

Bubbee

the Bugbear



136,960 Polygons!
2K Textures!



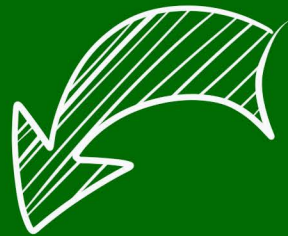
3D Game Asset by JM
SNHU GRA-201

Bubbee the Bugbear

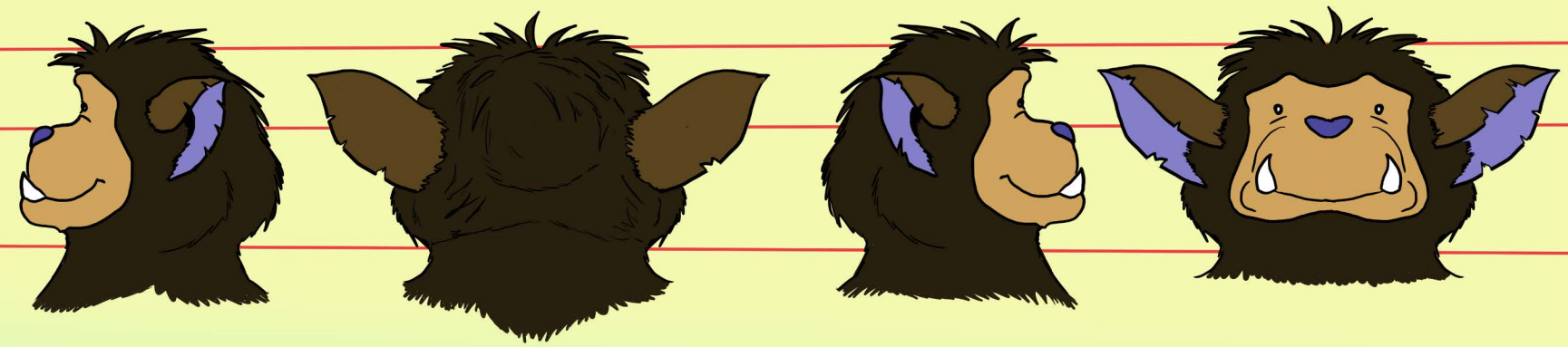


Original Art

*Asset
Plan & Design*



*Bubbee the
Bugbear design! Jul'19*



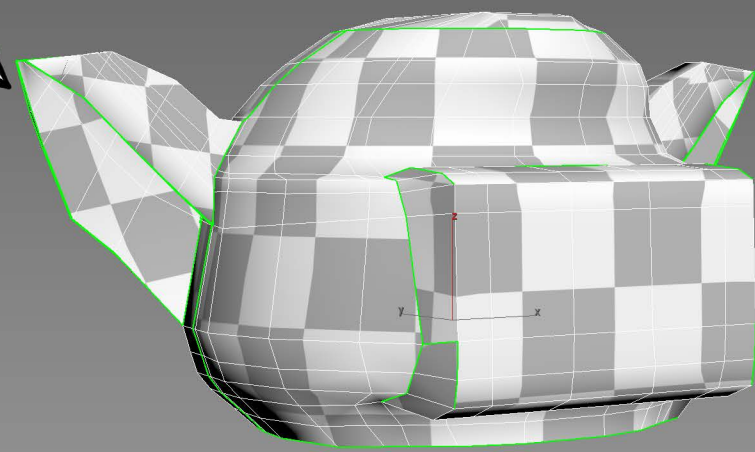
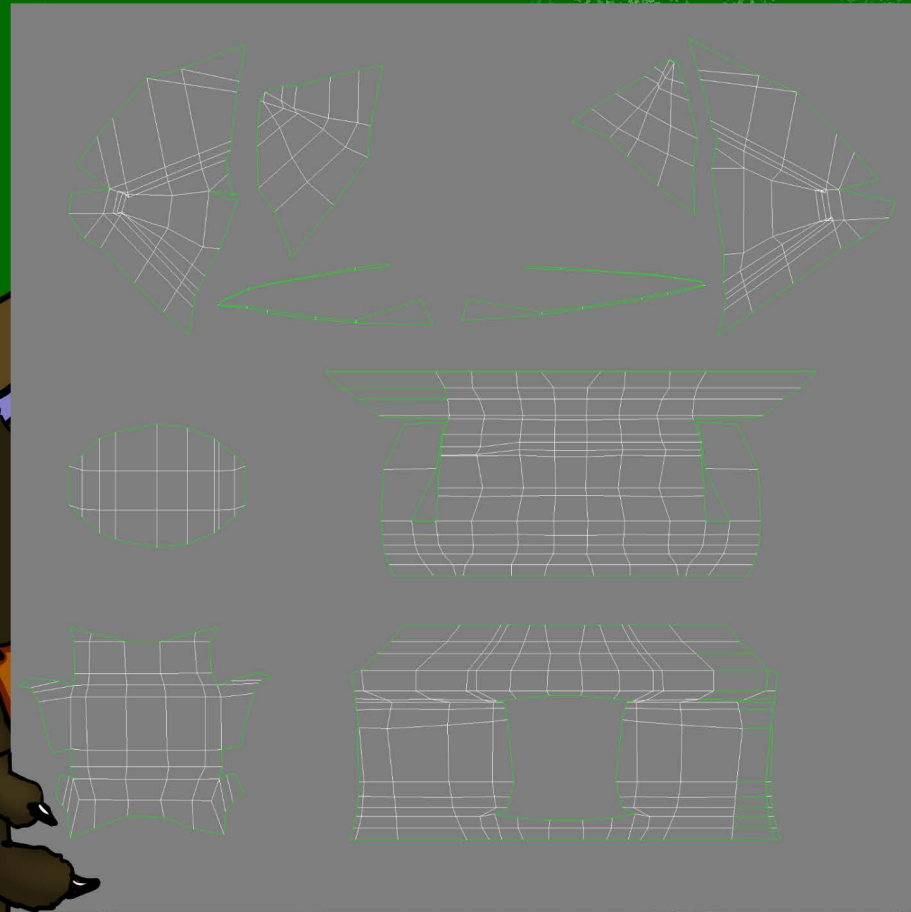
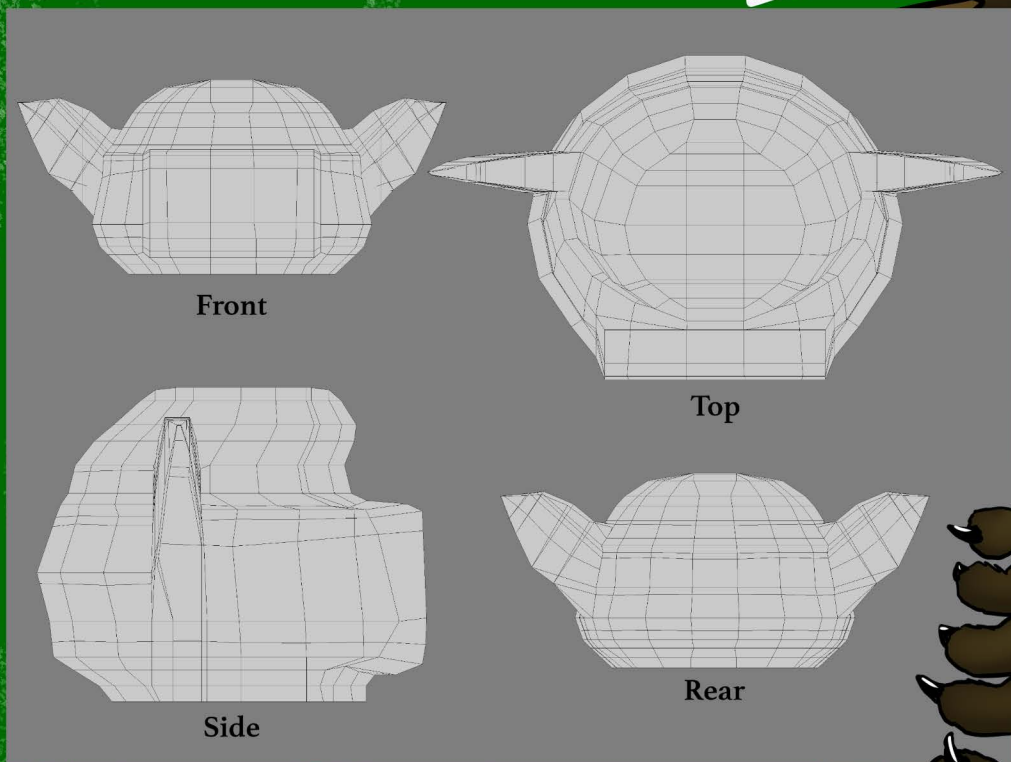
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JM
2017

Bubbee the Bugbear

Low-poly model
created in 3dsMax

UV Maps from
low-poly model

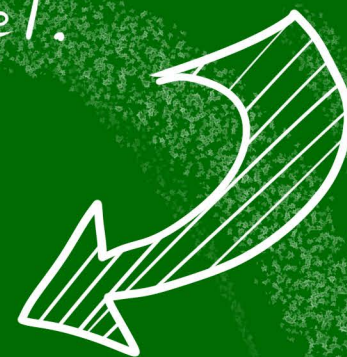
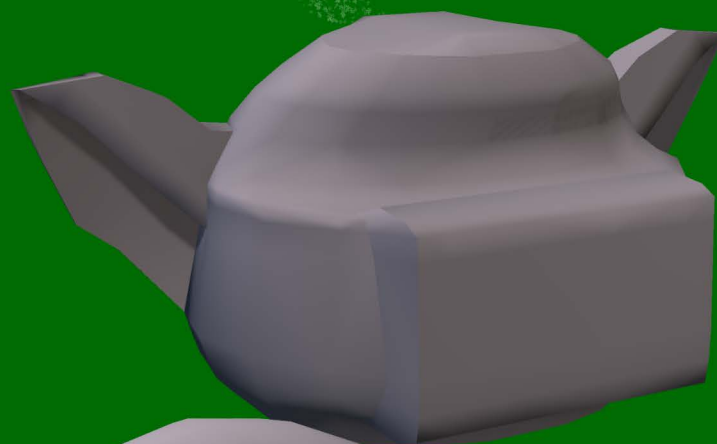


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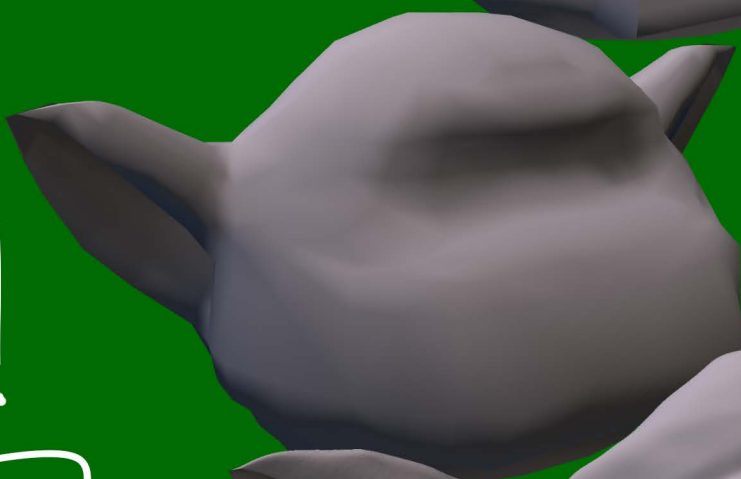


Bubbee the Bugbear

Original 4,276 poly
3dsMax model.



Sculpt
Progression!



Final 2,191,360 poly
sculpt from Mudbox.

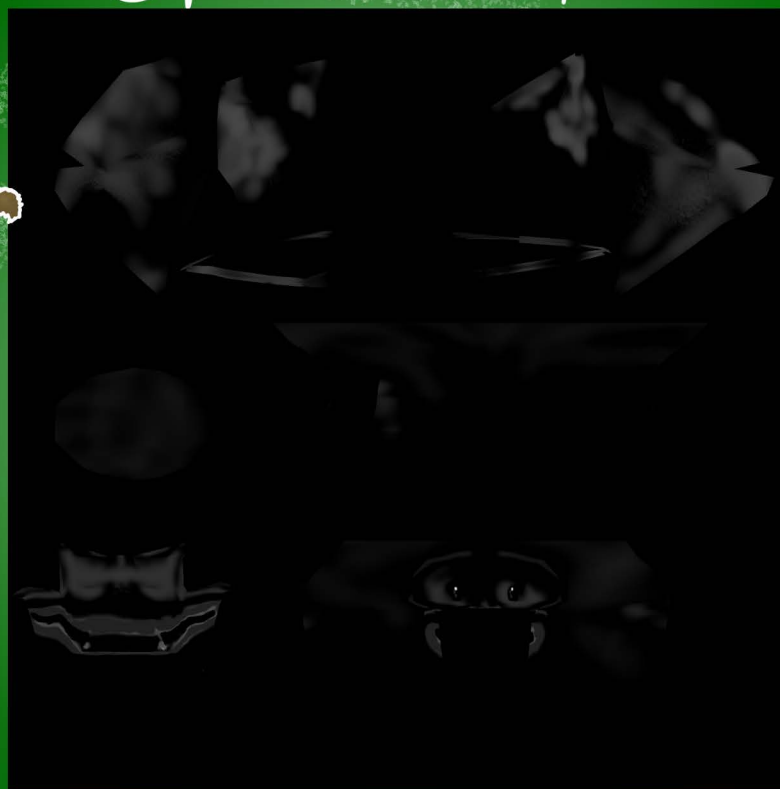
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Bubbee the Bugbear

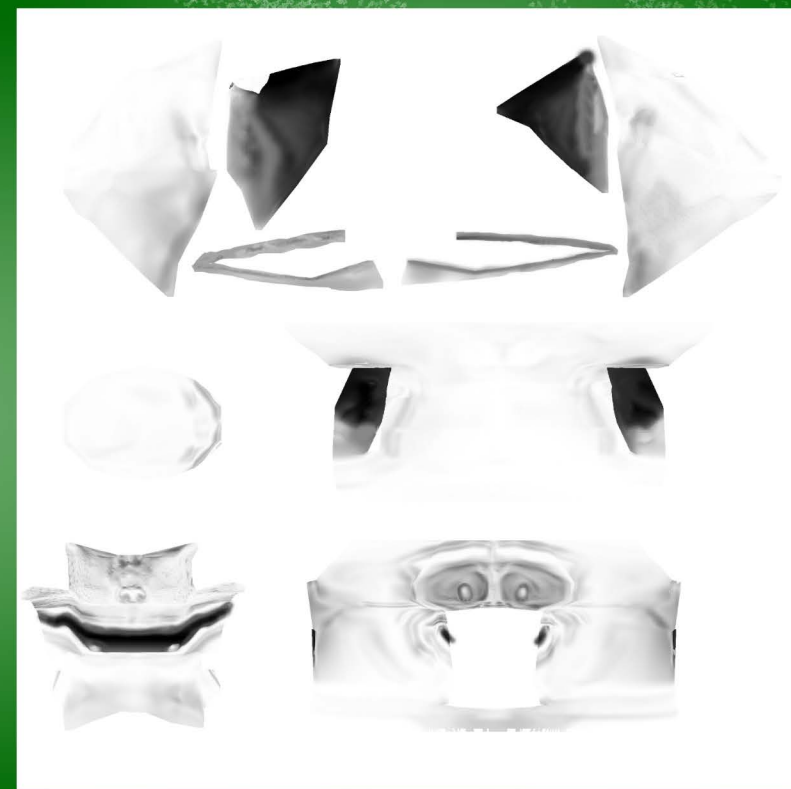
Diffuse Map



Specular Map



Ambient Occlusion Map



Bump Map



Normal Map



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2K maps created at two-million polys, applied to a 137 thousand poly model!

136,960 polygons!



2,191,360 polygons!



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Bubbee the Bugbear

Thanks
for your
consideration!



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