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Creative texturing and evolutionary tools

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Texturing is one of the most important part of 3D animation and game industry, in the past 5 years, driven by the industry, a new set of tools emerged to enhance our working pipeline in texturing. Now, instead of Adobe Photoshop, there are plenty of evolutionary tools is being used in the industry, like The Foundry Mari, Allegorithmic Substance Designer, Allegorithmic Substance Painter, Quixel DDO. With dynamic layers and masks, multi-Channel painting, particle brushes, edge and curvature detection, position map, PBR shader and rendering, real world capture, multiple map baking options, not only the working pipeline are changed, but also the level of details, the complexity of channels, the network of shading are also evolving, the time taken to texture is reduced, texturing has never been so easy, exciting and creative. With modern game engine and renderers like Epic UE4 and Solid Angle Arnold, create mind blowing graphics is never been so efficient and enjoyable.

Biography

Jingtian Li is an individual 3D Character Artist and Animator. He is also Assistant Professor of 3D Animation & Game Design in the School of Media & Design at the University of the Incarnate Word in San Antonio. He also have been working in a variety of animation studios like Beijing Daysview Digital Image Co, Passion Picture NYC. He holds an MFA in Computer Animation form School of Visual Arts in New York City, and also a BFA of Digital Media from China Central Academy of Fine Arts.

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