

Most powerful fortnite characters

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Maria Carriedo I guess I should start by saying that you should always start with a concept you love, since you’re going to spend a lot of time working on it. In this case, I wanted to do something tribal, and after a long search I ran across an amazing Dutch artist, Hendrik Visser.Once you have the concept you want, the easiest way of starting is doing a simple paintover to block out and list all the meshes that are part of the piece. I’ve found that this way you’ll have a “plan of attack” and you’ll have a more clear idea of the pieces you have to make, if you are going to polymodel or sculpt, etc.Be inspired by these brilliant examples of 3D art (opens in new tab)01. ModellingThe first step is modelling. I believe that its crucial to have good working topology in all your models, even if a character you are working on is not going to be animated. It is good practice to keep clean, rig/animating friendly topology in every model you do, and from what all my teachers have taught me, recruiters will always want to see this in your models too.For this reason, I did the base mesh in Maya. At this stage I don’t worry about likeness to the concept or posing, but keeping a clean edge flow and basic shape layout for easier and more organic sculpting later. The awesome thing about having a clean base mesh is that you avoid having to retopo your sculpt in the end.This is the mesh I took into Zbrush for further sculpting, but after doing so I was not very happy with the topology on the legs, so I did some retopology on that part.After I was happy with the sculpt, I exported the lowest subdivision levels back into maya for UV unwrapping, and then brought them back in to Zbrush to export all of the displacement maps. It’s definitely a slow process, but its immensely gratifying when you have all of your sculpted detail in a usable polycount.03. FeathersOne of the most fun little details I had to model were the feathers. I approached them with different strategies, ranging from VrayFur to tying out Fibermesh in Zbrush, but in the end choosing to model the feather in the exact shape that I wanted, since the other strategies were not giving me the control that I needed.I started out by modeling the spine of the feather, and deforming a 1x10 polyplane with the lattice tool, duplicating and lattice again, and so on. As one of my teachers told me “If you can get away with modeling it, do so. Nothing will ever beat a good model!”, as in this case its better to make it, not fake it.04. PosingAt this point you can also pose your character, either by using the tools in Zbrush or by using a simple rig in Maya, although in this case, I used Zbrush for posing. If you do this, it is very important that you keep a T-pose version of your sculpt, since Zbrush doesn’t keep transformation information.Once I had my pose ready, I took some time to model the environment and set up the lighting while trying to match the mood as closely to Hendrik Visser’s original concept as possible. For this project, I decided to use Vray, since I find it gives very good results and its very easy to work with. I had a warm keylight on the right as the sun, a cooler fill light on the left side, and an environment hdr for my indirect lighting.05. TexturingThe next step is texturing. Once the hard part is done, on to my favorite part: texturing! I went through this huge task from head to toe, piece by piece, using Mari. I’ve found that this program, although intimidating at first, includes so many handy tools that simplify the process of texture painting, without having to worry too much about having seams on your meshes.By using high resolution photographs along with painting tools and blending modes in Mari, I ended up having very convincing and seamless textures for my project. Another thing that I find super useful in this program is that you can build mock-up shaders where you can plug in (and edit) displacements, bumps, specular maps, etc.Next page: five more steps on how to create a powerful female character.
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The next step is texturing the skin. The most important part of this is having high resolution quality images of a model that suit your needs. In this case, I needed a black young female, and after finding a good set of photographs, I proceeded to do some editing.The thing is, you really don’t want any lighting information, so any highlight in the skin has to go. It’s going to look a little odd, almost dead in some way, but when you plug this is to your SSS shader with the correct specular, its going to make a BIG difference.For this purpose, I used Photoshop. The process is pretty straightforward: with your high-res image open, go to image> Adjustments > Shadows/Highlights. You can leave it as default, or play around with the values, although try not to go too crazy since things might start looking a little to clamped. Its ok to leave some highlights, since you can clean those afterwards.07. HighlightsOnce you are satisfied with the more uniform skin, you can get rid of the tighter highlights with the clone tool, sampling from areas on the skin where there is no light information. Once you do this, you can also get rid of the eyebrows and the eyelashes, since you’ll be needing other tools for this.And of course, repeat this process for all your other images. It’s time consuming, but completely worth it!Now that you have your matte images, you can take your time to project them and match them to your geometry, being careful not not leaving any seams and making it look as uniform as possible. Its very easy to make skin look “patchy”, especially in darker skin, so take your time! You can’t rush perfection.09. Environment fogNext comes the environment fog. After I finished painting my textures in Mari, and set up the shaders in Vray, I moved on to setting up the environment fog. There are different ways to tackle it, but after some testing I went for the easiest and fastest render done in Maya software. Basically, you apply a black surface shader to your entire scene, so this way you are ultimately creating a Fog pass to comp later. Something really important to consider, is that this will not allow you to use displacement maps, so if your silhouette changes too much without them this option would not be ideal.After assigning the surface shader, turn off all your scene lights, and add a basic spotlight that covers your entire shot. Play with the cone and penumbra angle, as well as adding some dropoff to get a softer feel. After you set this up, you should have a dropdown for light effects, where you have an option for light fog. Add the fog by clicking on the checker next to it, and on the light fog color options, plug in a cloud 3D texture, which you should scale up considerably, testing what size works better for your scene.Play with the fog spread and intensity until you get the desired look. This way, you create a super simple and really fast fog pass. (13 seconds a frame in this scene!)10. CompositingFor the final compositing on this project, I opted for using Nuke, since it gives you great control over your look and its fairly simple to use. I rebuilt my beauty passes, and took the fog pass I created previously and just did a simple merge.Since it was already layed out to match perfectly, there is not much to adjust except some basic grading to add some color and decrease/increase the intensity. After this I just added some depth of field and final color correction.Words: Maria CarriedoYou can see more of Maria’s work and a video of this illustration at www.mariacg.com (opens in new tab)Like this? Read these... Thank you for reading 5 articles this month* Join now for unlimited accessEnjoy your first month for just £1 / \$1 / €1 *Read 5 free articles per month without a subscription Join now for unlimited accessTry first month for just £1 / \$1 / €1 Fortnite is the most popular game in the world, with millions of rabid fans playing the game daily across various platforms. If you’re just now hearing about the hit battle-royale title, you might be asking, “What is Fortnite?” In this guide, we’re going to answer that question, and cover the game’s many modes, items, and other highlights while discussing what platforms — and age groups

it’s best suited for. Further reading What is Fortnite? Fortnite is at heart a battle royale game, developed by Epic Games. In it, players drop into a map, either on their own or with a team, alongside 99 other players. After landing, it’s a mad dash to pick up as many weapons and items as possible, all while working your way toward the center of the map. Whoever is the last player standing wins the match. Unlike traditional multiplayer games, Fortnite only has a single, large map for any particular season. At the early points in the game, you’re unlikely to encounter that many players, in fact. However, as the game progresses, there’s a ring that slowly closes toward a central point on the map. If you’re caught outside the ring, your character will die. Fortnite is similar to games like PlayerUnknown’s Battlegrounds and Apex Legends in its format. However, it has one unique feature. In Fortnite, your character can build structures as you go. That allows you to set traps, build forts, and create cover during the game. Unlike other battle royale games, you’ll need to master shooting and building to be successful at Fortnite. Fortnite’s different game modes Although the core of Fortiate is its Battle Royale mode, it didn’t start that way. Fortnite is actually made up of three game modes, with Battle Royale introduced shortly after the release of PUBG. Building is at the core of all three game modes, but the gameplay changes wildly depending on which you choose. Fortnite Battle Royale: Battle Royale is what most people associate with Fortnite. You play alongside 99 other players, each trying to be the last one standing. Battle Royale is available for solo players, teams of two, and squads of three or four. Fortnite: Save the World: Save the World is the original Fortnite mode. In it, you can team up with three other players to complete missions. As you play through missions, you can earn in-game items and experience, which will help you build your home base. Fortnite Creative: Creative is a sandbox version of Fortnite where players can use the game’s building tools to create whatever they want. Although the island you build on is private, you can invite friends to play unofficial games, including racing and platforming games. Certain features won’t be available in Creative thus far, including newer weapons, upgrade stations, and vehicles. Why is Fortnite so popular? It’s tough to say for sure why Fortnite is so popular — or battle royale games in general, for that matter — but it’s likely because the game is free. With a free-to-play model, players can download Fortnite and get in on the action without spending any money. Furthermore, Fortnite is available on just about every platform imaginable, including mobile devices. Additionally, Fortnite isn’t targeted at mature audiences. With a cartoonish style, the game appeals to gamers young and old, unlike the gritty, mature looks of PUBG and Apex Legends. How does Fortnite make money? Fortnite makes money through microtransactions. The game itself is free, but players can purchase cosmetics for their character in the game. These purchases are handled with V-Bucks, Fortnite’s in-game currency. One U.S. dollar equals 100 V-Bucks, but you can get bonus V-Bucks by purchasing them in bulk. For example, 13,500 V-Bucks costs \$99.99. V-Bucks purchase cosmetics, which come in the form of new outfits, pickaxes, gliders, backpacks, and more. More importantly, you can purchase a Battle Pass with V-Bucks. Battle Passes rotate after each season of Fortnite, awarding the players who play the game the most. Out of the gate, a Battle Pass comes with a swath of new characters, and as you play the game, you’ll be able to unlock new cosmetics for those characters. Furthermore, certain tiers of the Battle Pass award players with V-Bucks, allowing them to reinvest some of the cost into other in-game items. Is Fortnite OK for kids? The ESRB has given Fortnite a “T” rating for violence. According to the ESRB, this rating means the game is generally suitable for ages 13 and up. Titles in this ratings bracket usually come with occasional strong language, little to no blood, violence, and/or crude humor. In Fortnite’s case, the game is rated “T” simply for violence, which, defined by the ESRB, means there are “scenes involving aggressive conflict” that “may contain bloodless dismemberment.” In short, Fortnite is generally okay for kids, though it’s really a matter of your tolerance for violence. The game itself is very much like a cartoon in its aesthetic, so the violence doesn’t resemble anything in the real world. That said, guns are at the core of the game, so that’s something to be aware of. More so than violence, online interactions should be a greater concern for parents. As is the case with all online games, the interactions when playing multiplayer are not rated by the ESRB. Bullying, cheating, inappropriate content, and intolerance are all against Fortnite’s community rules, though it’s possible to run into someone performing one of these actions before they’re banned. Fortnite seasons Fortnite has regular seasons that add new items to the game, update maps, and create new themes with special costumes and items to help keep things interesting. Seasonal changes can be substantial, but a Battle Pass purchase is required to access all the latest content. In Season 4, players can enjoy an avalanche of superhero items and costumes from both Marvel and DC heroes, plus new maps from famous comic book locations. What platforms can you play Fortnite on? Fortnite has become so popular and widespread that you can play it on almost every common platform. Users can select gameplay from computer systems, PS4, Xbox One, Nintendo Switch, iOS, and even Android. The only downside to these options is that some limit your access to content and features. While you can play in both Creative and Battle Royale mode on every platform, you can only play Save the World game mode on PC, MacOS, Xbox One, and PlayStation 4. What’s the deal with Fortnite, Apple, and Google devices? In late summer of 2020, Fortnite creator Epic Games and Apple entered into a titanic battle royale of their own, which had grave consequences for everyone playing Fortnite on Apple devices — and, to a lesser extent, Google devices, too. Here’s what you should know. The controversy began when Epic Games released a method to directly purchase in-game currency through a native payment system, which meant that players did not need to use the payment system iOS or Android devices have. The problem is that Apple and Google both skim fees off the top for every payment made through their systems: Apple, for example, collects its own 30% every time a gamer buys V-Bucks on an Apple platform. In bypassing that model, Epic Games threatened this revenue stream and defied App Store guidelines. Apple was the first platform that acted against Fortnite, blocking it from the App Store and freezing all game support. Not much later, Google also blocked the game. Epic Games was ready and waiting, immediately launching two lawsuits against the companies (as well as an ad campaign with the #FreeFortnite hashtag) and claiming their app stores functioned like monopolies. In retaliation, Apple banned all Epic Games titles from their App Store and prohibited users from downloading the games onto any Apple hardware, regardless of how you attained the game. Unfortunately, this restriction will stay in place while the companies battle it out in court. Things are complicated right now, but if you’re feeling lost, here’s our take on the proceedings’ current chapter. Bottom Line: If you already had Fortnite installed on your Apple device, you can still play the basic version. However, you’re limited to the basics, with no way of accessing new seasons, cross-play, Battle Passes, or even multiplayer modes. These are the best parts of the game, so you might not have as much fun as you usually do while playing Fortnite. Once you delete the game from your Apple device, it’s gone for good because they’ve blocked any possibility of reinstallation. On the Google front, things aren’t quite as bleak. Fortnite still isn’t available on the Google Play Store, but it’s available from the Epic Games Store directly or the Samsung Galaxy Store. You’re able to access all of the play options by downloading new versions, but you might want to do it as soon as you can, in case the game also gets taken off of this platform. Editors’ Recommendations

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