
Subject: 3D Model of a skunk + owl hybrid
Posted by [davenejo](#) on Wed, 14 Nov 2012 17:11:27 GMT
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A 3D model of a hybrid animal species - A combination of a skunk with the wings and talons of a snowy spotted owl

This 3D model will be used in a mobile game and the character will also be manufactured into a physical sculpture. It should be the shell/mesh without a skeleton (i.e. hollow)

The attached image shows the "hybrid" character mockup, but this doesn't have to exactly replicate the image in that it should be a logical true to life looking model of a skunk + snowy owl hybrid. The final character should have a skunks body with owl wings and owl talons.

It would make sense to have the owl wings springing from the white strips on the skunks back from a "melding" standpoint. Talons/claws from the skunk "paws" should make sense in term of appearance, not just be tacked on.

File Delivery

3D Models - 3DMax files, .OBJ - the colored render as well as the non-colored render of the character

Images of 3D Model - Turnarounds in JPEG - Front, Back, Both Sides, Top

This is something we want to turn around asap

File Attachments

1) [skowlathome.jpg](#), downloaded 94 times

Subject: Re: 3D Model of a skunk + owl hybrid
Posted by [Fredd](#) on Sat, 17 Nov 2012 02:06:47 GMT
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A skowl?

Subject: Re: 3D Model of a skunk + owl hybrid
Posted by [codexehow](#) on Mon, 19 Nov 2012 00:31:12 GMT
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I strongly suggest having this done in Zbrush. Nothing compares to Zbrush in modelling organic forms.

I can complete the model in a few days, including normal/displacement/specular maps so that you can import the low-poly version into Max.

I'll also provide a decimated, hollow version in .STL format.
