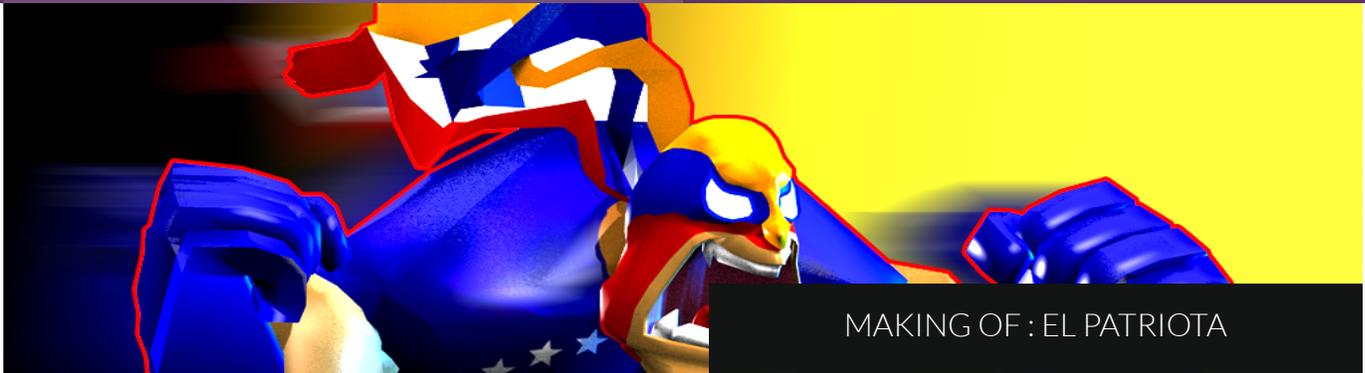


# MAKING OF

EXPLORING ART AND BLENDERHEADS



MAKING OF : EL PATRIOTA

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### INTRODUCTION

Digital modeling refers to the process of creating a mathematical representation of a three-dimensional shape of an object. The result of this creation is what the industry calls a 3D model or 3D mesh.

The present article seeks to show the stages carried out for the creation of a 3D mesh of a comic book character, showing graphic sketches as reference.

#### THE CHALLENGE.

There are only a few days left to the deadline for submission of articles in the next edition of BlenderArt magazine. I want to see if I can finish a project in time for submission.

#### EXPLORING IDEAS

The topic to try in the present edition is: "From concept to character". To design characters for 3D modeling and setting them in a scene. The first thing that I looked at for inspiration is in comics.

As a boy I grew up reading many comic books. I will begin my new project by basing it on the art of the comics and try to model a comic character in 3D.



#### FINDING THE CHARACTER

In Venezuela a comic culture exists, and most of them are consumers of foreign products. Nevertheless, there exist artists that draws original characters with our idiosyncrasies and adapted to our latitudes.

Some examples include, Captain Guayana (1971) by Julio Lopez (aka hallaco), The Patriot (1991) by Omar Cruz or Maria Lionza (2000) by Edixon Rodriguez. I chose to model Mr. Cruz's character, The Patriot in a cartoon version drawn by me.

#### BRIEF REFERENCE ON THE PATRIOT

El patriota (The patriot) is a comic book character that took life from artist Omar Cruz's ink in the year of 1991. Restricted to the printed means, it was published in the newspaper El correo del Orinoco (The mail of the Orinoco) in the year of 2000.



# MAKING OF: EL PATRIOTA

The aesthetics of the character are strongly influenced by American comics.

## REFERENCE DRAWINGS

I made the sketches that will serve me as reference, basing it on Omar Cruz's character.



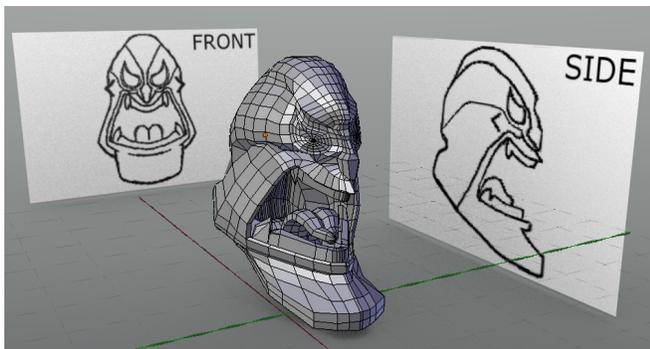
use the drawings of reference of the head (Front and Side) to place the vertices in their corresponding place. I used the box modeling technique to construct the body.

## ADDING DETAILS.

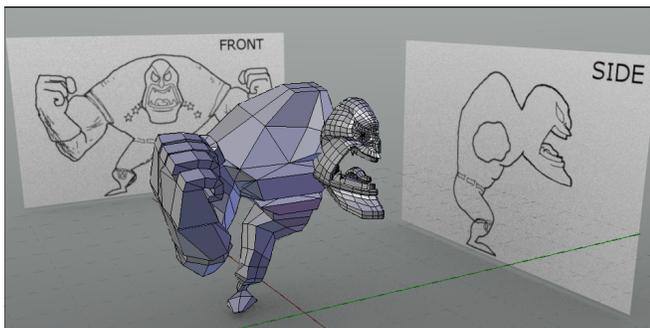
I modeled the distinctive accessories that identify the superhero: The belt with the buckle, the buckles of their boots and the three tapes of colors that fly in the wind behind the mask.

## MATERIAL AND TEXTURE

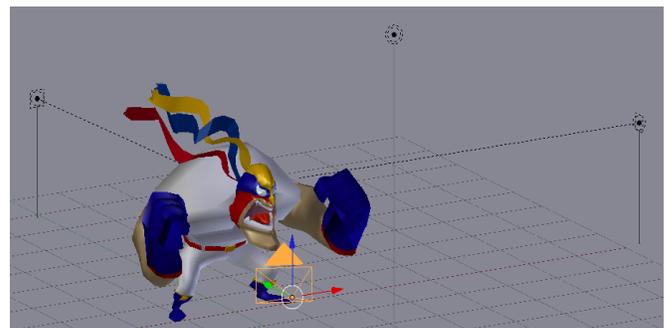
For this project I used a material shader for the character's texturing. I only used a UV texture map for the shirt which was made in GIMP by painting the eight stars that the hero has on his chest. I applied it to the 3D mesh by means of a simple projection of



the 3D model I employ the roto-scoping technique. I

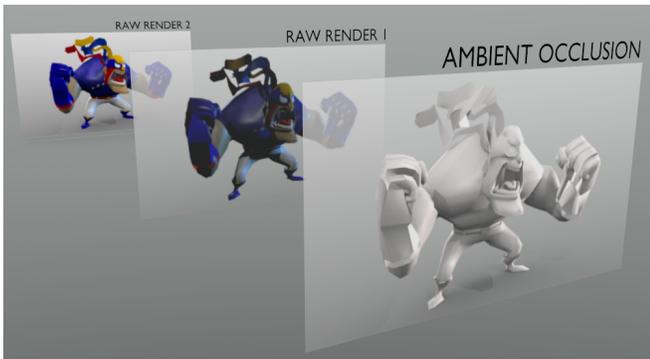


view.





# MAKING OF: EL PATRIOTA



## LIGHTING CHARACTER

I use one point lamp and two area lamps to illuminate the scene. The set-up is simple, with one of the latter serving as the ambient light with a blue color and another as the back light.

## RENDERING

I make three render passes: Ambient Occlusion (AO) and two raw render.

## COMPOSITION

I played with the nodal composition for giving the cartoon look to final image.



## THE FINAL IMAGE

Resulting final image of the nodal composition.

## CONCLUSION

Mostly I used Blender to create 3D meshes of industrial designs and mechanical pieces from CAD drawings. As well as using it for CAD, I also find it interesting to model 3D cartoon characters from 2D drawings ●

