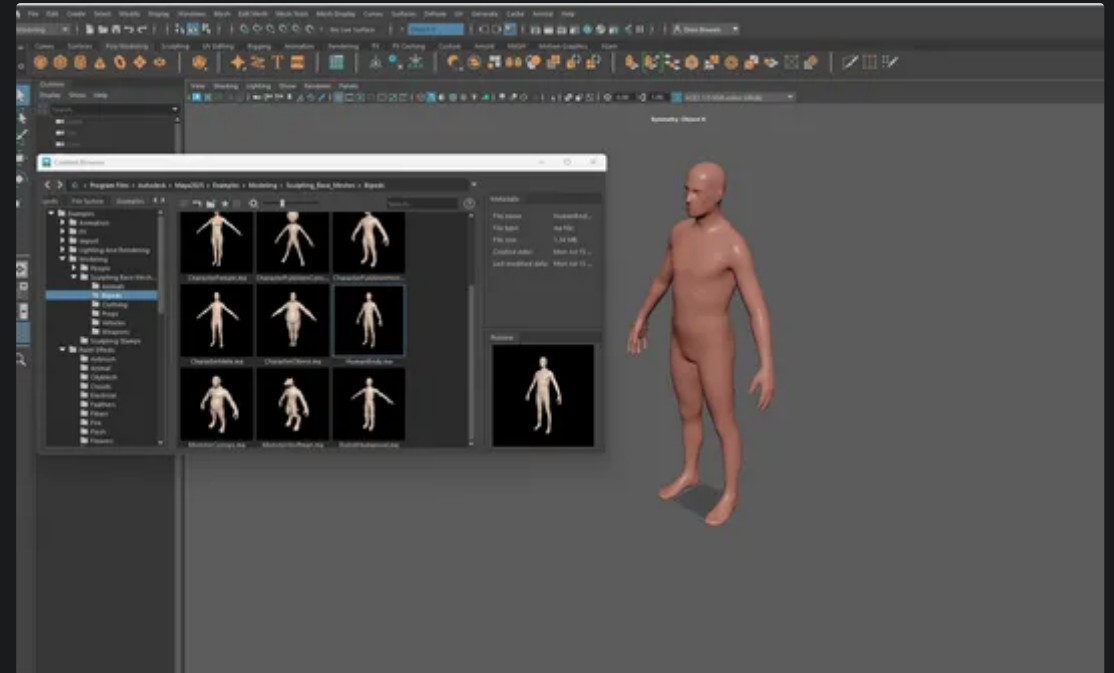


NPC Red Skull (villain)

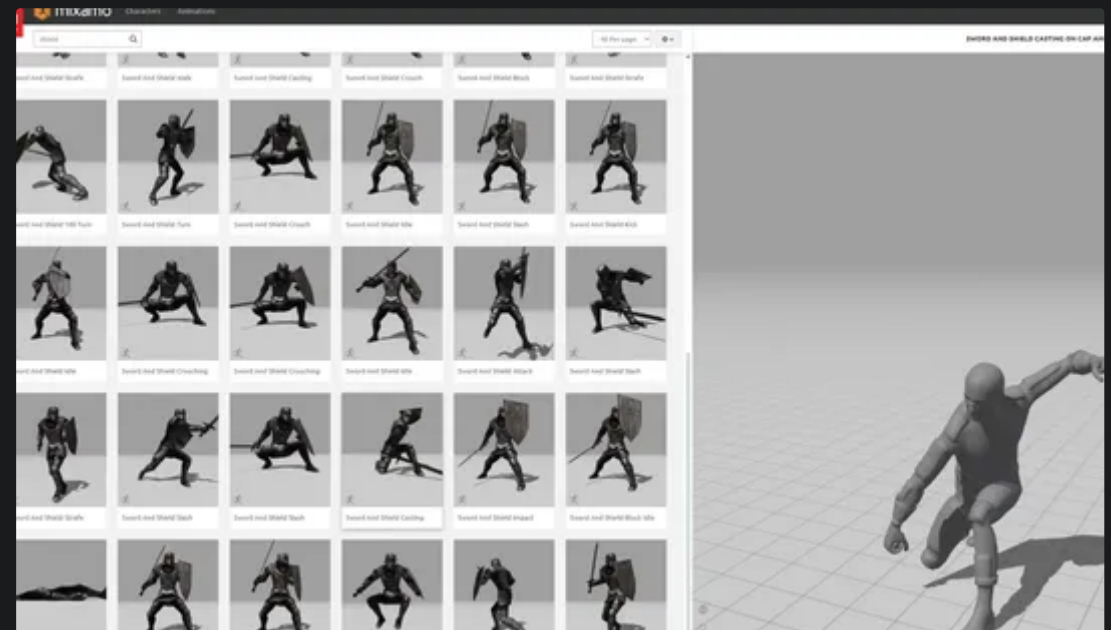


Effects / Tools Used

Base Modeling Biped (Human Mesh)



Mixamo (rig/animations)



Adding models/props to animation



Final demonstration

Final demonstration video

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