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www.3DArtistonline.com

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# 3D Artist <sup>04</sup>™

Practical inspiration for the 3D community

**ZBrush** How to sculpt a caricature from a basic mesh

**3ds Max** Model, texture and render a femme fatale

**Maya** Concluding part of retro American diner project

**Houdini 10** Latest version reviewed

## Model a sci-fi vehicle

Construct it with poly models and V-Ray lights

### • Step-by-step tutorial Create animal hair in 3ds Max

Model and render a horse race

### • Your questions answered! Ambient Occlusion

Use it to fake HDRI in Maya

### • Step-by-step tutorial Shiny leather materials

How to create sexy outfits in 3ds Max

Plus: Image Foundry on mixing architectural visualisation with TV VFX

Reviews: Intuos4 graphics tablet, Snap Art 2, DX Studio 3.1, 3ds Max 2010 in-depth review, Houdini 10

Final part of huge Maya tutorial

## How to texture

Assign textures and materials in our Maya architectural tutorial

## • Review 3DS MAX 2010 HAS ARRIVED

Full review of industry-leading package

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Step-by-step tutorials show you how to model and render amazing images

• Feature  
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## Free 3D Resources

### Free models online

Take advantage of high-quality models that cost nothing more than a few mouse clicks

### 3DMention

Browse through a small selection of models and interior scenes with ease

Web: [www.3dmention.com](http://www.3dmention.com)



The first thing you'll probably notice about 3dMention.com itself is its clean and simple design. There is a helpful 'latest updates' sidebar, plus the option to sign up and receive email updates, should you so wish. 3dMention.com's range of models is small, offering mainly household items and interiors, but what's here is very good quality.

### 3DValley

Get your fix of 3D models, textures and tutorials from here

Web: [www.3dvalley.com](http://www.3dvalley.com)



This website provides artists with a variety of free models and textures. You can pick from categories such as Animals, Weapons and Transport, while the textures include Stone, Eyes and Fabric. 3DValley's blog-style approach mixes the latest news, featured artists and free resources within its Recent Posts, which ultimately saves you time, too.

### CG Textures

Want some free textures? Look no further...

Web: [www.cgtextures.com](http://www.cgtextures.com)



CG Textures claims to be the biggest free texture site, which isn't surprising when you see how many are available on here. They're all very well organised into various categories, plus the News section highlights the latest additions. There is also a forum and a few tutorials on here, too.

## QUIDAM 3

New version of the character-creation program released by N-Sided



Character creation is set to become a little bit easier for 3D artists. According to N-Sided, one of QUIDAM 3's many benefits is that it can perfectly export

multiresolution models that are ready to be used in all major 3D applications.

The new version of the program comes with custom characters, textured multiresolution 3D objects as well as paint and bump brushes, high-resolution textures, backgrounds and floors. All this is in addition to a wealth of skeletons, poses and camera presets. What's more, the rewritten

QUIDAM 3 has the capability to generate thousands of characters instantly, each different to the next one

3D paint model now provides a direct bridge to Photoshop, too.

Check out <http://n-sided.com/> for more details and information.

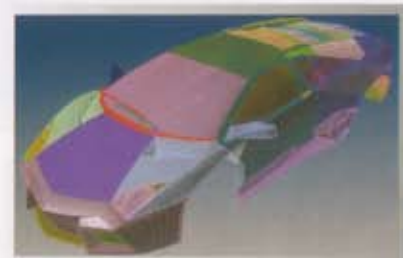


## Work in progress Lamborghini Reventon



Having dedicated over 80 hours to this image so far, Dan Haga reveals exactly what inspired him to take on such a mammoth project.

Dan Haga [www.danhaga.com](http://www.danhaga.com) and [www.directdimensions.com](http://www.directdimensions.com)



The Lamborghini Reventon has truly been a labour of love for digital artist Dan Haga.

The detail in his image is incredible, but for what reasons did he pick this car? "One being the cool factor and another being the complexity. Modelling this car accurately will put any CAD package or modeller to the test," he explained.

Haga used a Kreon laser scanner mounted on a FARO arm to scan a die-cast model of the car. PolyWorks was then used to process the scan data and export a point cloud file. To create the actual model, he has been using Rhino 4.0 with the Pointools plug-in ([www.pointools.com](http://www.pointools.com)). To see more of Haga's work, check out [www.danhaga.com](http://www.danhaga.com).

