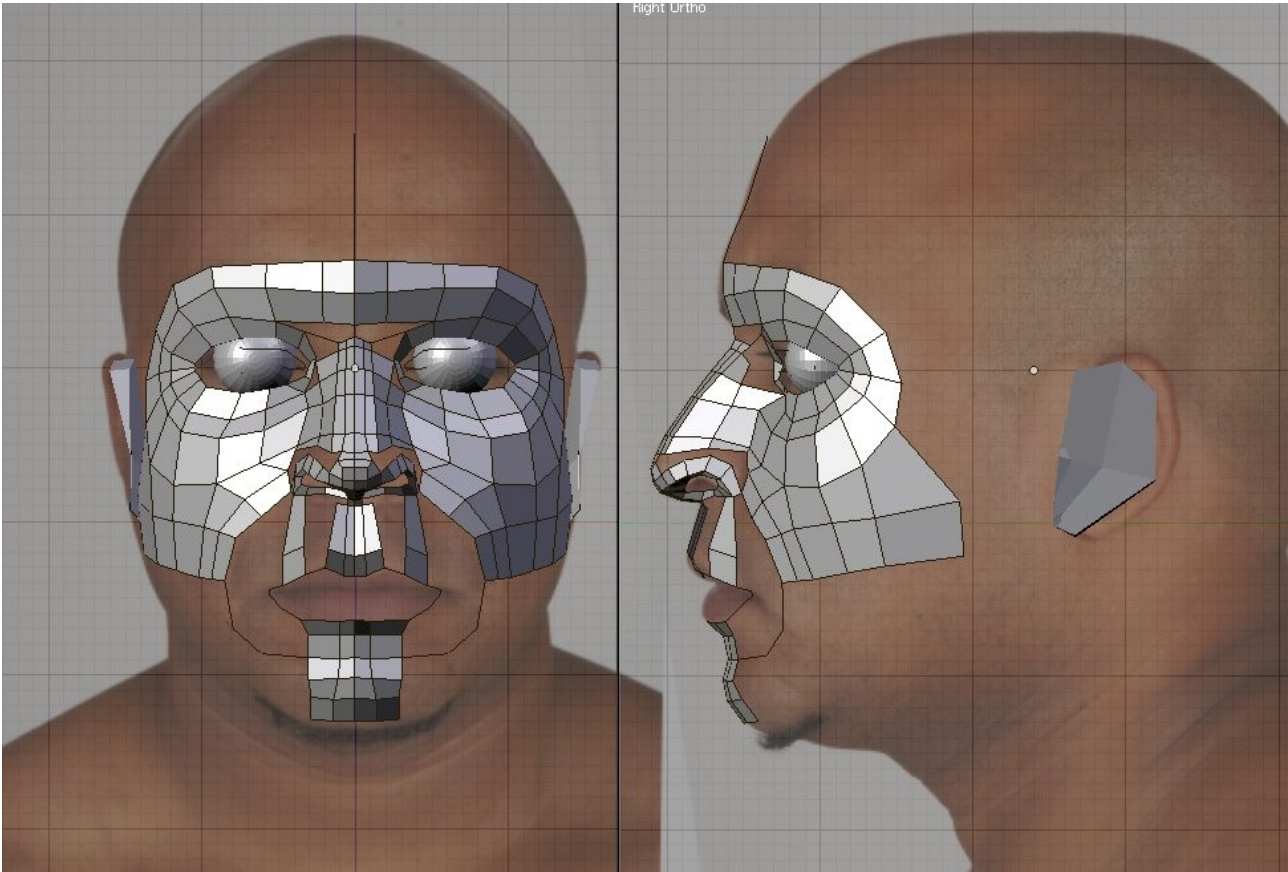


Blending life 2Making of Valentyn by Paulo Silva (engelik)

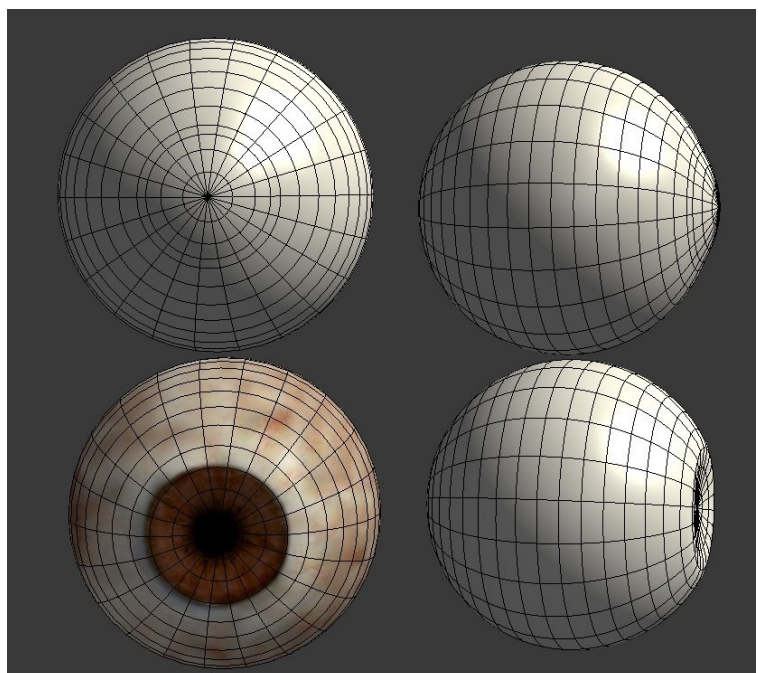


Modeling

Since i had a very good reference for this work i model it poly by poly - starting with a simple plane and extruding the edges as I went along. It's a technique that gives me a lot of control of the topology and where I placed the edgeloops. In this phase I focused on getting the loops right and that those loops followed the form nicely. I made sure I got the proportions and the shapes right since I was going for similarity.



For the eye I used 2 objects, one for the eye and the other for the wet layer that is above it, I felt that this way I could archive a more realistic result while keeping the materials simple.



Sculpting

I wanted to use sculpting tools of blender to break the “perfection” of the poly modeling to give it a natural look and for high frequency detail. Unfortunately with the blender crashes and unpredictable brush behavior I couldn't do high frequency details with sculpt. (I used blender 2.5 Alpha, this is probably solved by now). So I used Sculpt mode to refine the forms / medium level details and left the high frequency detail to the bump map.



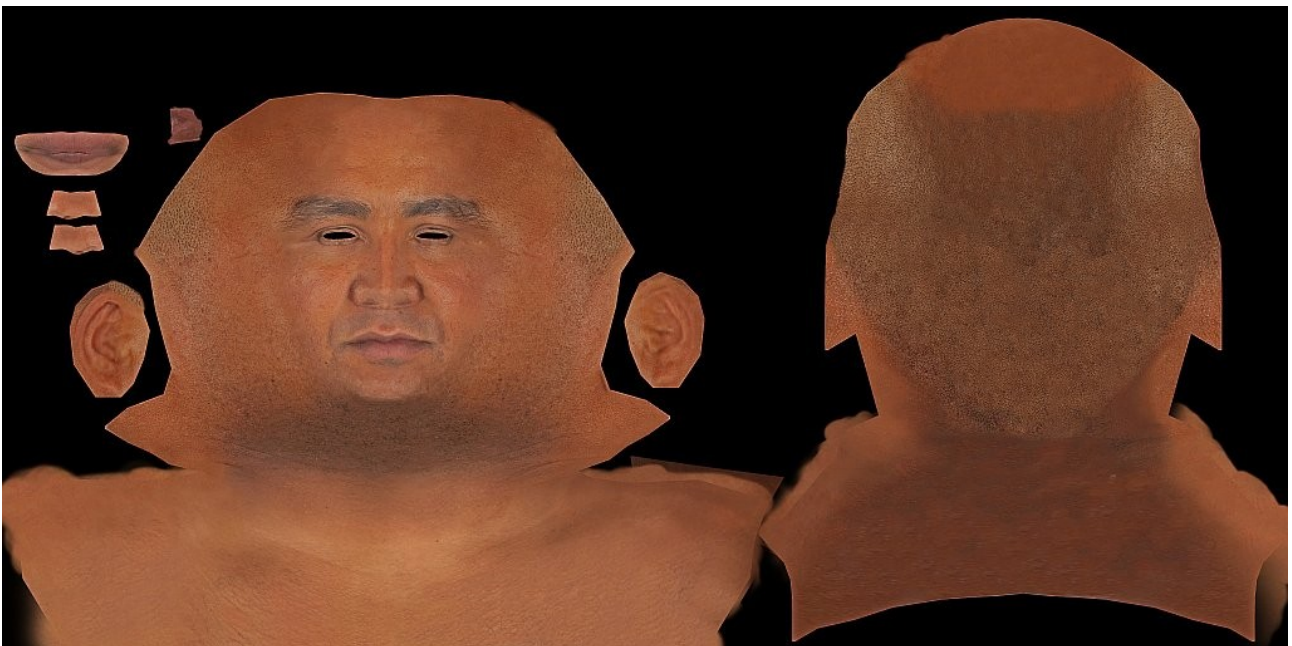
Texturing

I used texture projection to get the base of the diffuse texture. I've projected front & side views to multiple Uv channels and then baked the color to the final Uvs. I baked AO too to help with the texturing.

I did hue and value correction on the projections to match them before mixing. Reduced the shadows and the specular in the diffuse texture (I will use a map for it),

I used the paint brush & clone tool to fill the blanks,

For the bump and specular map I used a grayscale version of diffuse with some tweaks.

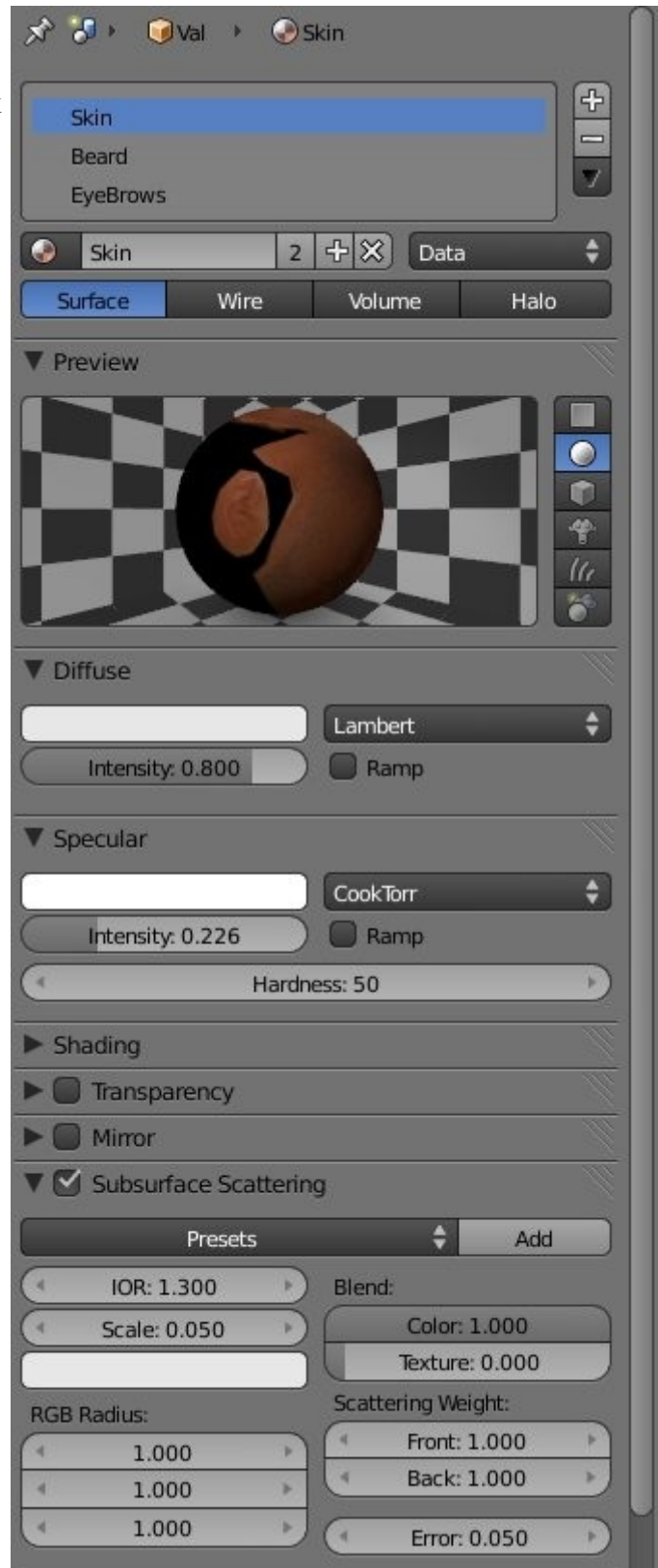
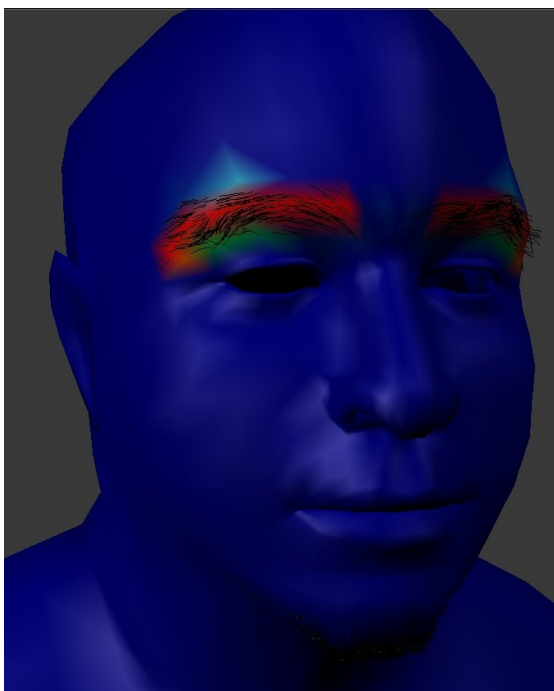
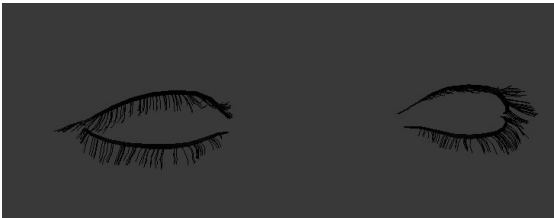


Material

In the skin material I used the 3 maps (diffuse, specular, bump) I've spent some time tweaking the SSS settings to get a realistic result, the trick here is to keep it subtle, if the effect is too strong you get a wax sculpture instead of flesh and skin.

Hair

I did the hair using the blender hair system. For the eyebrows and the chin hair I used the face mesh as an emitter and painted vertex groups to give me the rough hair placement. Then I've set the hair to editable and used the particle mode to refine it. I created a separated mesh to act as an emitter for the eyelashes. This way their placement is a bit more precise.



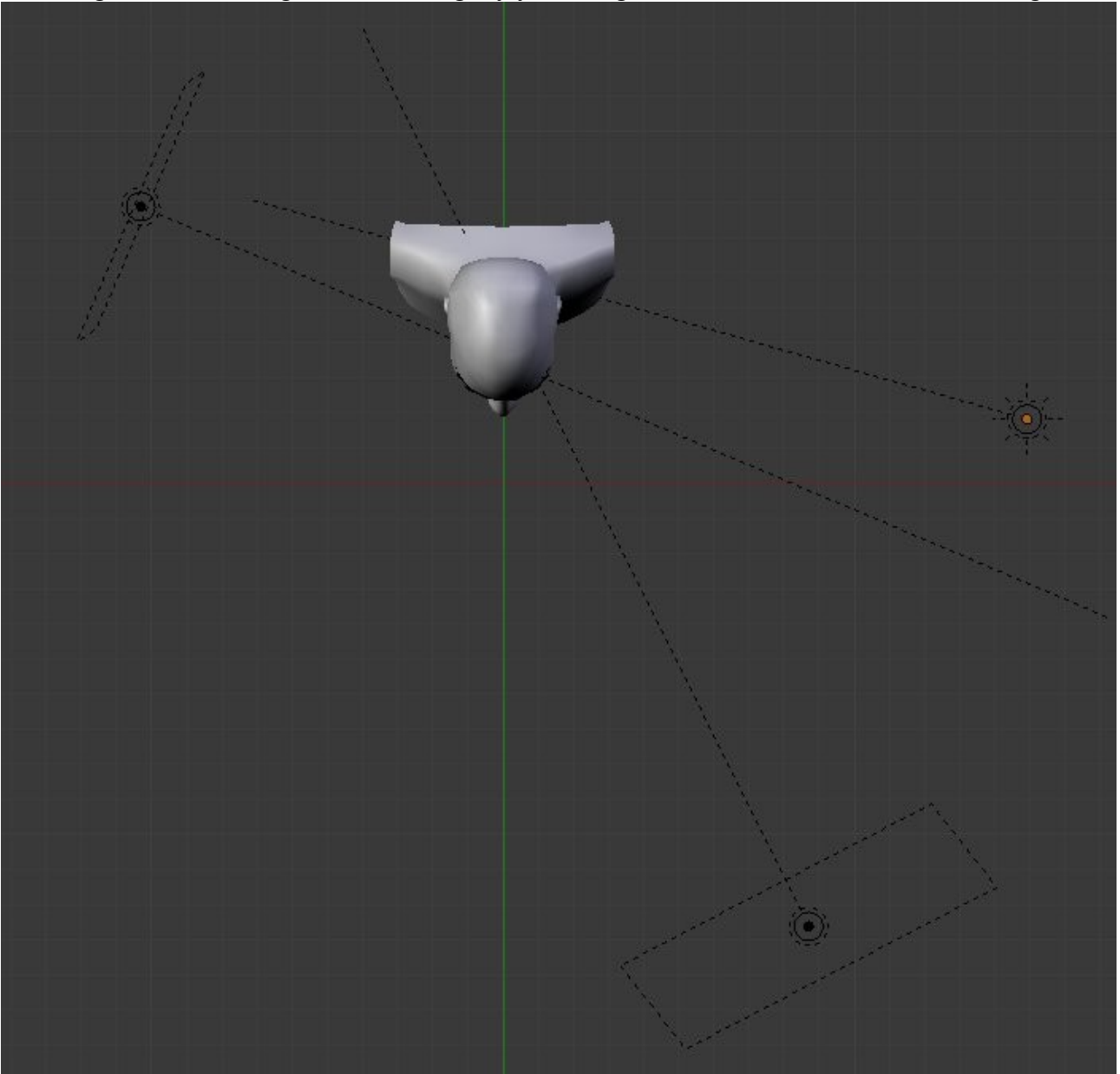
Lighting

For the lighting I searched for inspiration in classical & photography portraits.

lighting tests I did:



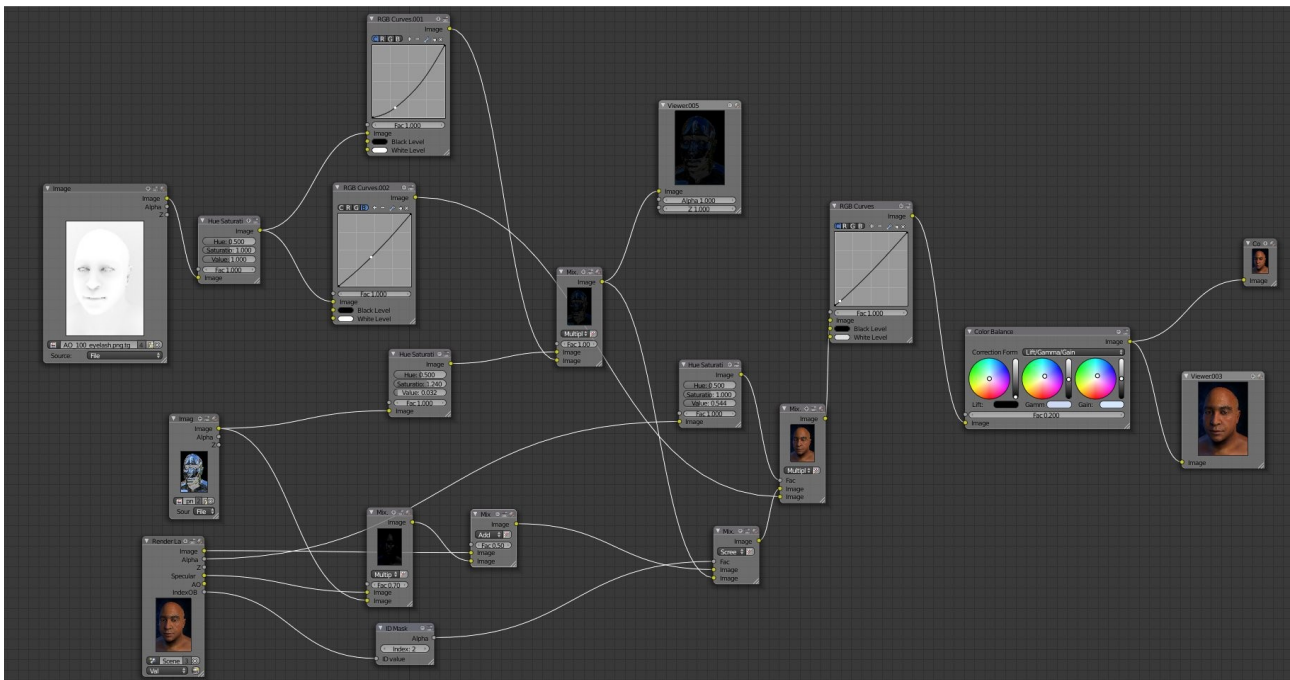
I ended up using a yellow/blue light setup. The area light on the left is the blue rim. The directional on the right is the main light source, a slightly yellow light. On the front is a near white fill light.



Compositing

I used several render passes (AO, Reflection, Specular, ID (to mask the eyes) and Beauty) for flexibility & lower render time, this way I could easily adjust the mixing values and settings with the composite nodes. I saved the AO and Reflection pass as separate files, that way I kept the render times low (and because I was doing a lot of tweak/render/tweak/render this really helped a lot) . I did a slight color adjustment in the end with the new color balance node.

Here is the final node setup:



And that's it! =)

I hope you can take something of value from this overview. It was a great experience for me to do Valentyn and i hope you liked it!

Keep Blending!

Paulo Silva

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