

# THE ART OF FANTASY CHARACTERS



GAME READY CHARACTERS  
BY JENNIFER MARTIN



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Discover the art behind Game Ready Fantasy Characters.

This art book showcases one of Jennifer Martins recent game ready character models, including detailed progress shots, the development process, technical specifications and more.

Gain exclusive insight into the creative process and pipeline behind Jennifer's work flow.

From concept to final execution, following industry standard techniques and pipeline used to bring these fantasy characters to life.

LinkedIn: Jennifer Martin  
ArtStation: Jennifer\_martin04

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# GAME READY FANTASY CHARACTER

Concept



After doing a photo bashing concept and gathering references and inspiration I developed a simple concept to get the composition and colour palette together and to give me something to work off of as well as references.

# GAME READY FANTASY CHARACTER

High Poly Development



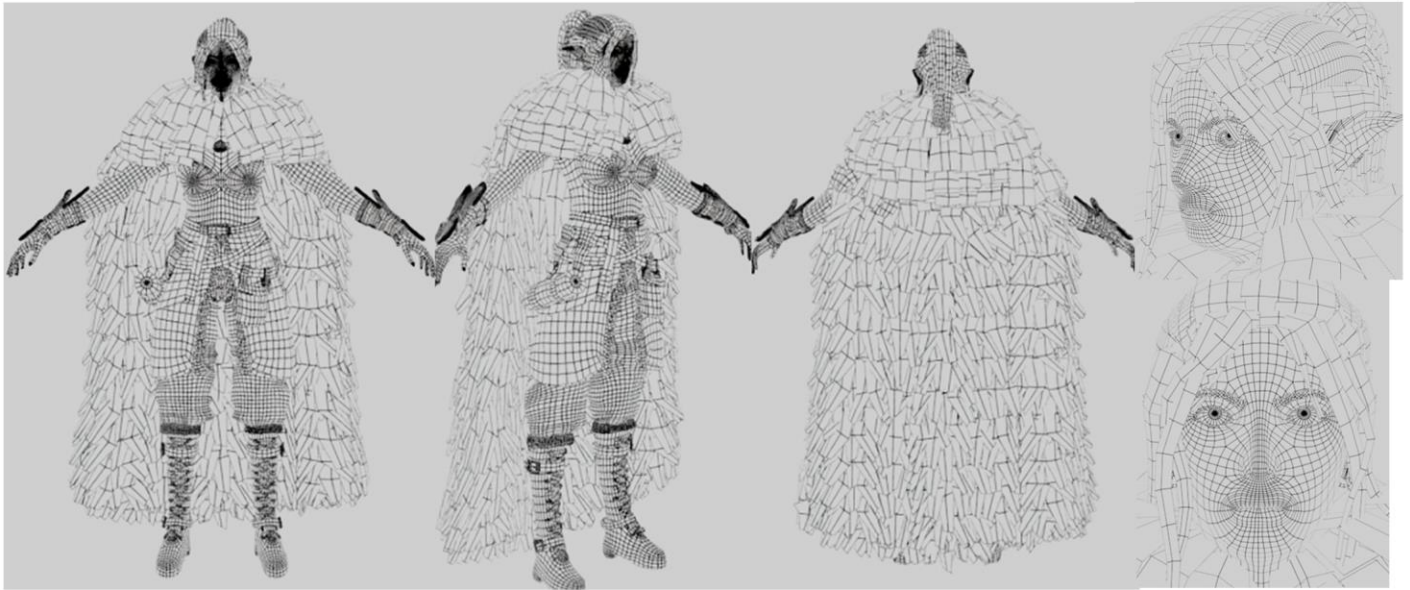
My process for high poly development was to first create a blockout then develop the body/face to a reasonable state with accurate proportions, shape, detail and silhouette. Once that was done it was time to create the garment using Marvelous Designer. After that it was all brought back into Zbrush to develop further, adding detail and the hair/fur blockout.

Jennifer Martin

ArtStation: Jennifer\_martin04

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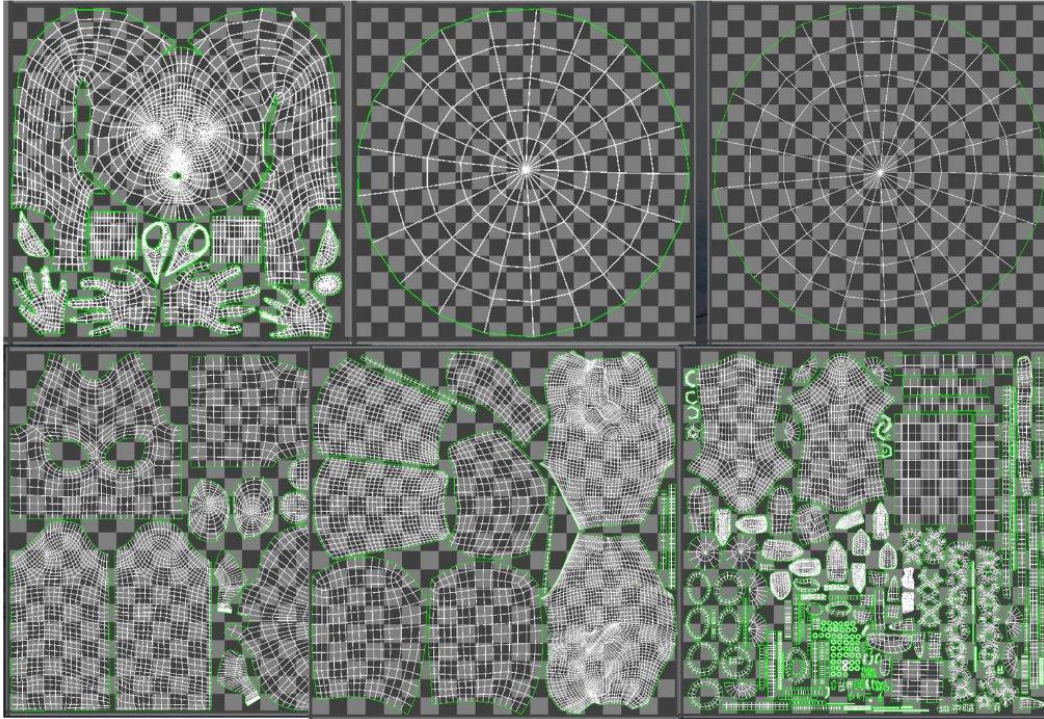
Low Poly Development



The low poly was created using Maya, with the final tri count being 93k.  
Maya, GS Curve Tools was used to make the hair cards.

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Low Poly Development



The Unwrapping process for this was made using 3DS Max following modern techniques for make use of the space for high quality texel density. The process for this was to try and straighten out as much areas as possible with no warping. This started by selecting edges, freezing them, going in and relaxing and adjusting other areas and finally un freezing and polishing the unwraps.

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Texturing, Rigging



Here are some progress shots of texturing and some poses made for the renders. The character was rigged and skinned using Maya, and textured using Substance Painter

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Renders and shaders made in Unreal Engine

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Game Ready Character



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