

FRODEKVALSUND

WEB: www.frodekvalsund.com

Email: frode.kvalsund@gmail.com

PHONE: +61487831606

3D MODELING & SCULPTING BREAKDOWN DOCUMENT

BREAKDOWN

BREAKDOWN

"Follow the numbers 1-9 in the top right corner of the reel to relate to what project it is and more information about it. If you are on the website go fullscreen to see the top bar!"

1. Futuristic soldier concept, suit 586 delta

The concept was first developed in stages in ZBrush to exercise different hard surface modelling workflows within the 4r6 package with the practice of dynamesh and extraction for creating new geometry. For the clean-up and further development a combination of Zbrush, 3dsmax and Maya was used to look into how the different packages compared to each other when creating hard surface models.

- This Asset is currently rigged and in use for animation purposes both keyframed and mocap data.

2. Dropship

Dropship was developed and modeled with 3dsmax and textured using Mari.

The matte painting to set the drop ship in context to a scene was done in Photoshop with the use of a sculpted alien asset done in ZBrush.

- This Asset (Dropship) is currently rigged and in use in a VFX shot I'm working on.

3. Ironman

The Ironman model is fan art and the project was done for practice of hard surface modeling with the use of 3dsmax and unwrapped using UV layout. Texture done in Photoshop.

4. The Joker

The Joker is fan art and started as a base mesh in Maya which further down the pipeline was brought into ZBrush for detailing. This was done to compare how to create characters with a base mesh in a 3d application with references, compared to starting within a sculpting software such as ZBrush to create high resolution geometry and performing retopology at later stage.

5. Warrior in Chains

Warrior in Chains is a conceptual bust and character development phase which is planned to be used in a short film in the future. It is sculpted and poly painted in ZBrush. Further work has been done in Photoshop for detailing and refining the still image.

6. Elven Archer

This is a character that was developed due to my appreciation of fantasy art and to practice my skillset of female human anatomy as well as layering of partial clothing

-This Asset is currently been rigged and will soon be ready for animation and retargeted motion capture data.

7. Bane

This character is my take on the Bane character from the DC universe. The Software used to create this were Maya and Zbrush.

8. Military General

The Military General model was created in Maya and after creating basic shapes and forms of the character with clothes in Maya it was sent to Zbrush for further detailing. If geometry needed resurfacing it was done using the new modeling tools in Maya 2014 in order to familiarise myself with the new workflow.

9. Viking God

This character development was started as a practice of upper body and facial anatomy.

In addition I researched the use of fibermesh(zbrush hair system) and how to convert these in to editable splines that could be used in other hair development systems

MODELING & SCULPTING

ABOUT ME

Reel: [Modeling & Sculpting](#)

Year: 2013

Softwares: [Maya](#), [3dsmax](#), [Modo](#), [Zbrush](#),
[Keyshot](#), [UVLayout](#), [MentalRay](#),
[Vray](#)

TIME MAPPING

HARD SURFACE MODELING

- Intro: 00:00 - 00:15

1. [Futuristic Soldier](#): 00:15 - 00:35

2. [Dropship](#): 00:35 - 00:48

3. [Ironman](#): 00:48 - 00:56

ORGANIC MODELING

- Intro: 00:56 - 00:58

4. [The Joker](#): 00:58 - 01:10

5. [Warrior in Chains](#): 01:10 - 01:14

6. [Elven Archer](#): 01:14 - 01:25

7. [Bane](#): 01:25 - 01:38

8. [Military General](#): 01:38 - 01:45

9. [Viking God](#): 01:45 - 01:54

- Entro/Details: 01:54 - 02:15

DURATION

TOTAL TIME: 02:15