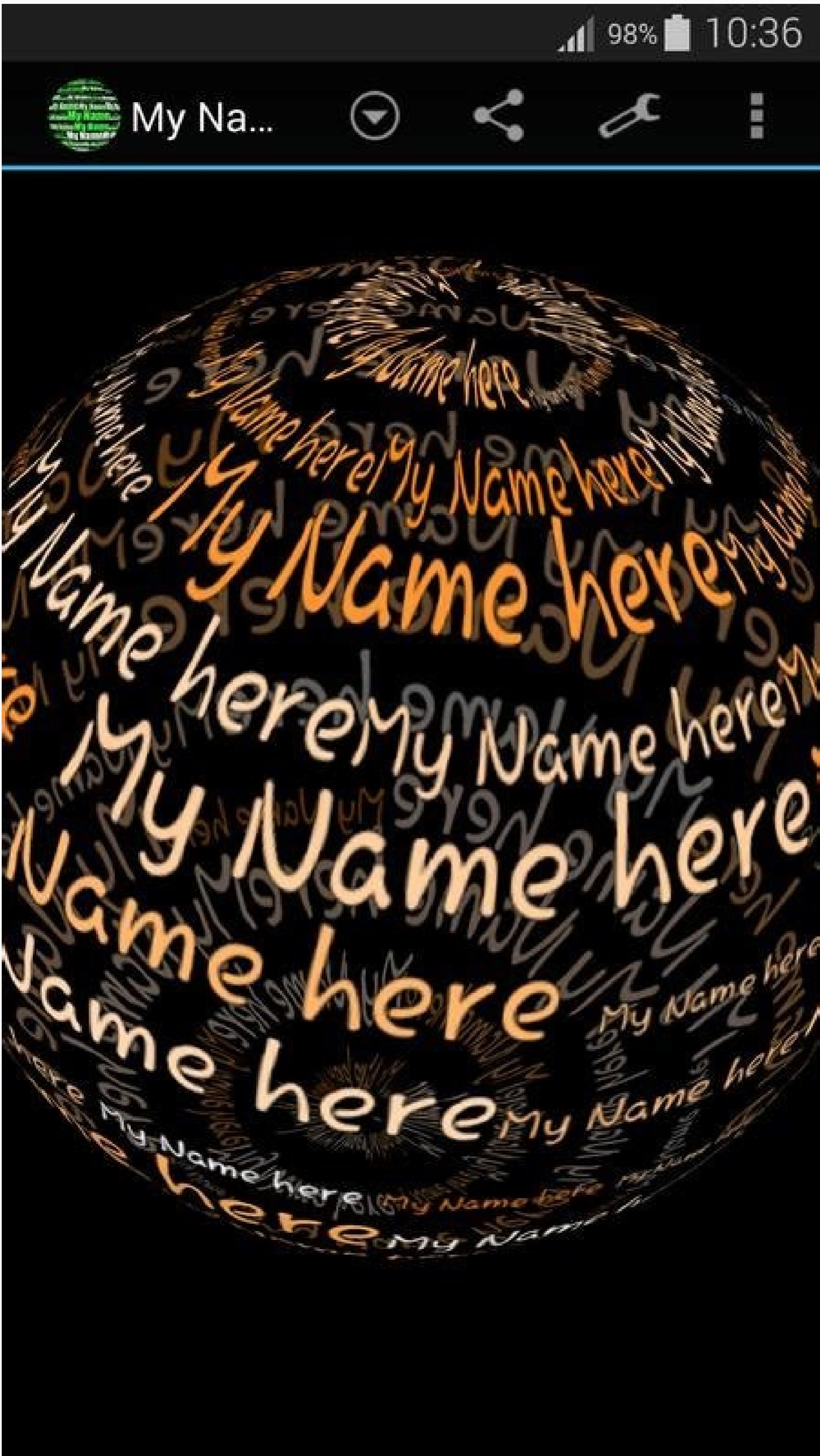


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Henry and Caroline are named after Cogswell College's founder and his wife Who can resist some free 3D models? If you can't then you're in for a treat, in the form of a brace of 3D animatable character rigs that you can download right now.They come from the Digital Art and Animation students at Cogswell College (opens in new tab) in San Jose, as part of the school's in-house character programme, Project Avatarah (opens in new tab).These versatile rigs have been designed to be easy to use Named after the college's founder, Henry Cogswell, and his wife, Henry and Caroline are a pair of adorable characters that have been created to be simple to use while being extremely versatile with all the controls you're likely to need. They're designed to be used in subtle animations, with extreme actions and locomotive cycles.The bipedal characters feature full facial rigs, as well as detailed clothing control and secondary motion. They have IK/FK switching for limbs and spine, offer the ability to change the parents of controls mid-animation using space-switching, and their rotation orders are set up to reduce gimbal locks.There are more free rigs on the way from Cogswell's students Henry and Caroline are the latest in an ongoing series of 3D animatable rigs from the Cogswell College students. While you're grabbing them for free, you can also pick up Cogswell (opens in new tab), a fantasy winged quadruped character with believable weight, behaviour and aerial motion, and there are more on the way, including Toothy, a fierce big cat with detailed facial controls and a flexible spine, and Snowy, a versatile Bull Terrier.You can learn more about Cogswell College's Digital Art and Animation programme here (opens in new tab).Words: Jim McCauley (opens in new tab)Jim McCauley is a writer, editor and occasional podcaster, and is available for space parties.Liked 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 The Wikihuman project is a collaborative project to advance the study of digital humans. Members of the Digital Human League have been working hard to cross the Uncanny Valley with the promise that any movement they make will be shared the entire CG community.They've now released the first batch of data for Digital Emily 2 (opens in new tab), a human representation that was unveiled at FMX 2015 by Christopher Nichols of Chaos Group Labs (opens in new tab).This includes:the model (in Alembic format)the textures (in EXR format)the shader (in OSL format)Digital Human League have also included a Maya (opens in new tab) scene with the shaders set up in VRay. The shader is broken up into individual nodes so that it is clear how it was built.Any artist that wants to access this data can do so for free, as long as it's only used for non-commercial purposes.The data continue to be refined so artists should pay attention to the Wikihuman and ICT websites. Chaos Group Labs' Twitter feed will be a good place for updates too. Download the data here. (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 Who are the most important people in 3D? That's a difficult question to answer definitively, but what we can tell you is which ones artists admire the most. That's because every year, the CG Awards (opens in new tab) sees the industry vote for their favourites in the coveted '3D World Hall of Fame' category. And these are the three that came out on top in 2014.Win clients & work smarter with our FREE ebook: get it now! (opens in new tab)This year's awards - which honour both software and the artists that use it - are now open for nominations (details here (opens in new tab)), so you can nominate your favourites today at thecgawards.com (opens in new tab).In the meantime, here are the artists that were voted overall winner and runners up, respectively, in last year's awards..01. Vladimir KoylazovV-Ray's co-creator shook up rendering forever Whereas previous Hall of Fame awards have honoured directors and studio bosses, this year's shortlist celebrated the industry's unsung heroes: the developers who create the tools we all rely on each day. And what better winner could there be than a man whose work has touched every sector of the industry, from visualisation to VFX?When it first became widely adopted in the early 2000s, V-Ray (opens in new tab) revolutionised the arch-viz market, making genuinely photorealistic images possible for the first time.Since those early 3ds Max (opens in new tab)-only days, Chaos Group's raytracing renderer has been ported to a wide range of host apps - and in recent years, has made great strides into visual effects, with many viewing the prototype V-Ray for MotionBuilder as a stepping stone towards new, GPU-based, real-time filmmaking workflows."You can throw anything at V-Ray and be confident that you will get something out," says Chaos Group co-founder, and now Hall of Fame honouree, Vladimir Koylazov. "Artists push V-Ray and push us; we usually find ways to help them get results."02. Ofer AlonOfer Alon For someone who has changed the working lives of so many 3D artists, Ofer Alon has kept a remarkably low public profile.Although the Pixologic (opens in new tab) co-founder posts regularly on the ZBrushCentral forums under the alias Pisolator (opens in new tab), the first glimpse many people had of the man himself was at this year's Scientific and Technical 'Oscars', when he accepted an Academy Plaque for his work on ZBrush - a tool rightly described in the citation as "transforming how artists conceive and realise their final designs".03. Eric MootzEric Mootz "I only work on things that are fun," says ace developer Eric 'Mootzoid' Mootz (opens in new tab). "I don't make any grand marketing plans; nor do I look at the industry to find out what could make money."The result has been a series of quirky, creative, largely simulation-related plug-ins - one of which, particle-meshing system emPolygonizer, was later integrated into Softimage.Already a cult figure among Softies, Eric's recent decision to begin porting his tools to Maya, Modo and Fabric Engine is now exposing his work to a wider user base.The CG Awards 2015The CG Awards 2015 (opens in new tab) recognises the work of the entire industry: from software and hardware to artists and technicians. This year's awards are now open for nominations, so you can put forward your candidates right now. Just visit thecgawards.com (opens in new tab) and nominate in one of the 17 categories. 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