



GLYKON
el pontífice

Luca D. Cipriani y
Albert García

Glykon es un personaje del mundo de "Kalleh's Revenge", primogénito del malvado rey dragón Ourob, su príncipe.

OUROB



PIN UP



Glykon fue creado por Oubor como su primogénito y príncipe, con el propósito de ser el líder de la congregación de brujas-cíborg. Durante mucho tiempo, el rey dejó de ser visto y aprovechándose de su ausencia, Glykon abandonó la congregación para crear su ficticia institución sagrada: "la iglesia de la revelación" que finge vender la ascensión espiritual por un elevado coste material. Autoproclamándose como "El Pontífice".

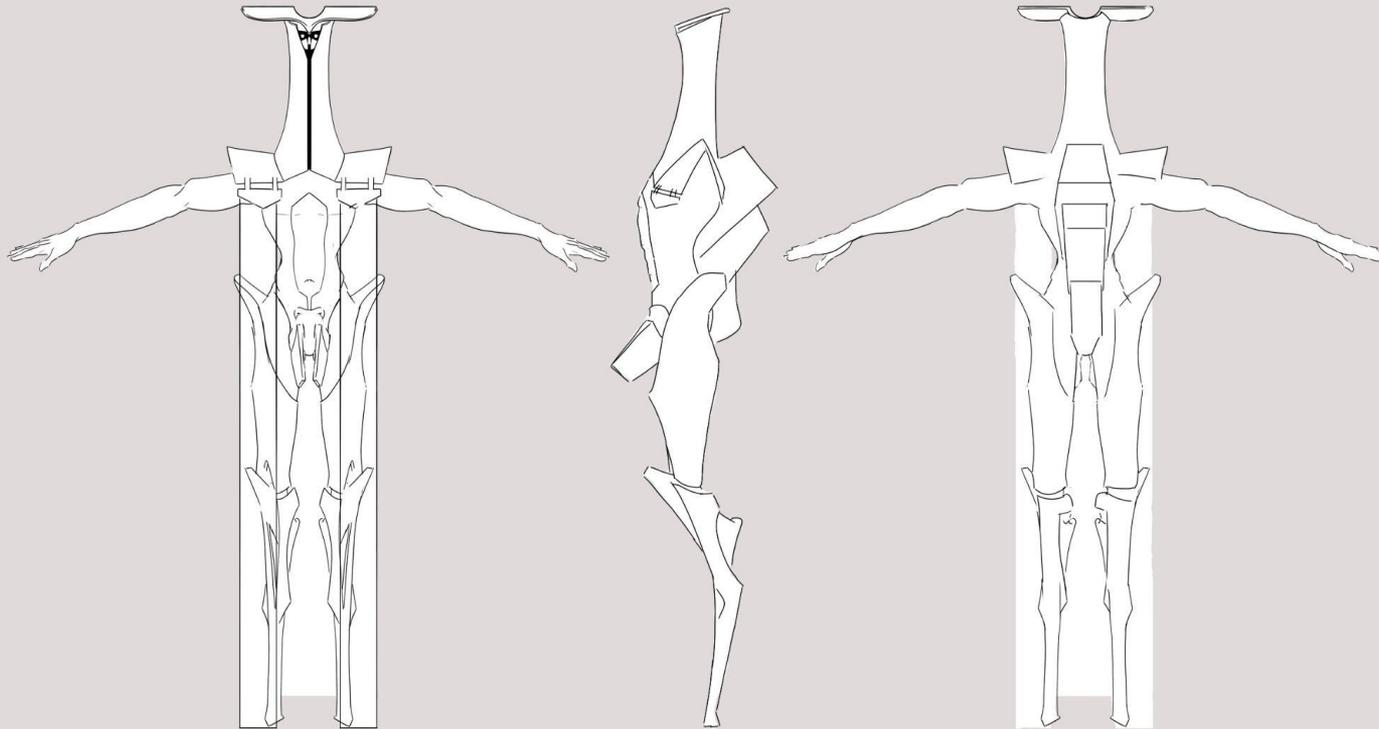
POSES DINÁMICAS



EXPRESIONES
FACIALES



TURN AROUND

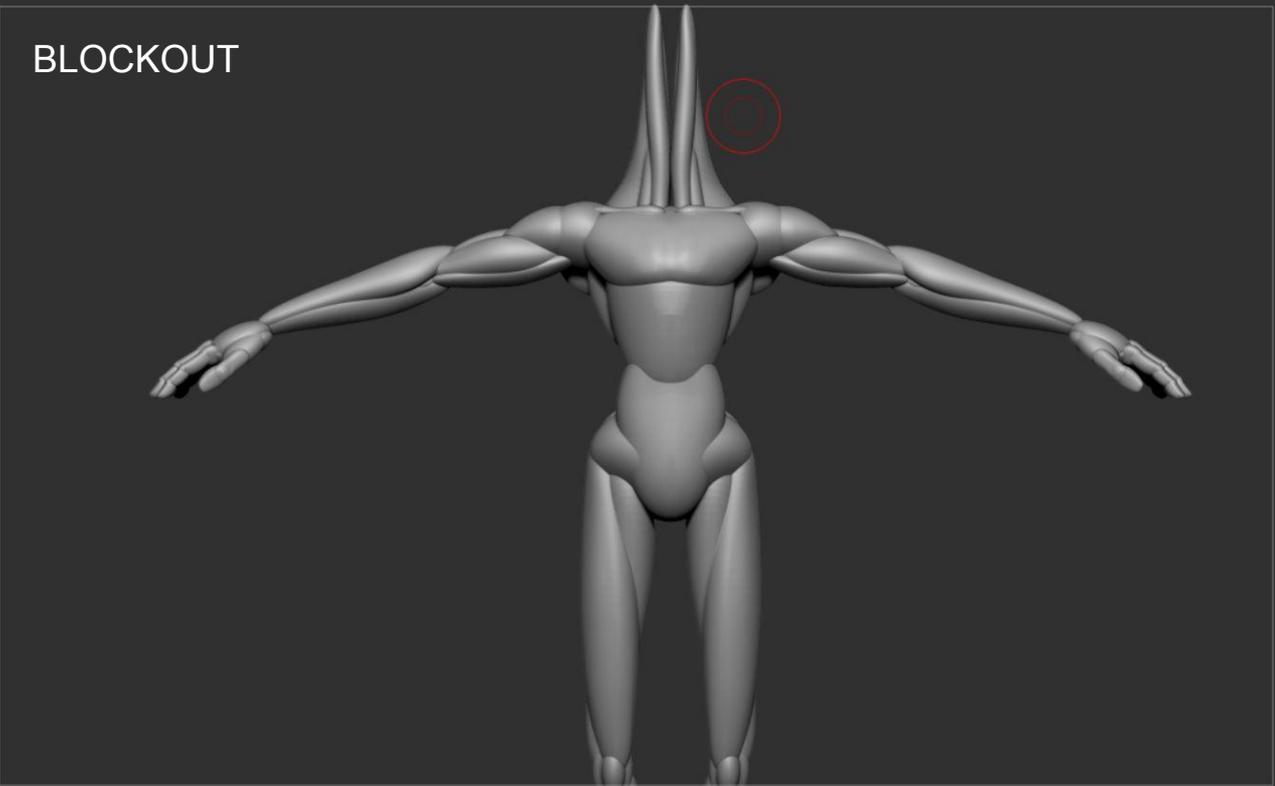


MODELADO y SCULPTING



Standard
Dots
Alpha Off
Texture Off
MatCap Gray

Gradient
SwitchColor
Alternate



Tool

Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox Tools
blockout_brazo.49 R
blockout_brazo Merged_blocko
Cylinder3D SimpleBrush
Merged_blocko Merged_blocko
blockout_brazo

Subtool
Geometry
ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface
Deformation
Masking
Visibility
Polygroups
Contact
Morph Target
Polypaint
UV Map
Texture Map

0.282,-0.499,-0.217

Home Page

LightBox

Live Boolean



Mrgb Rgb M

Zadd Zsub Zcut

Rgb Intensity

Z Intensity 25



Focal Shift 0

Draw Size 1



Dynamic



ActivePoints: 563,032

TotalPoints: 569,269

Tool



Standard



Dots



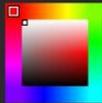
Alpha Off



Texture Off



MatCap Gray



Gradient



SwitchColor

Alternate



Load Tool Save As

Load Tools From Project

Copy Tool Paste Tool

Import Export

Clone Make PolyMesh3D

GoZ All Visible R

Lightbox Tools

PolySphere. 49 R

PolySphere 3

PolySphere 3

Cylinder3D SimpleBrush

Subtool

Visible Count 3

PolySphere

PolySphere1

PM3D_Cube3D1

List All

New Folder

Rename AutoReorder

All Low All High

Copy Paste

Duplicate Append

Insert

Delete Del Other

Del All

Split

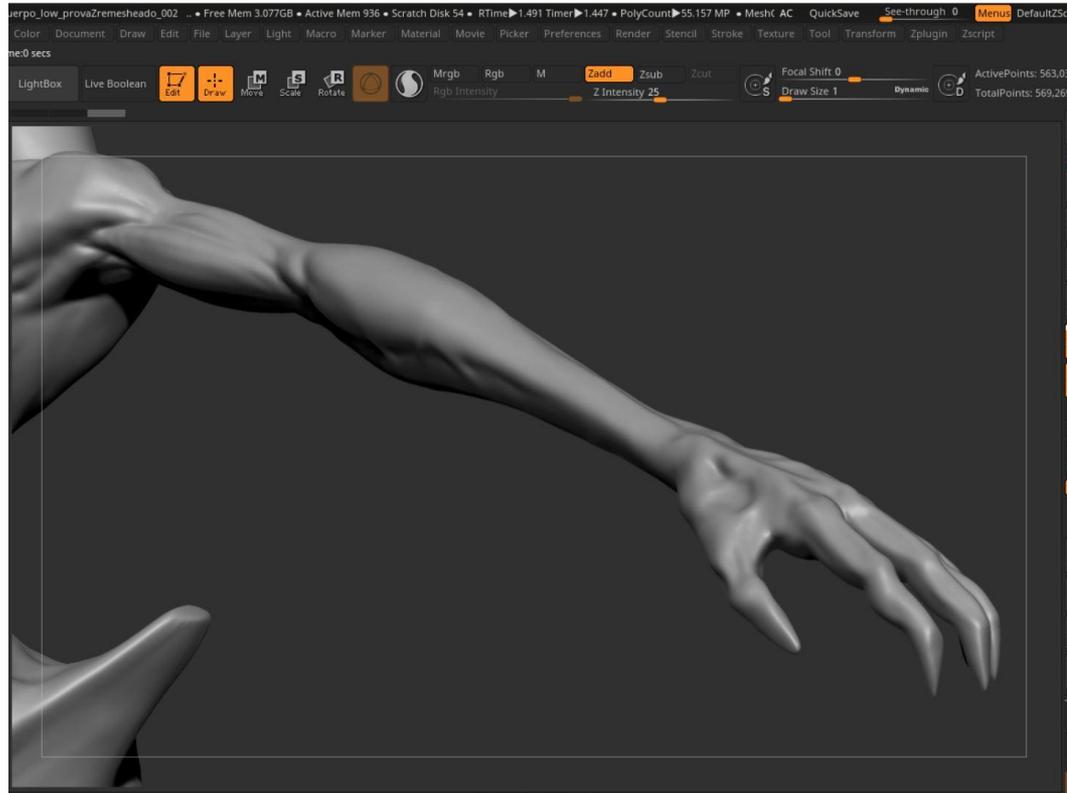
Merge

MergeDown MergeSimilar

MergeVisible Weld Uv

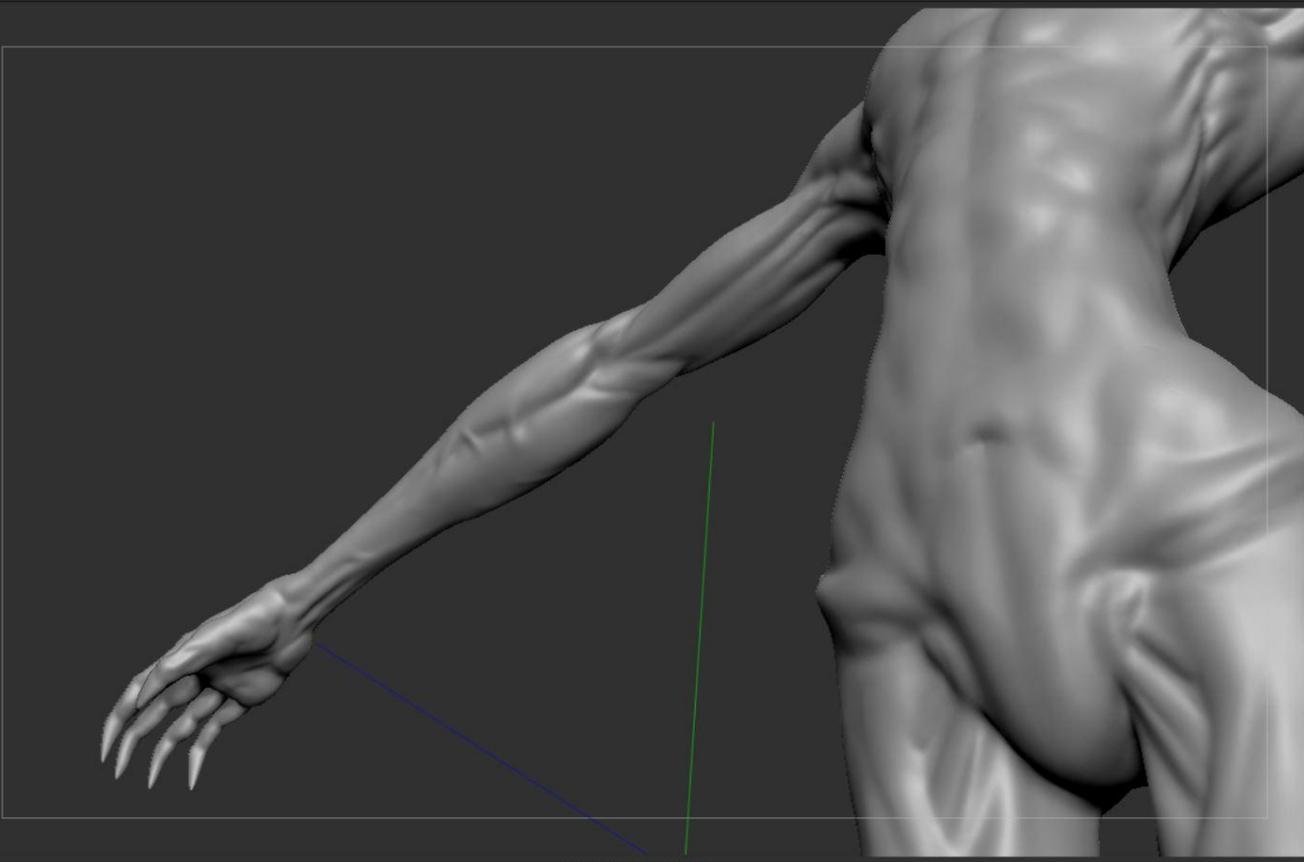
Boolean

Remesh



Standard
Dots
Alpha Off
Texture Off
MatCap Gray

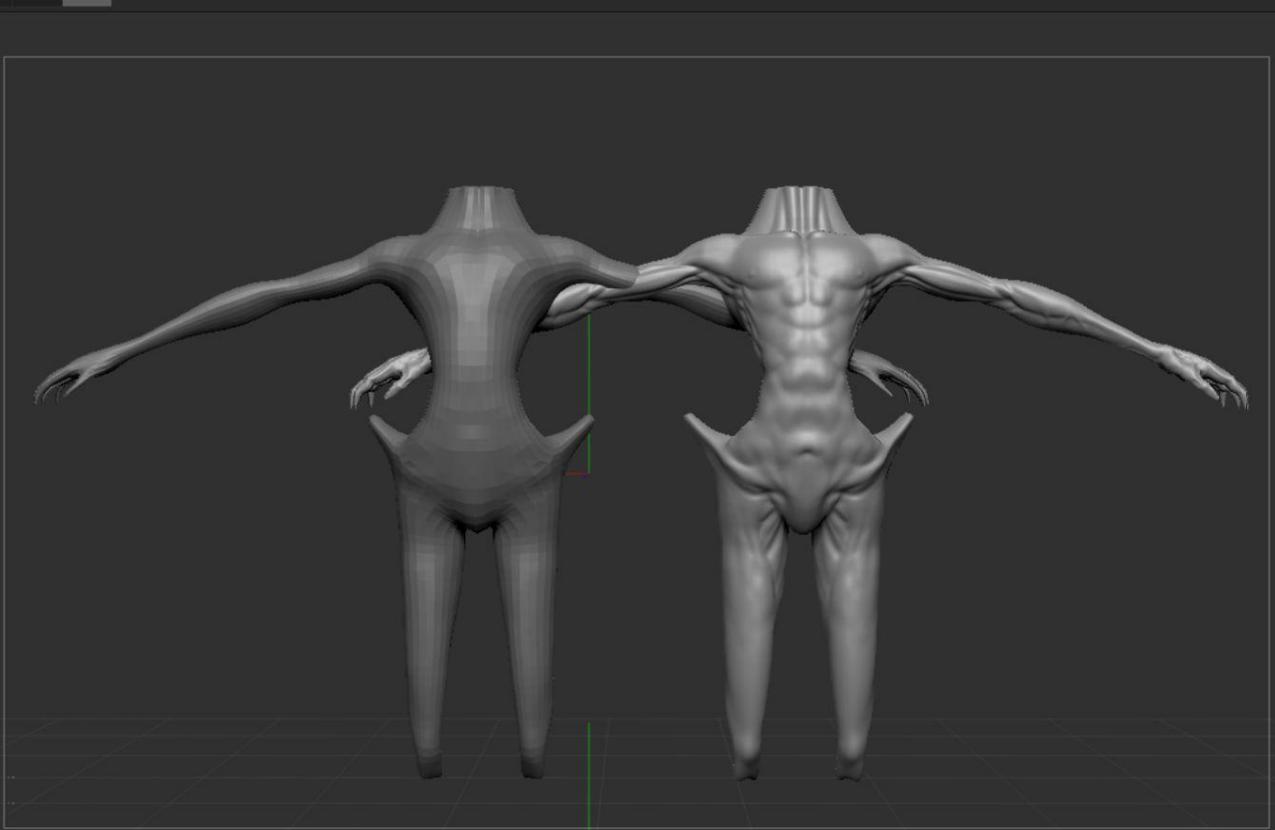
Gradient
SwitchColor
Alternate



BPR
SPix 3
Scroll
Zoom
Actual
AAHalf
Persp
Floor
L.Sym
GXYZ
Frame
Move
Zoom3D
Rotate
Poly
Transp

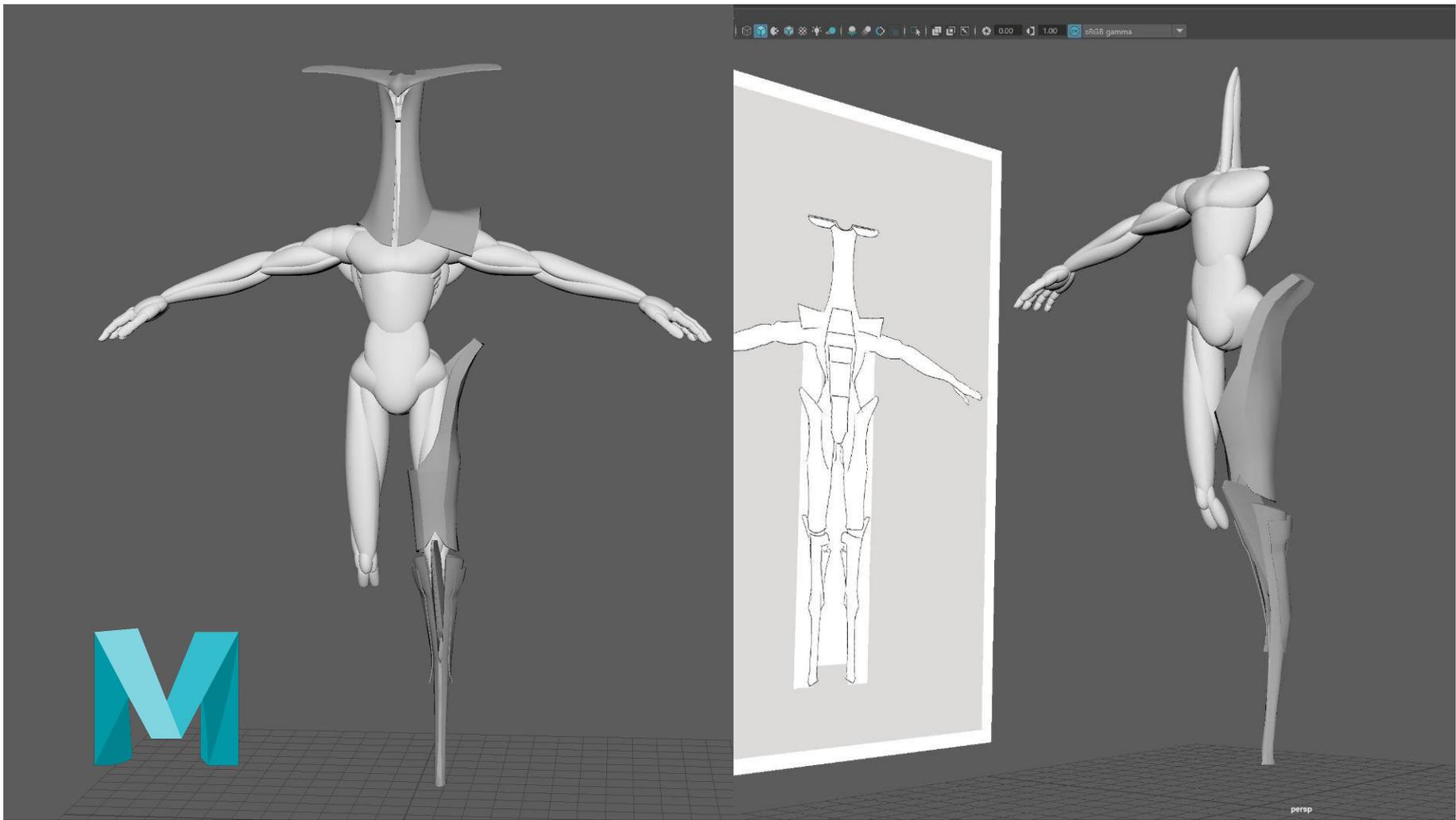
Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox Tools
PolySphere. 49 R
PolySphere 3 Dog
PolySphere 3
Cylinder3D SimpleBrush

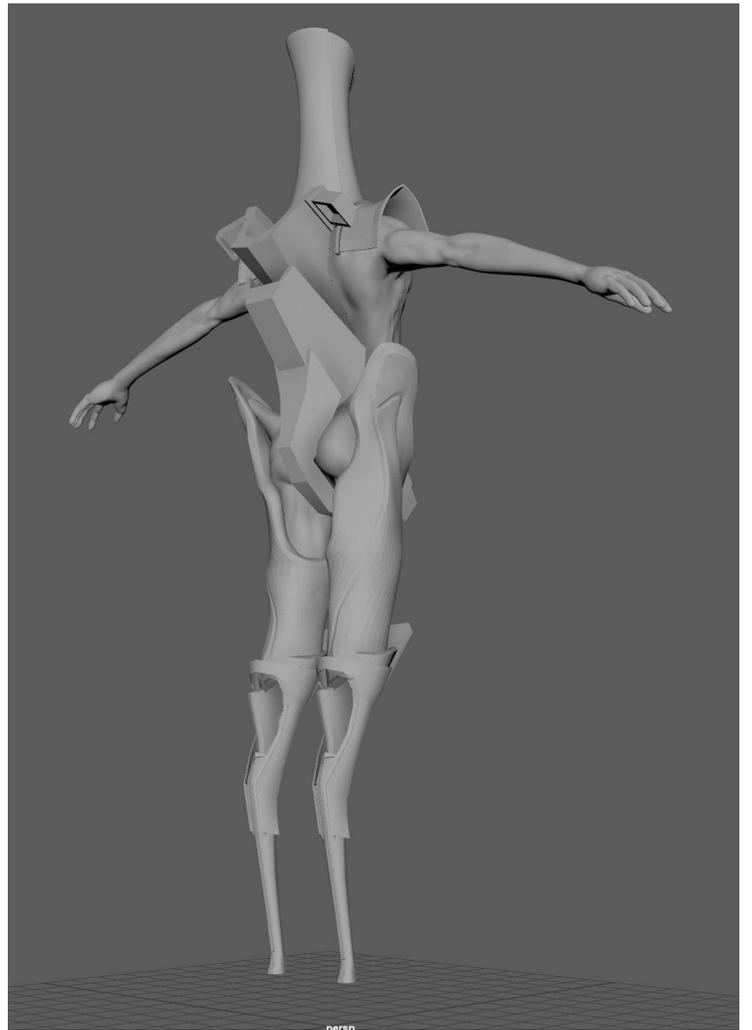
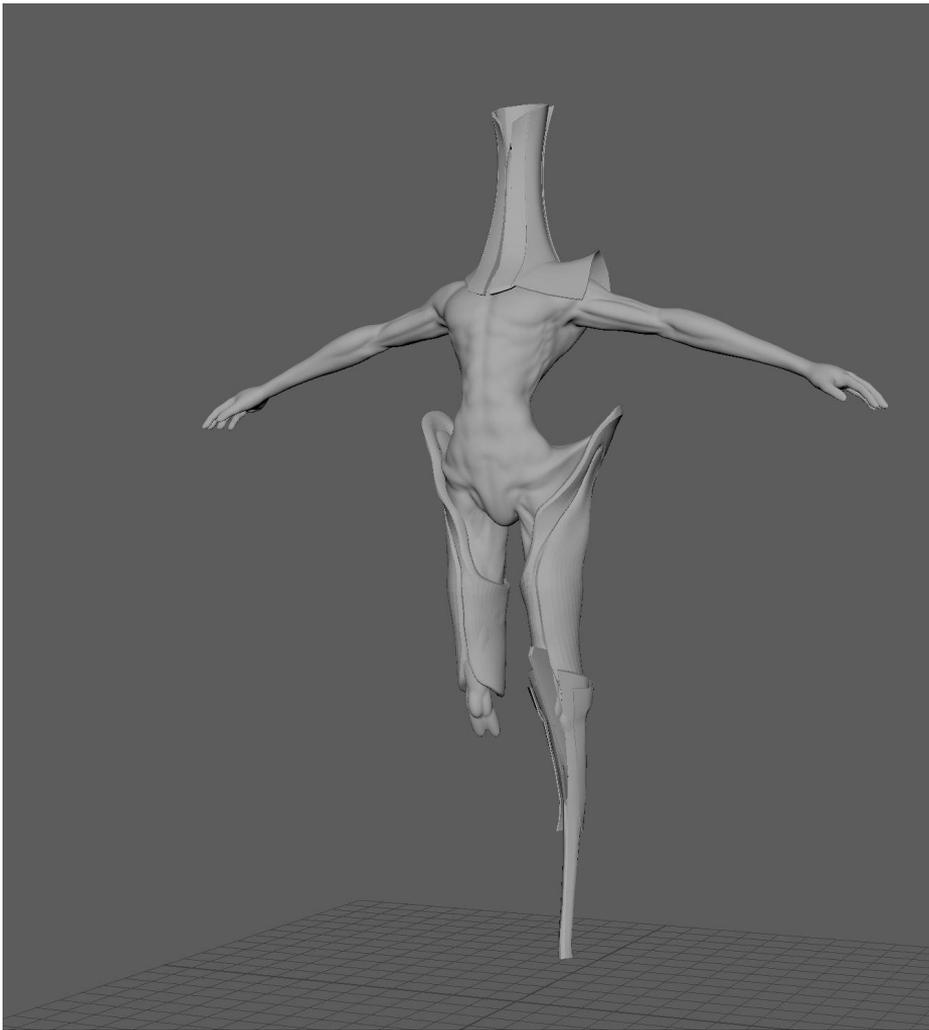
Subtool
Visible Count 3
PolySphere
PolySphere1
PM3D_Cube3D1
List All
New Folder
Rename AutoReorder
All Low All High
Copy Paste
Duplicate Append
Insert
Delete Del Other Del All
Split
Merge
MergeDown MergeSimilar
MergeVisible Weld Uv
Boolean
Remesh



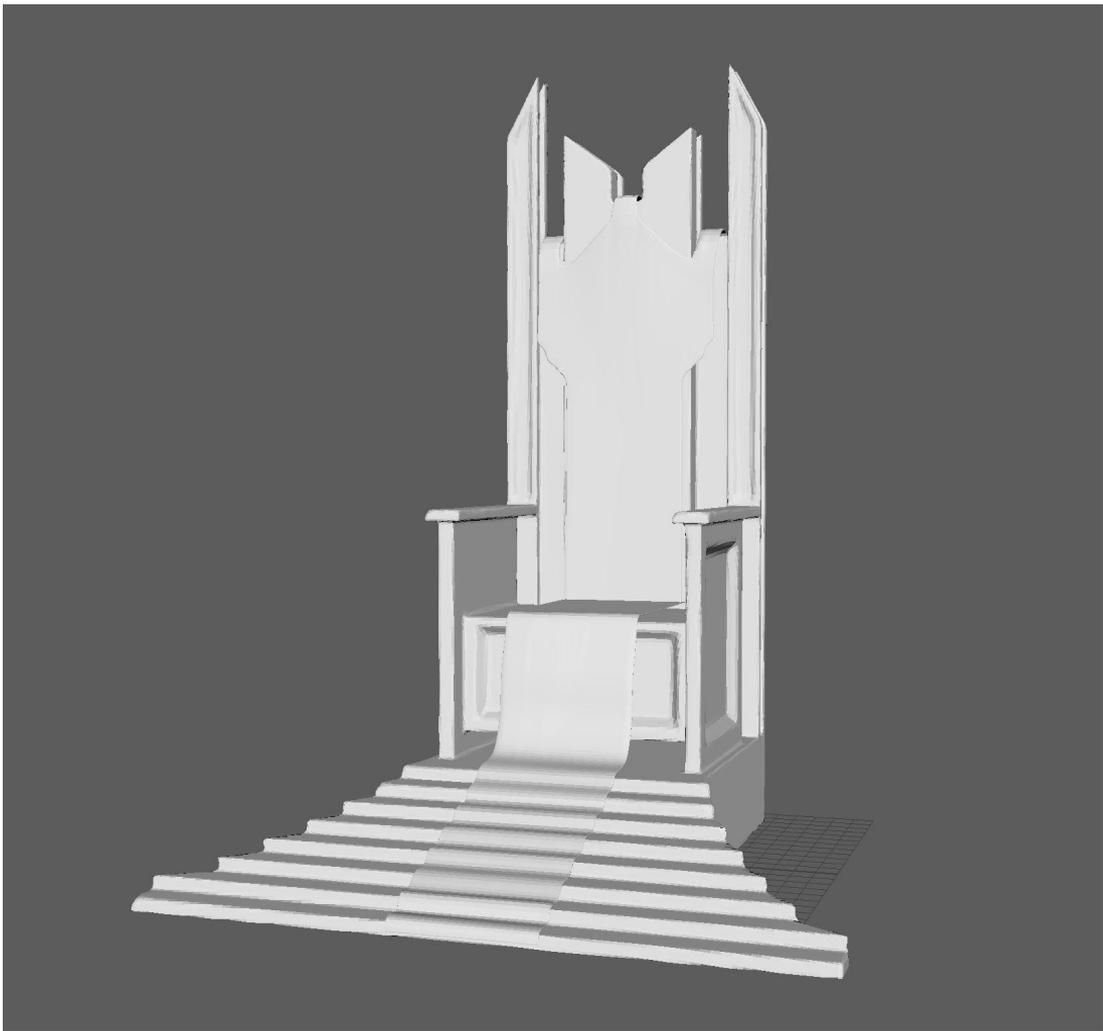
Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox Tools
PolySphere. 49 R
PolySphere 3 Dog 3
PolySphere PolySphere
Cylinder3D SimpleBrush

Subtool
Visible Count 3
PolySphere
PolySphere1
PM3D_Cube3D1
List All
New Folder
Rename AutoReorder
All Low All High
Copy Paste
Duplicate Append
Insert
Delete Del Other
Del All
Split
Merge MergeDown MergeSimilar
MergeVisible Weld Uv
Boolean Remesh









TEXTURIZADO





armadure2_caperos_BaseColor.png



armadure2_caperos_BaseColor.txt



armadure2_caperos_Height.png



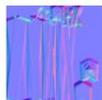
armadure2_caperos_Height.txt



armadure2_caperos_Metallic.png



armadure2_caperos_Metallic.txt



armadure2_caperos_Normal.png



armadure2_caperos_Normal.txt



armadure2_caperos_Roughness.png



armadure2_caperos_Roughness.txt



armadure2_casco_BaseColor.png



armadure2_casco_BaseColor.txt



armadure2_casco_Height.png



armadure2_casco_Height.txt



armadure2_casco_Metallic.png



armadure2_casco_Metallic.txt



armadure2_casco_Normal.png



armadure2_casco_Normal.txt



armadure2_casco_Roughness.png



armadure2_casco_Roughness.txt



armadure2_colmna_baja_BaseColor.png



armadure2_colmna_baja_BaseColor.txt



armadure2_colmna_baja_Height.png



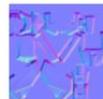
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armadure2_colmna_baja_Metallic.png



armadure2_colmna_baja_Metallic.txt



armadure2_colmna_baja_Normal.png



armadure2_colmna_baja_Normal.txt



armadure2_colmna_baja_Roughness.png



armadure2_colmna_baja_Roughness.txt



armadure2_colmna_centro_BaseColor.png



armadure2_colmna_centro_BaseColor.txt



armadure2_colmna_centro_Height.png



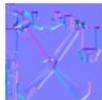
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armadure2_colmna_centro_Metallic.png



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armadure2_colmna_centro_Normal.png



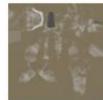
armadure2_colmna_centro_Normal.txt



armadure2_colmna_centro_Roughness.png



armadure2_colmna_centro_Roughness.txt



armadure2_colmna_sup_BaseColor.png



armadure2_colmna_sup_BaseColor.txt



armadure2_colmna_sup_Height.png



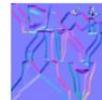
armadure2_colmna_sup_Height.txt



armadure2_colmna_sup_Metallic.png



armadure2_colmna_sup_Metallic.txt



armadure2_colmna_sup_Normal.png



armadure2_colmna_sup_Normal.txt



armadure2_colmna_sup_Roughness.png



armadure2_colmna_sup_Roughness.txt



armadure2_genolol_L_BaseColor.png



armadure2_genolol_L_BaseColor.txt



armadure2_genolol_L_Height.png



armadure2_genolol_L_Height.txt



armadure2_genolol_L_Metallic.png



armadure2_genolol_L_Metallic.txt



armadure2_genolol_L_Normal.png



armadure2_genolol_L_Normal.txt



armadure2_genolol_L_Roughness.png



armadure2_genolol_L_Roughness.txt



armadure2_genolol_R_BaseColor.png



armadure2_genolol_R_BaseColor.txt



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armadure2_genolol_R_Height.txt



armadure2_genolol_R_Metallic.png



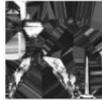
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armadure2_genolol_R_Normal.png



armadure2_genolol_R_Normal.txt



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armadure2_genolol_R_Roughness.txt



armadure2_hombrera_L_BaseColor.png



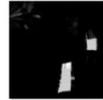
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armadure2_hombrera_L_Height.png



armadure2_hombrera_L_Height.txt



armadure2_hombrera_L_Metallic.png



armadure2_hombrera_L_Metallic.txt



armadure2_hombrera_L_Normal.png



armadure2_hombrera_L_Normal.txt



armadure2_hombrera_L_Roughness.png



armadure2_hombrera_L_Roughness.txt



armadure2_hombrera_R_BaseColor.png



armadure2_hombrera_R_BaseColor.txt



armadure2_hombrera_R_Height.png



armadure2_hombrera_R_Height.txt



armadure2_hombrera_R_Metallic.png



armadure2_hombrera_R_Metallic.txt



armadure2_hombrera_R_Normal.png



armadure2_hombrera_R_Normal.txt



armadure2_hombrera_R_Roughness.png



armadure2_hombrera_R_Roughness.txt



armadure2_metal2_BaseColor.png



armadure2_metal2_BaseColor.txt



armadure2_metal2_Height.png



armadure2_metal2_Height.txt



armadure2_metal2_Metallic.png



armadure2_metal2_Metallic.txt



armadure2_metal2_BaseColor.png



armadure2_metal2_BaseColor.txt



armadure2_metal2_Height.png



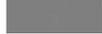
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armadure2_metal2_Metallic.png



armadure2_metal2_Metallic.txt



armadure2_metal2_BaseColor.png



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armadure2_metal2_Height.png



armadure2_metal2_Height.txt



armadure2_metal2_Metallic.png



armadure2_metal2_Metallic.txt



armadure2_metal2_BaseColor.png



armadure2_metal2_BaseColor.txt



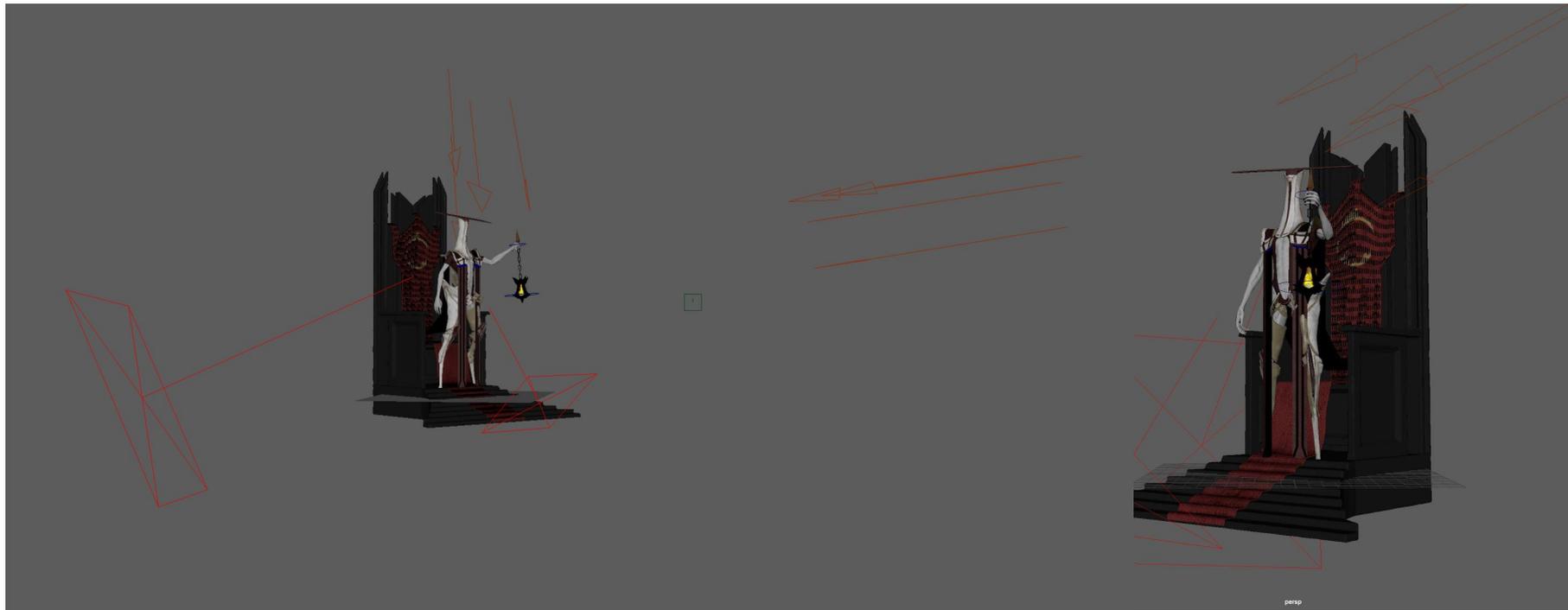
armadure2_metal2_Height.png



armadure2_metal2_Height.txt

ESCENA FINAL E ILUMINACIÓN

- aiAreaLight1
- directionalLight1
- directionalLight3
- maza_fluid_v002:imagePlane1
- maza_fluid_v002:maza
- nurbsCircle1
- nurbsCircle2
- aiAreaLight2









GRÁCIAS