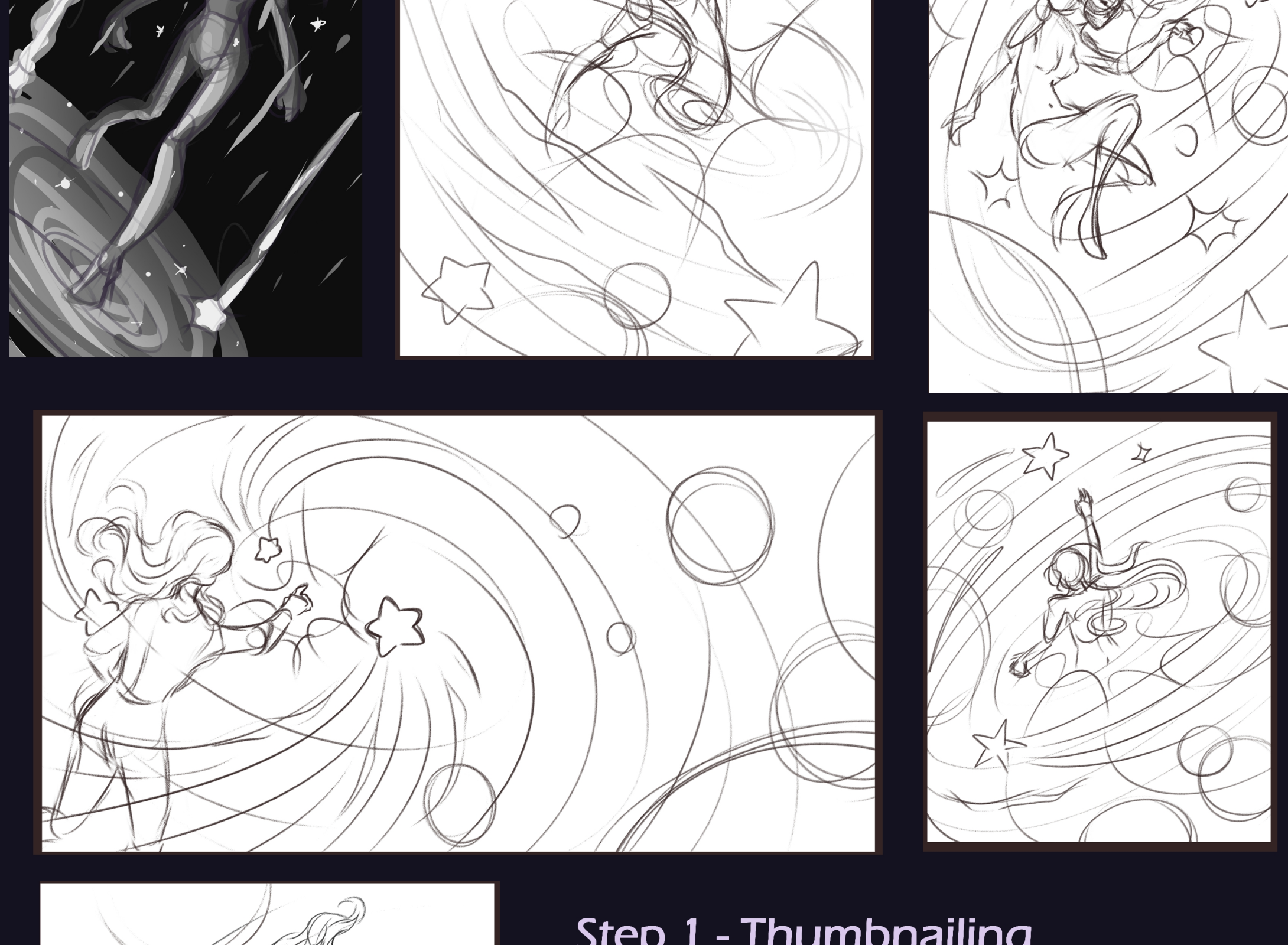


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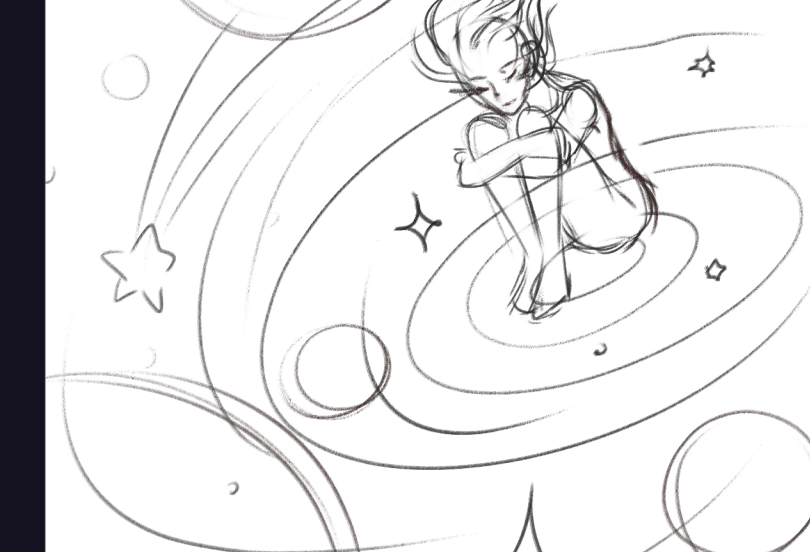
## Cosmic Entity- Process

Clip Studio Paint EX, Maya 2023, ZBrush 2024, Substance Painter 2024



### Step 1 - Thumbnailing

I started with a value thumbnail of my initial idea to get a feel for what I wanted. Then, I made alternate compositions of the idea.

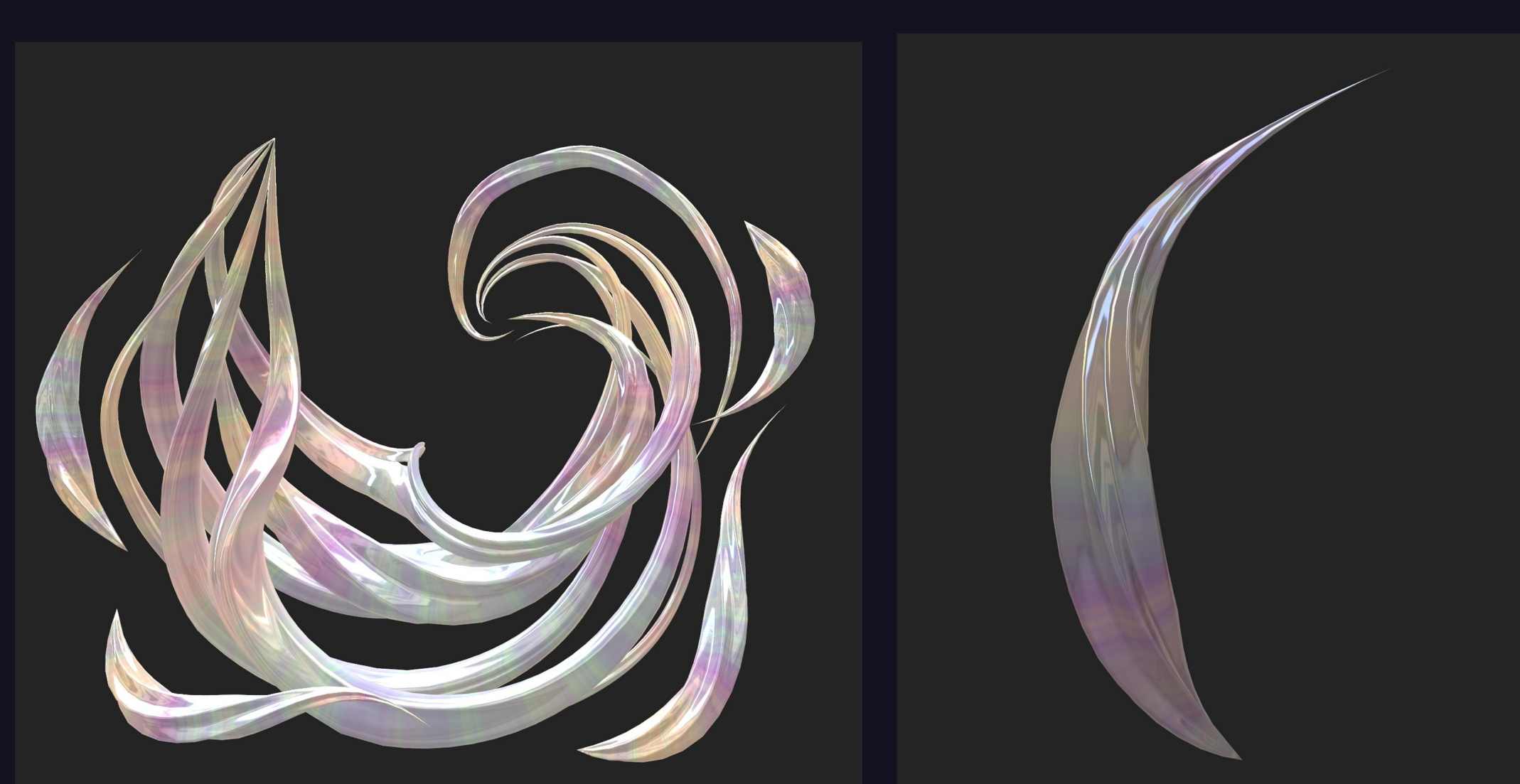


For my final thumbnail, I first drew it in greyscale, then colored it. This was used as my main reference for the rest of the project.



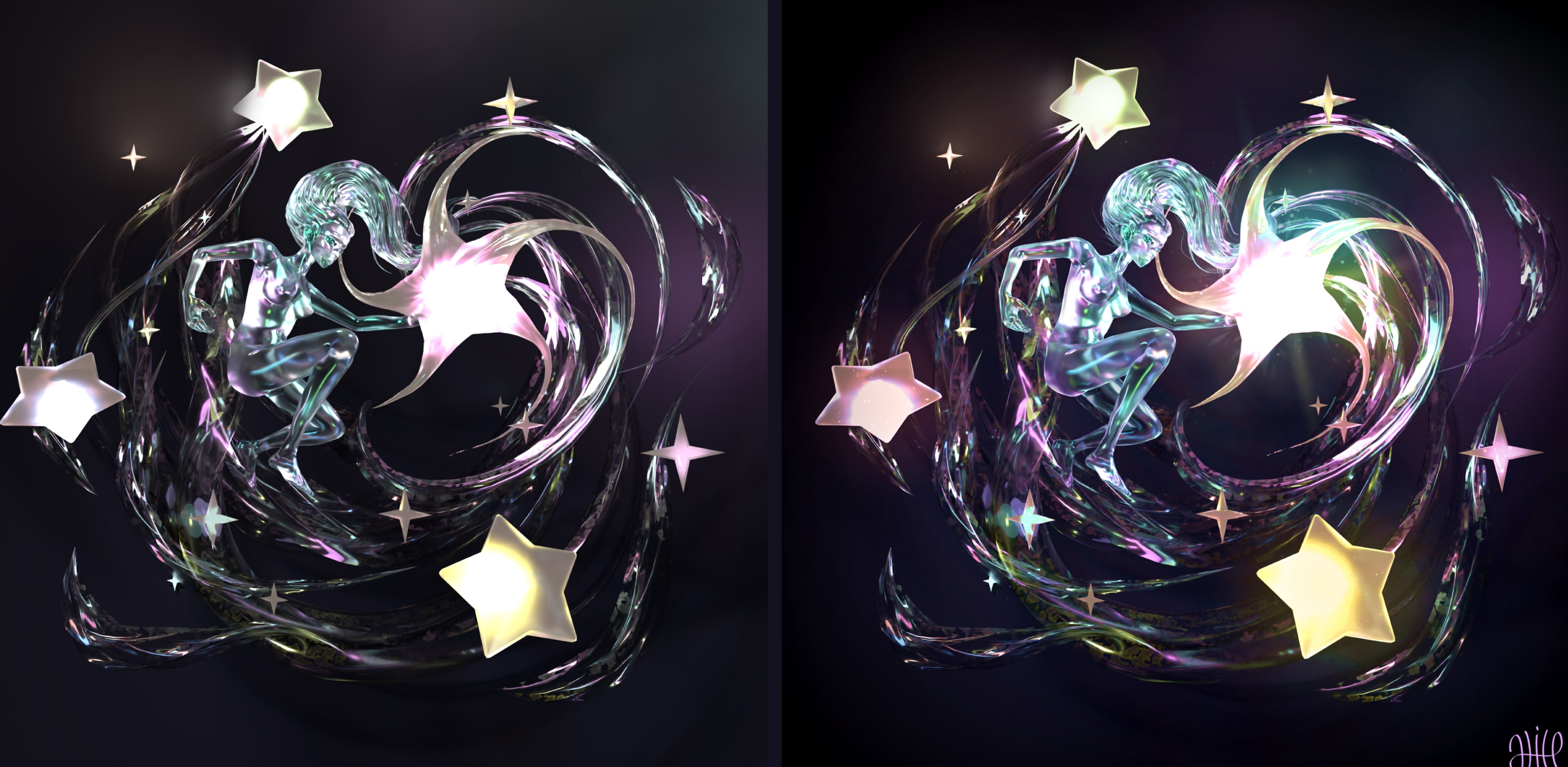
### Step 2 - Modeling and Lighting

I first started blocking out my scene using a Norman mannequin, basic shapes and the sweep mesh tool in Maya. I also had to make some decisions about how I'd translate my 2D concept into 3D. I made the choice to round out the composition and modify the pose as I went along. After a while, I moved over to ZBrush to sculpt the character, and brought it back into Maya to test. I experimented with placement, angle, and lighting at every step.



### Step 3 - Texturing

I tried my hand at creating an iridescent material in Substance Painter, which turned out alright, but it wasn't exactly what I wanted. So instead, I decided to try out premade shaders from the Renderman library in combination with many colorful lights to create an iridescent, translucent, glass-like feel to the star trails.



Raw Image

Post-Processed Image

### Step 4 - Post-processing

After I was satisfied with my composition, sculpt, lighting, and shaders, I used Clip Studio Paint to add more color, glow and sparkliness to the render.



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### Final Render -

Overall, I am very happy with the result I achieved, and I learned a lot about glass shaders and lighting. I think that even if I decided to change the composition, it looks very similar to my color thumbnail.