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## About This Series

### Create a first person kukri knife

Follow along for free in this compact ~3 hour long tutorial as we model and texture a game ready first person kukri knife. Every step is documented without any fast forwarding. At the end of the free part you have the option to learn even more with the extended edition in which we go over 10 more triple A quality PBR textures.

The modeling part covers the scene setup followed by the low and high-poly modeling in which we make use of advanced actions, modifiers and tools to help us create our kukri. After the modeling process we will jump straight into the UVW Editor and focus on the importance of an optimized UV-Layout to get the maximum out of our texture.

In the Substance Painter 2 part we will then bake our normal map as well as other important support maps. Right after that you will learn how to create an ultra realistic texture for our kukri. Learn how to create our base layer materials and how to use procedural textures, masks and generators to form up the wear and tear on our kukri resulting in a photo realistic appearance.

### What are the requirements?

It is recommended to follow the course with the same software we use throughout the tutorial:  
3Ds Max 2017 (can be 2016 and 2015 too) and Substance Painter 2.

### Who is the target audience?

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This tutorial is aimed at beginners as well as intermediate.  
I try to avoid heavy use of shortcuts as much as I can during the lesson so that you can see which actions I use.

## **What do I get from this course?**

- Nearly 3 hours of free fully documented and commented content.
- Knowledge in modeling, unwrapping and texturing.
- Essential reference images.
- Final high-poly and low-poly kukri for those that just want to follow the texturing part.

## **Instructor Biography**

Hi! I'm Tim - Senior 3D Artist at Ubisoft Toronto.

I'm originally from Germany where I started my 3D Artist career at Crytek. I worked on titles such as Far Cry 4, Splinter Cell Blacklist and the Crysis series as well as other non disclosed titles.

In my spare time I enjoy creating tutorials in which I share all my tips and tricks which I gathered over the years. Let me help you avoiding mistakes and equipping you with powerful techniques and knowledge in game ready 3D art creation. See you in the tutorial! Cheers, Tim

## **Relevant links:**

- Learn more at <http://forum.chamferzone.com/>
- Facebook <https://www.facebook.com/ChamferZone>
- All tutorials <http://chamferzone.com/>
- Artstation <https://www.artstation.com/artist/timbergholz>

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Title: Blade Tutorial: 3Ds Max 2017 and Substance Painter 2  
Release Date: 3 Oct, 2016  
Country: Canada  
Video Resolution: 1080p  
Aspect Ratio: 16:9  
Audio: Stereo  
Chapters: 16

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel Core 2 or AMD equivalent

**Memory:** 1 GB RAM

**Network:** Broadband Internet connection

**Storage:** 200 MB available space

**Additional Notes:** Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English

3DS MAX  
SUBSTANCE PAINTER 2  
**BLADE**  
TUTORIAL  
EXTENDED

CREATE GRADIENTS AND FADE TEXTURES



3DS MAX  
SUBSTANCE PAINTER 2  
**BLADE**  
TUTORIAL  
EXTENDED

CREATE A DIGITAL CAMOUFLAGE EFFECT



3DS MAX  
SUBSTANCE PAINTER 2  
**BLADE**  
TUTORIAL  
EXTENDED



KAWAI IT UP

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Very Nice Quality Tutorial I have learned many useful methods which I probably would have learned from thousands of videos or forums, and these tutorials covered every thing that makes you a professional in it but there are always some things that you have to learn. Learning has no END. A really good tutorial,very useful for me. Good videos as usual, I use Blender and can follow along with no problems at all. Still learning Substance Painter so this is really helpful for that part.. If you purchased the Extended Paid version and can't find the reference files it may be because you need both the free and extended downloadable content (refs are in the free content).

As for the series, I've been using 3ds Max professionally for several years now but this is my first real foray into hard surface for games. I've seen dozens if not hundreds of video tutorials for 3D software (including paid content) and this series can comfortably sit with the best of them.

A beginner to the software might find the pace a bit quick but the author does a good job of narrating each process. The software choices are also good - perfect for anyone wanting to learn the current industry standard.. Awesome tutorial. With a lot of different things to learn! As a knife lover and designer, this tuto is perfect for me! I'm glad to have discover it! I suggest to buy V see it on the chamferzone website or youtube. Because this is sadly impossible to follow a tutorial on the steam player. We have to click on pause sooooo many times and doing a lot of rewind... And this player is absolutely not made for this, trust me. And Steam propose only streaming... That mean you have to download the 1080p video every time you open it! (under 720p this is useless for a tutorial, we can't see any text...). And if you are at the end of the tutorial, good luck to download everything again entirely...

For a duration of 2 hours tutorial, it take at least one day to reach the end, due to many pause we have to do. Even if we are more familiar with some task close to the end. So, this is a little heavy, but really cool and instructive! And at the end, you can be really proud of your work ^^

I think, sometimes this is missing some direct information, because it happens to do some things without knowing why... This is frustrating at the moment, but we understand why we do that later on the video.

After this full tutorial, you'll have enough knowledge to create your own knife and other things, at the same quality!

Thanks for this great tutorial. I totally suggest it!

. thanks Tim. really nice tutorials. very useful for texturing in SP.

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Really high quality!. I can honestly say that Tim Bergholz has the **BEST** training for 3ds Max. The amount of information and tips and tricks and workflow you receive it's absolutely mind-blowing. In fact, I have returned to 3ds Max just to follow his tutorials. I can't recommend this enough.

I would say that this (Blade Tutorial), the Mech and the Ultimate Weapon are a **MUST** for any artist wanting to learn more about modeling and games.



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