Virtual Vixens: 3D Character Modeling and Scene Placement

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Features software workshops for 3ds Max, Maya, CINEMA 4D, Lightwave, and Softimage XSI.

Hot, hotter, hottest. See how today's leading modeling artists create 3D characters that sizzle and get the techniques you'll need to create your own virtual vixens.

Steven Stahlberg, Liam Kemp, Marco Patrito, and Sze Jones from Blur Studio are just a few of the 3D artists who share their secrets for making the fantasy females you wish were real. You'll get their personal stories, insights into the profession, and new ways to conceive and construct your own 3D characters.

Then, seven hands-on workshops demonstrate the complete work cycle of modeling 3D characters to bring your own fantasies to life-from making the first sketch and preparing the template to modeling and texturing characters and lighting and rendering. You can use the techniques with any of the major software tools including 3ds Max, Lightwave, Softimage XSI, Maya, or Cinema 4D. Since the workshops don't use any previously made objects, you'll get to start from scratch with your imagination as the only limit.

Participants:
Andrea Bertaccini
Max Edwin Wahyudi
Sze Jones
Liam Kemp
Arndt von Koenigsmarck
K. C. Lee
Daniel Moreno Diaz
Marco Patrito
Steven Stahlberg
Francois de Swardt

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Virginia McNally:

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Anthony Lucas:

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Issac Molina:

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