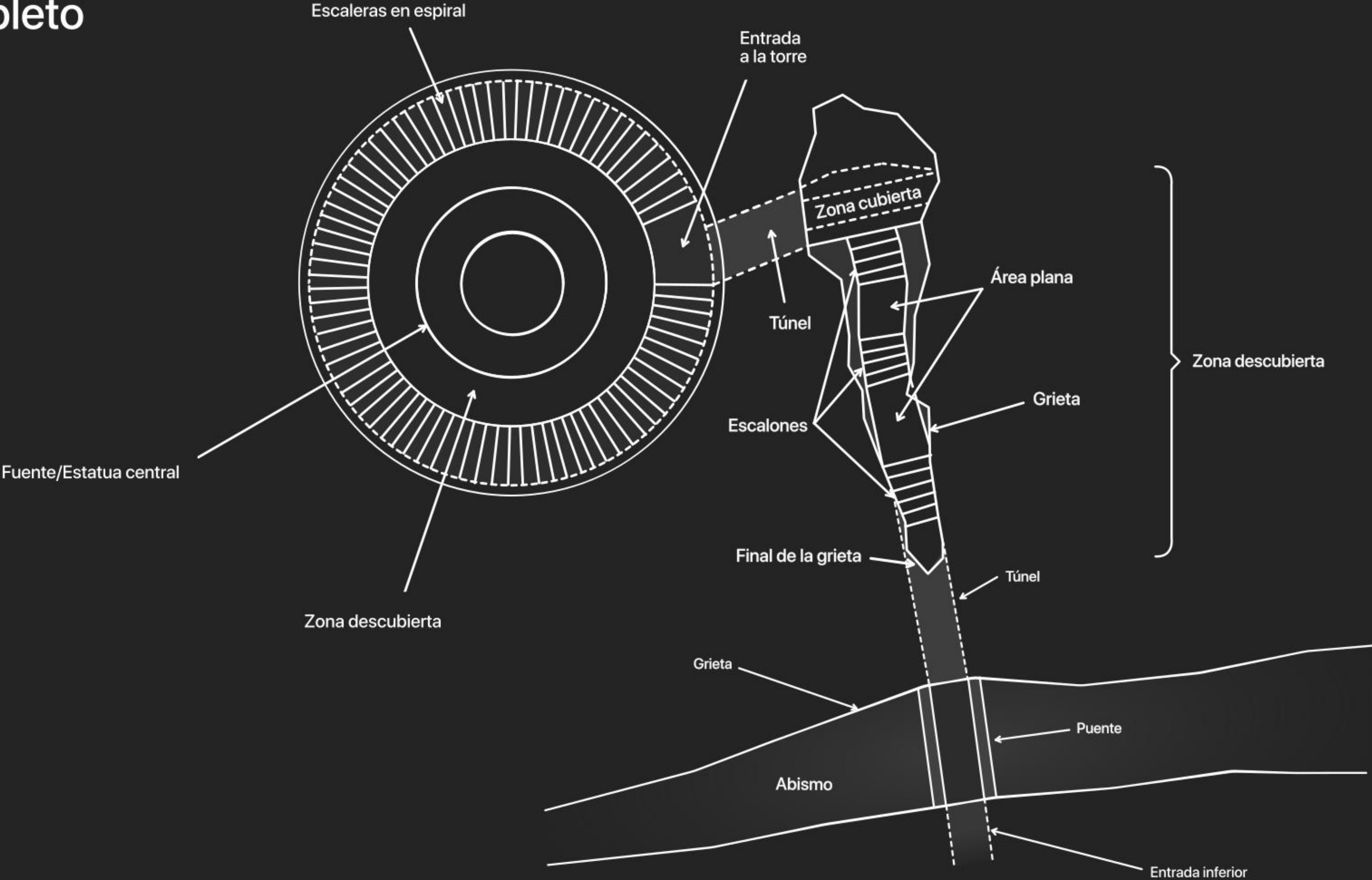




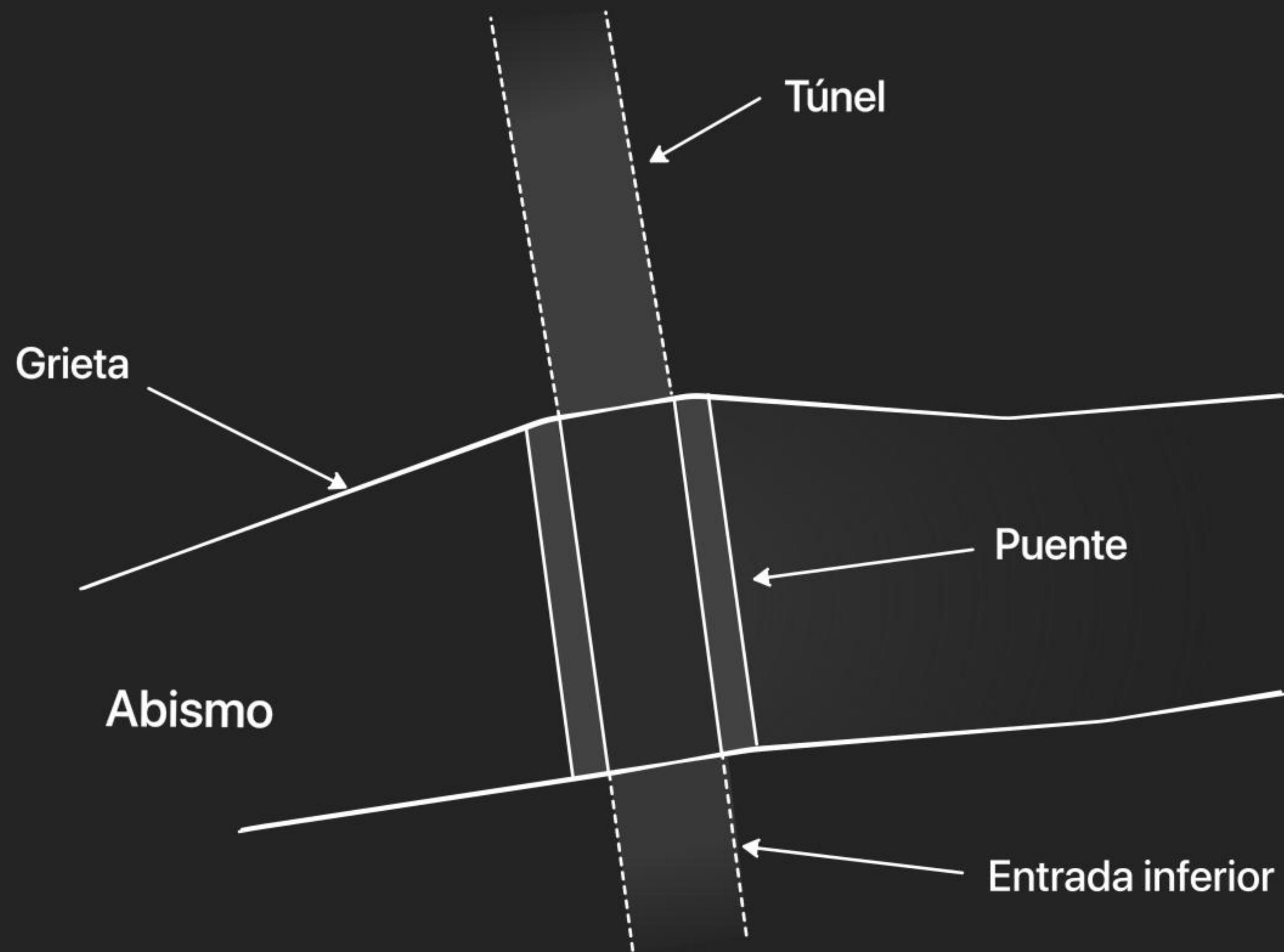
Torre Invertida

Proceso y desarrollo

Plano completo



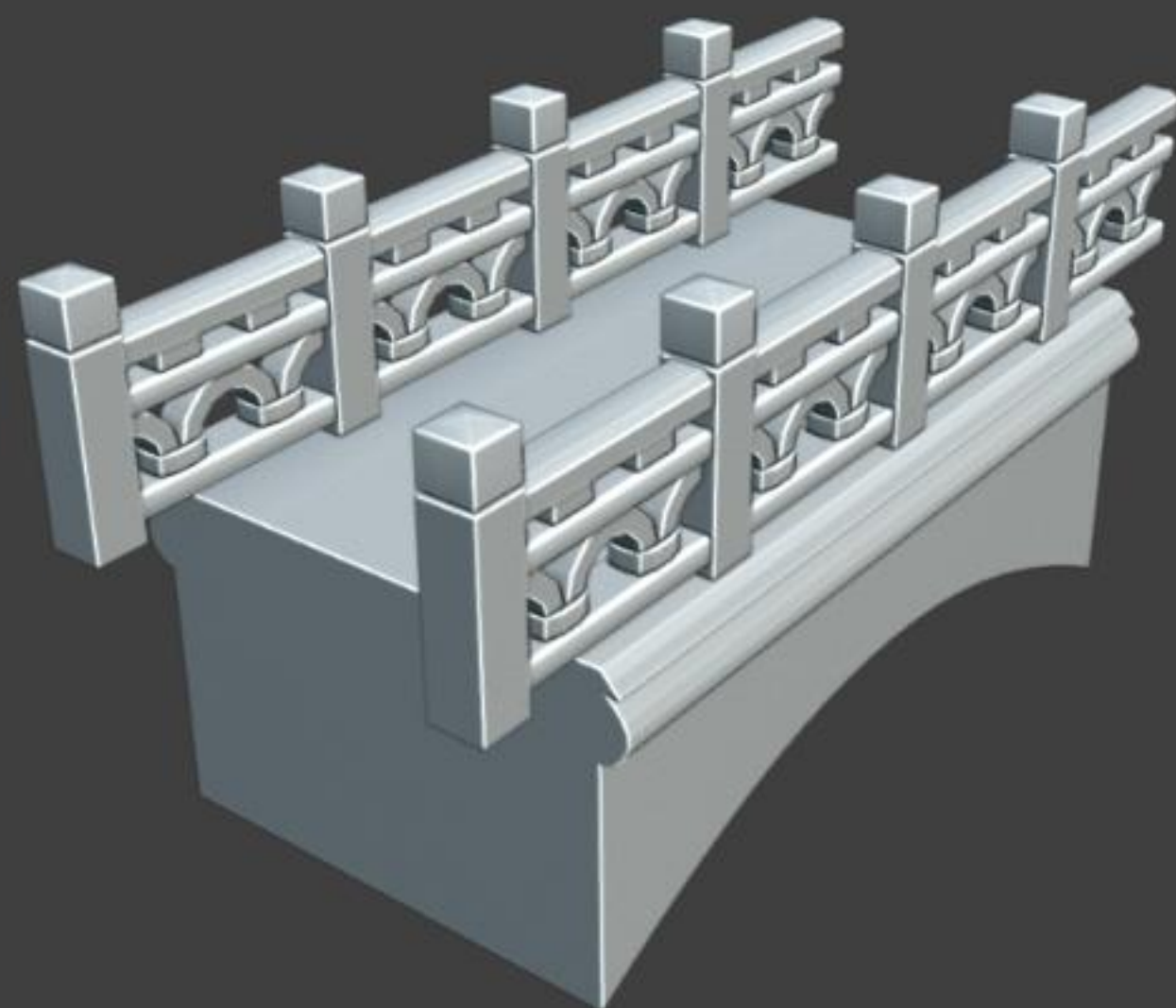
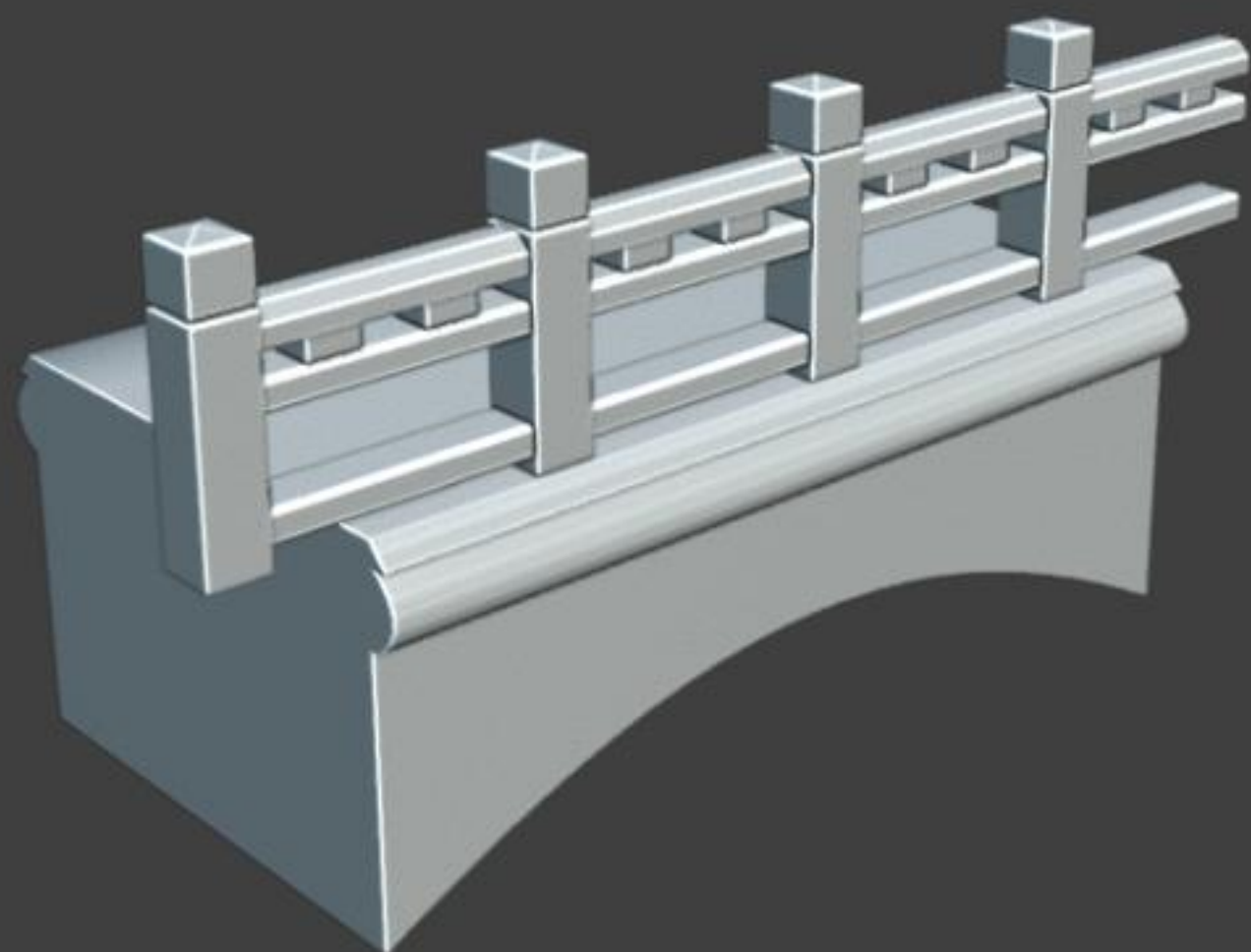
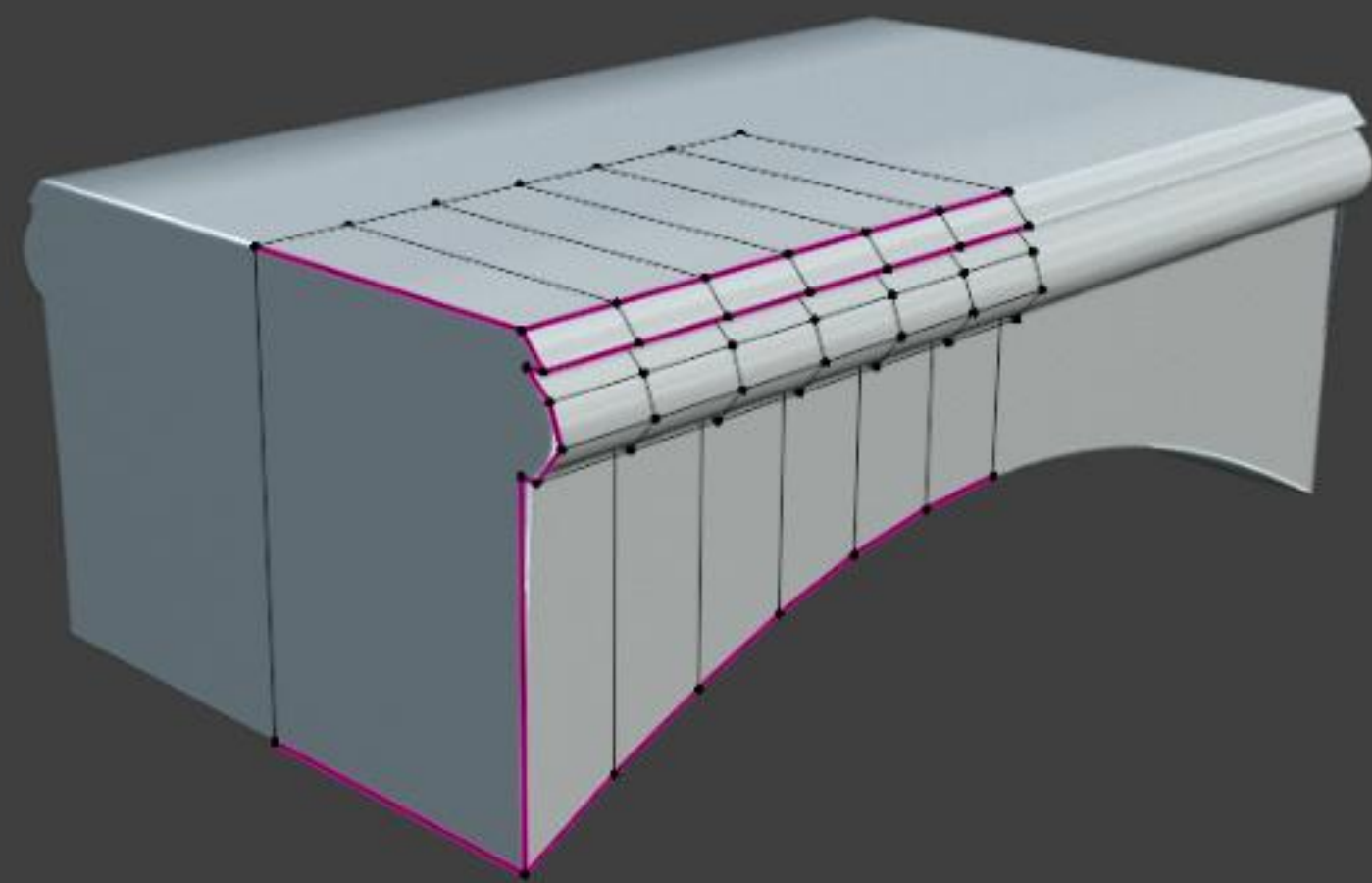
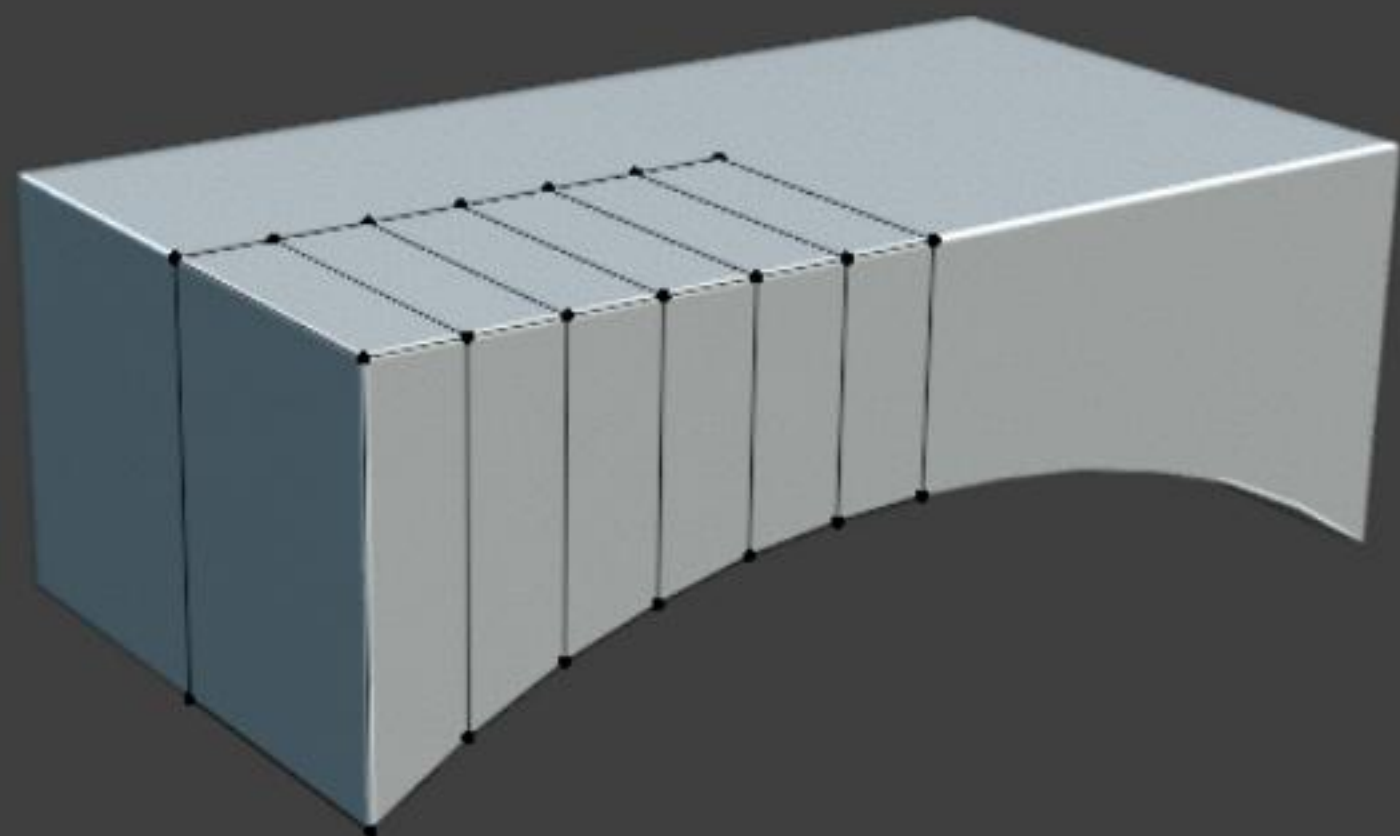
Entrada - Puente



Bocetos



Modelado

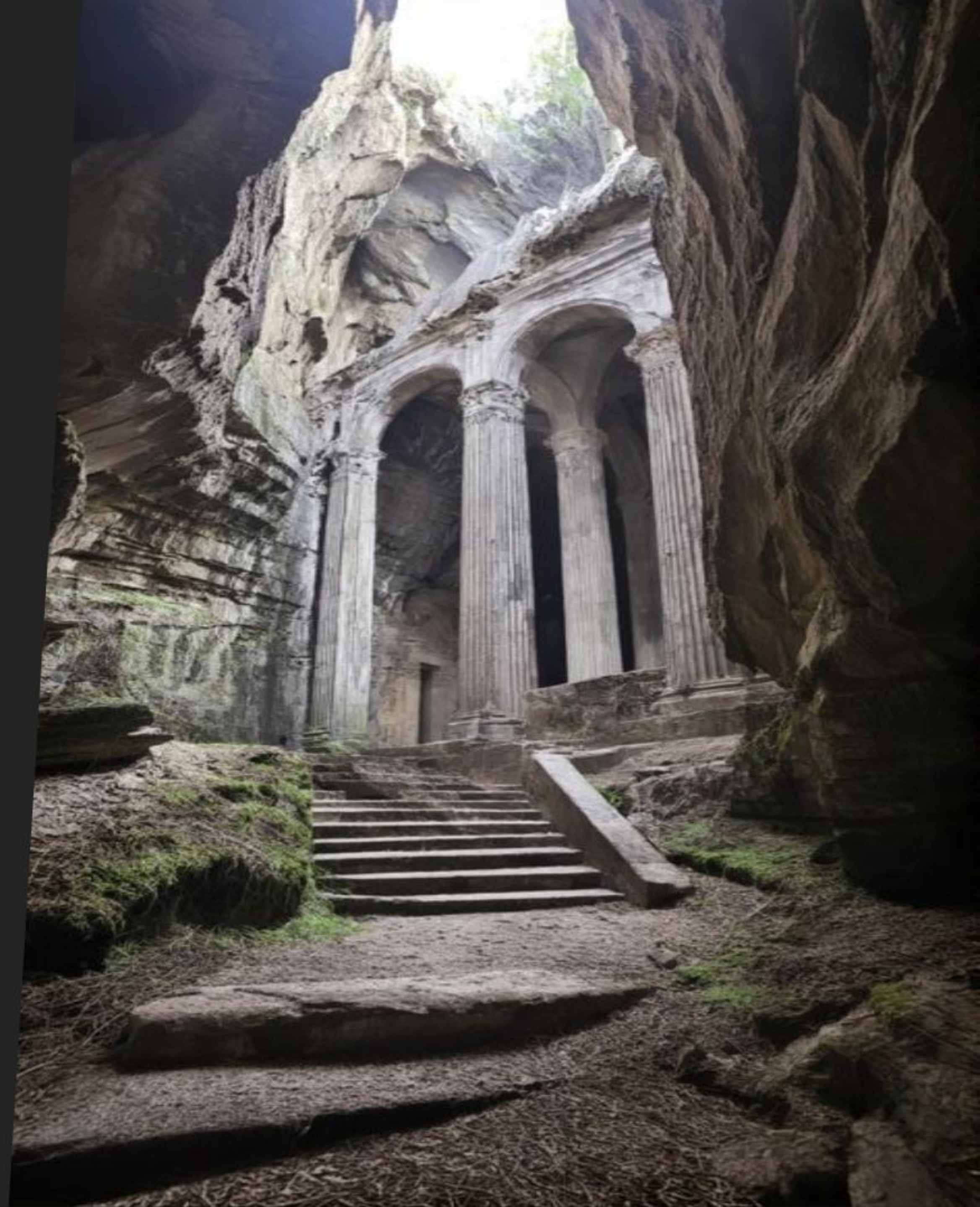
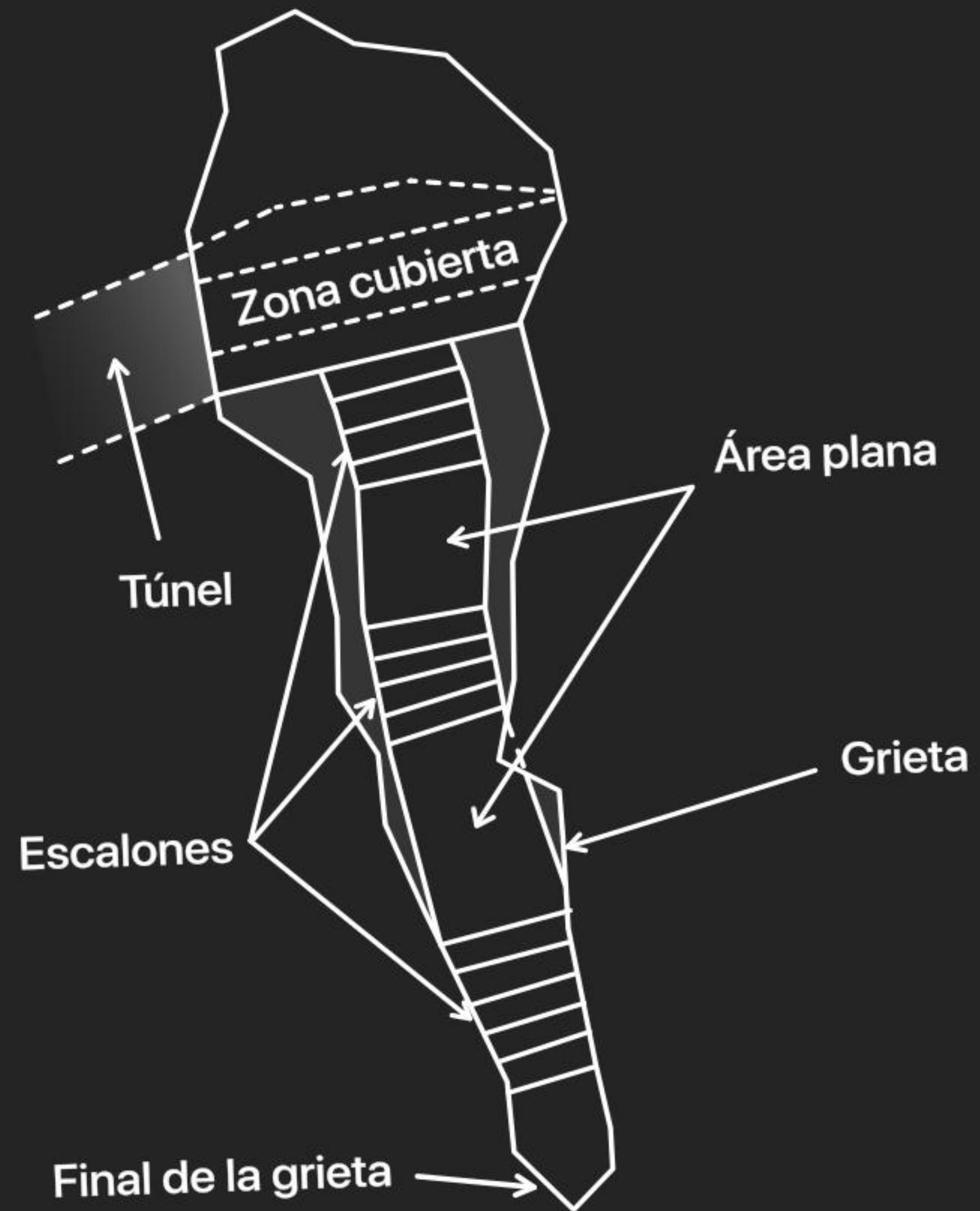


Texturizado





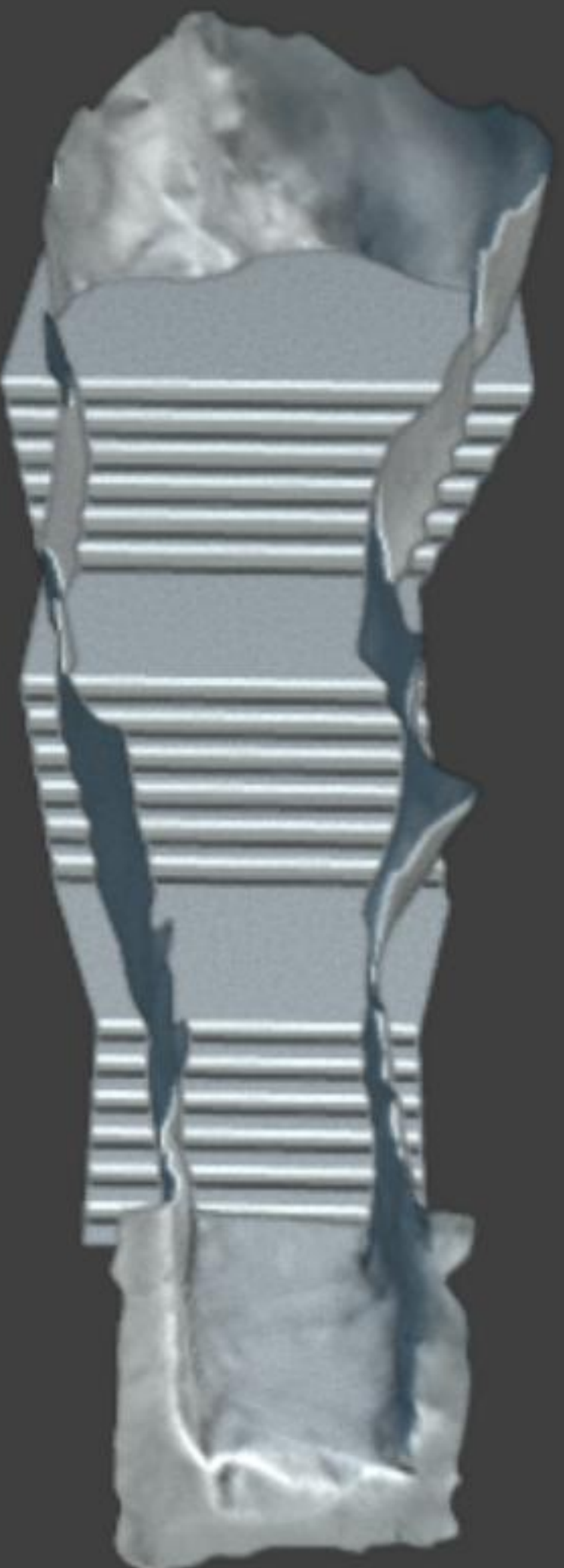
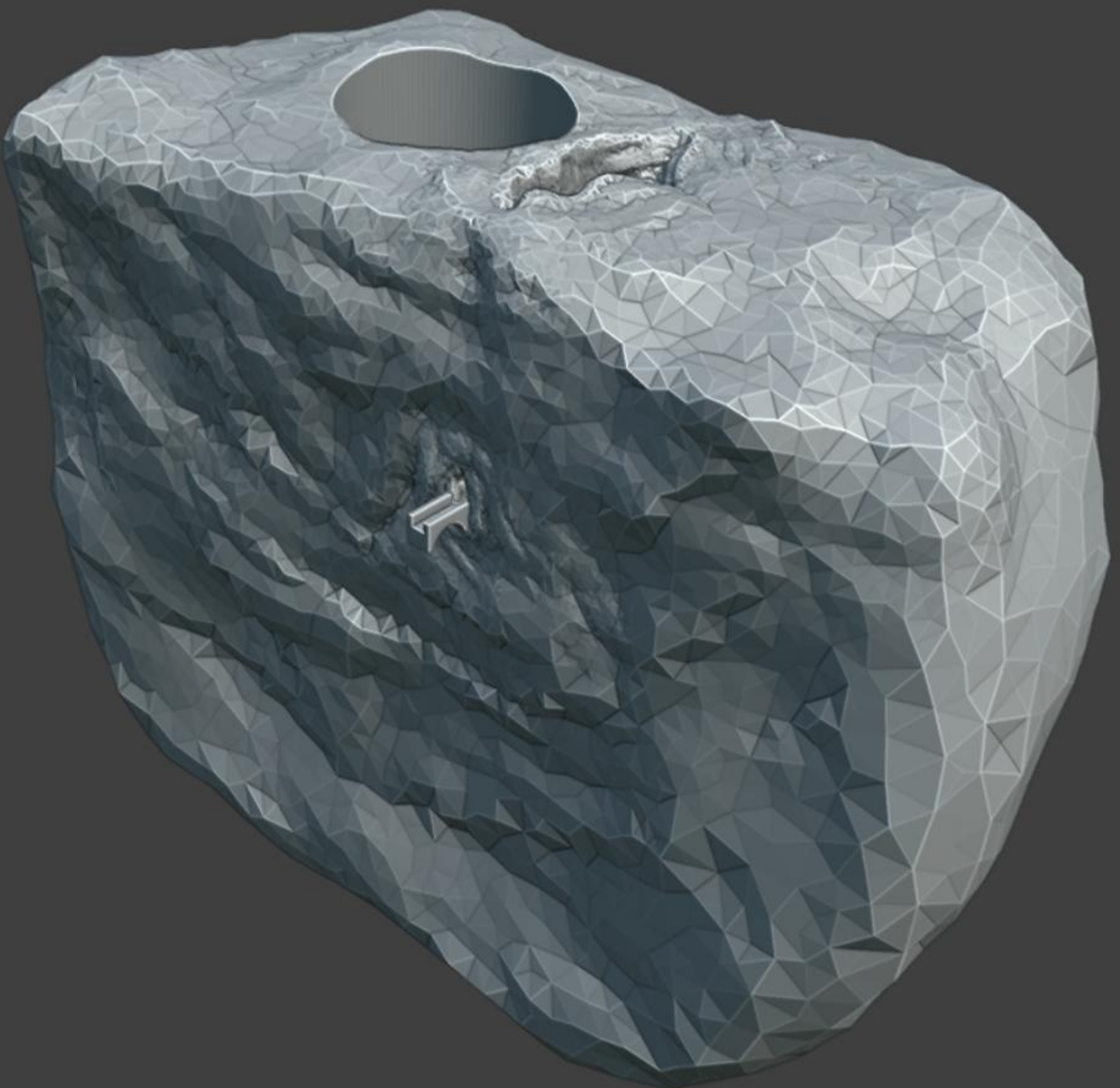
Pasadizo - Grieta



Bocetos



Modelado



▼ Bevel

Affect

Vertices

Edges

Width Type

Percent

Width Percent

100.000%

Segments

12

Miter Profile Shape

0.500

Material Index

-1

☐ Harden Normals

☐ Clamp Overlap

☒ Loop Slide

Mark

☐ Seams

☐ Sharp

Miter Outer

Sharp

Inner

Sharp

Intersection Type

Grid Fill

Face Strength

None

Profile Type

Superellipse

Custom

Preset

▼

Apply Preset

⊕

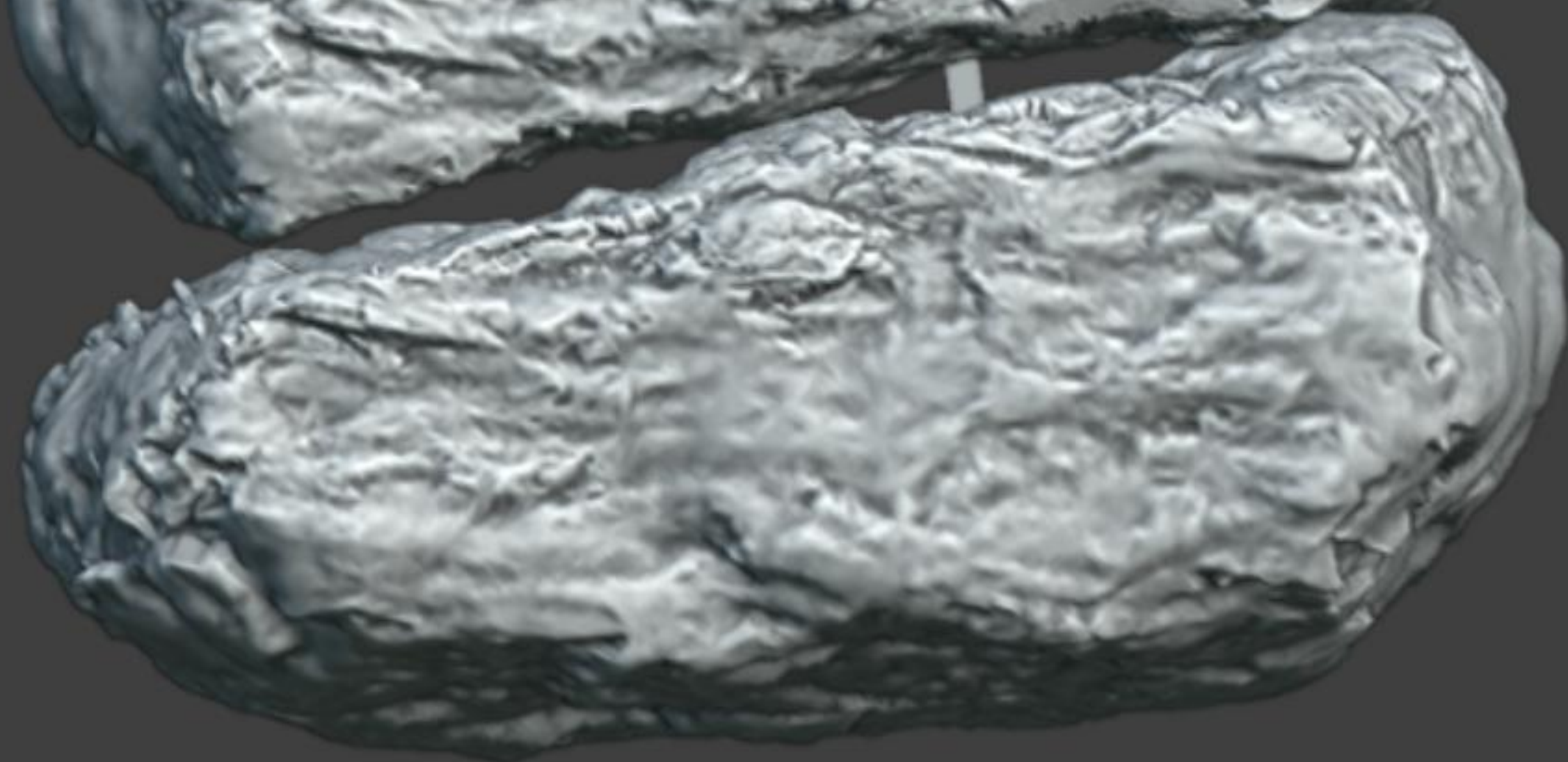
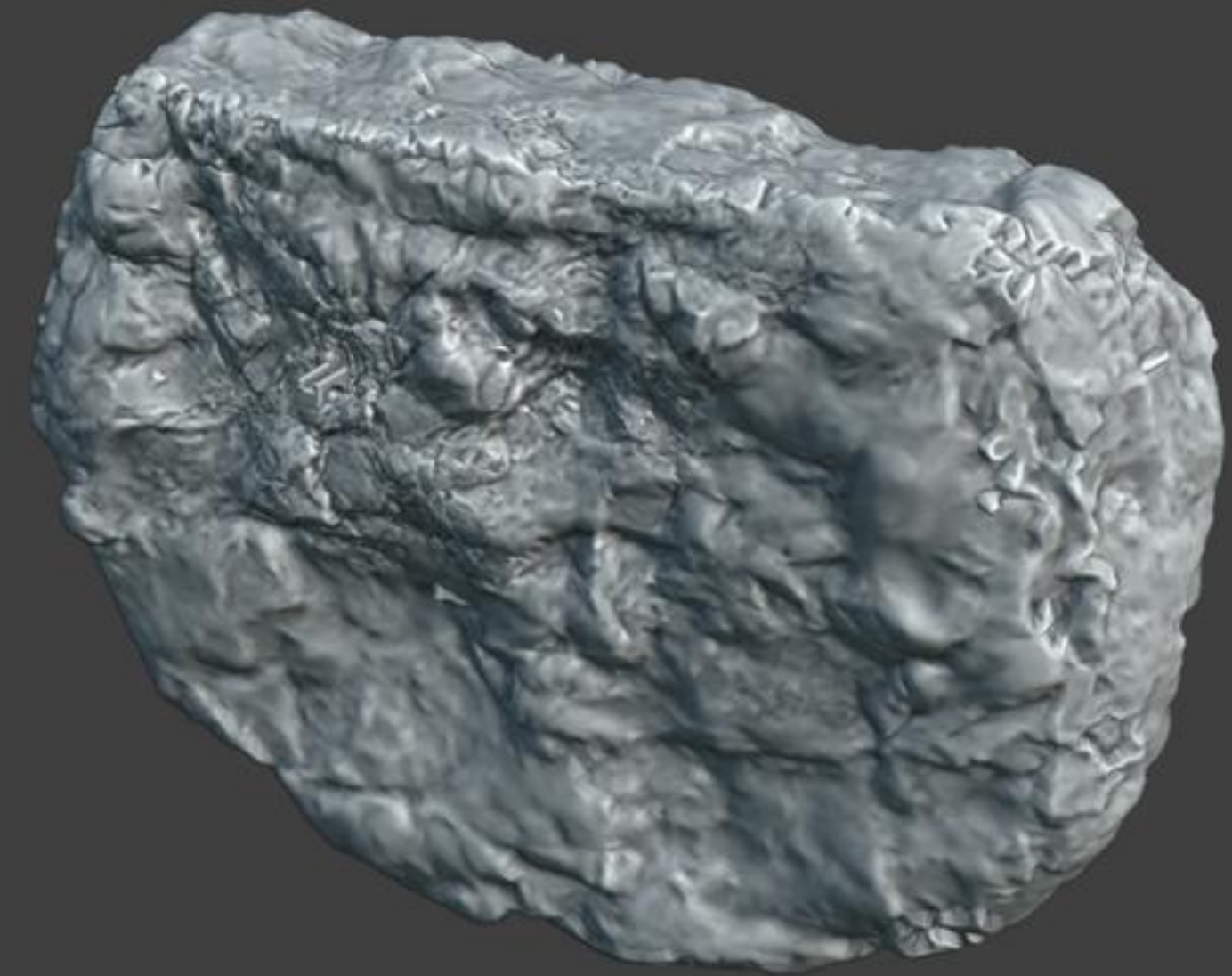
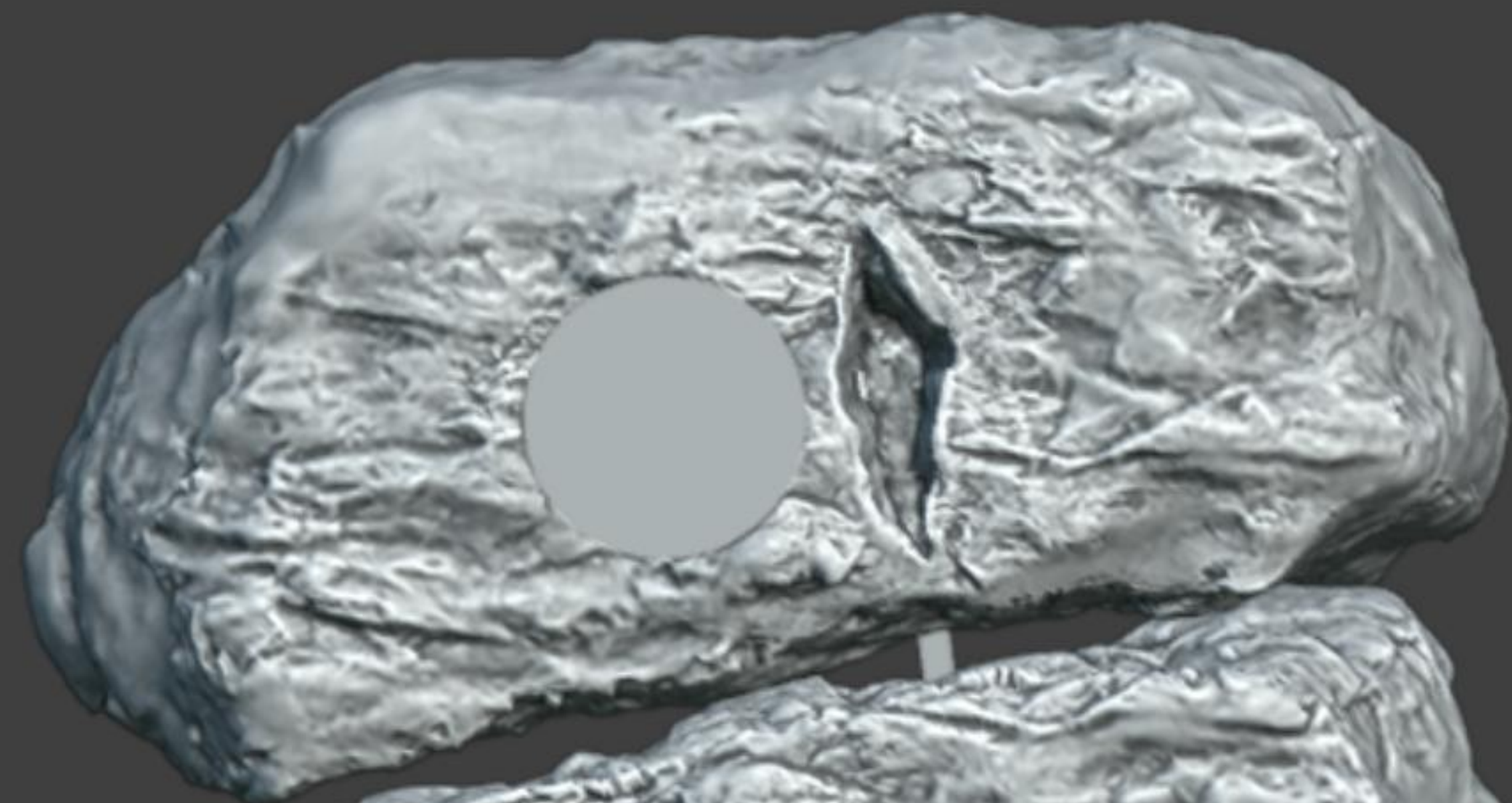
⊖

↔

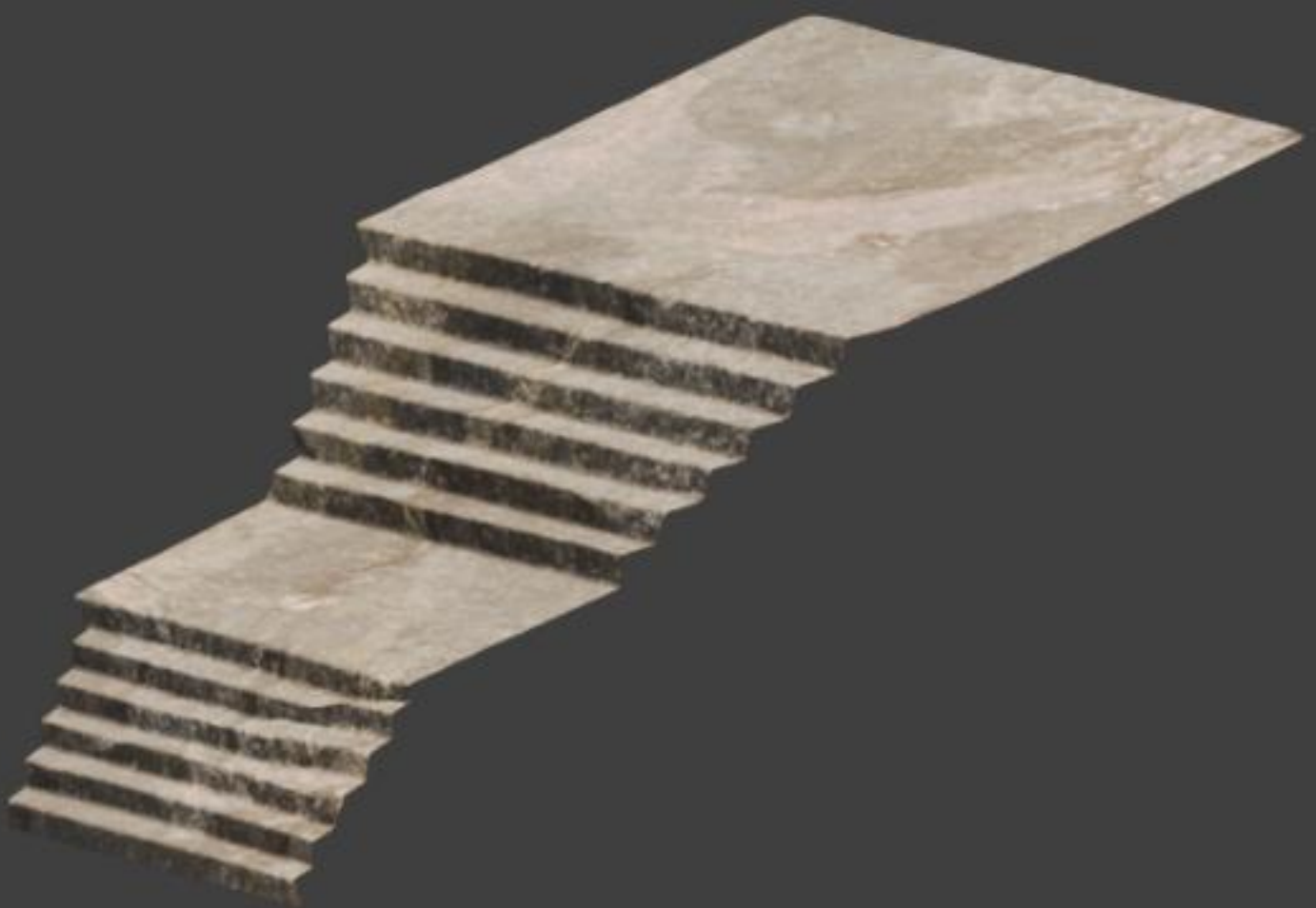
●

▼

A 3D rendering of a staircase with a beveled edge, showing the result of the settings in the Bevel panel. The staircase is made of translucent brown blocks. An inset image in the top right shows a close-up of the beveled edge, highlighting the 12 segments and the miter profile shape.

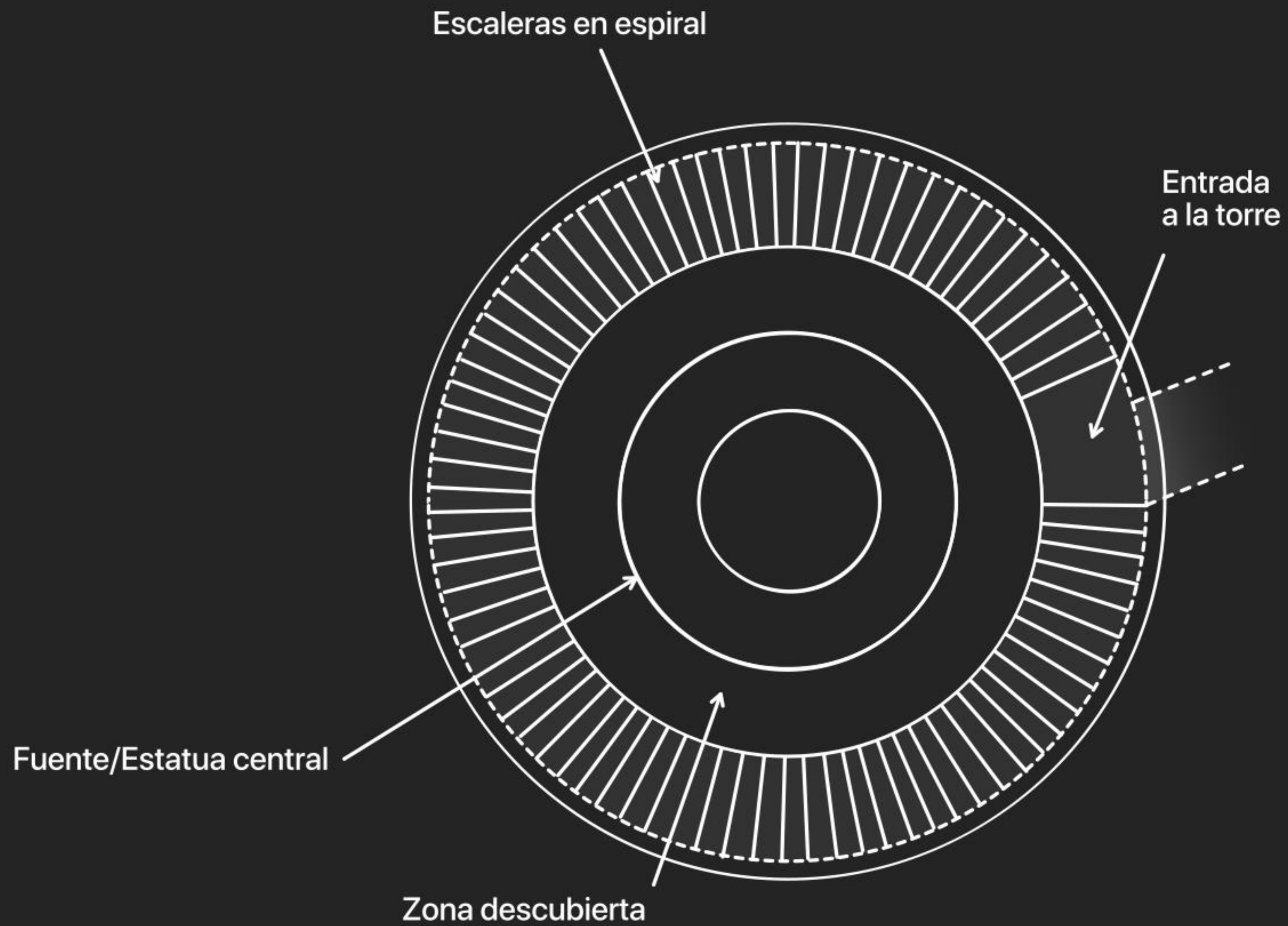


Texturizado





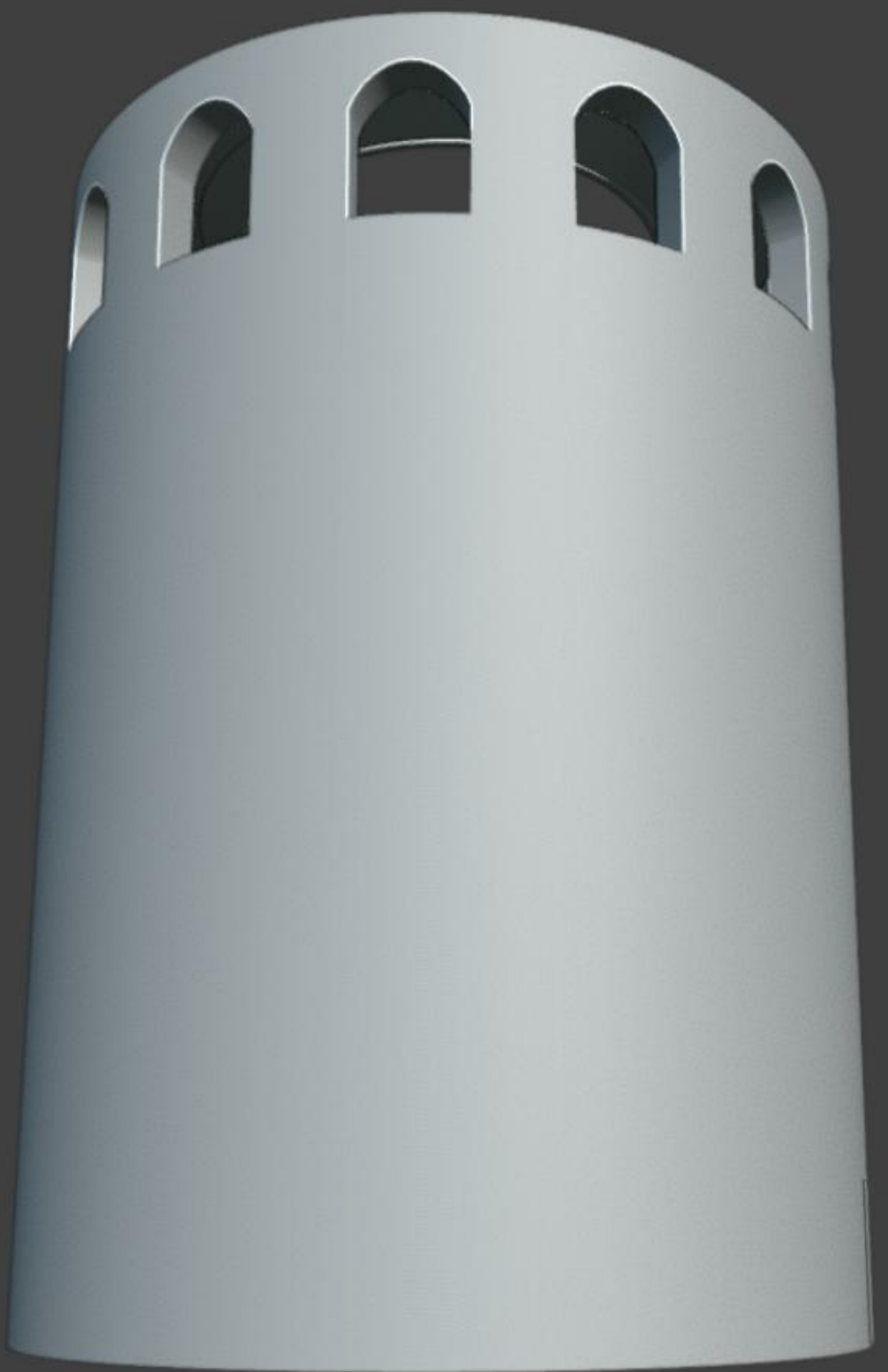
Torre Invertida - Pozo

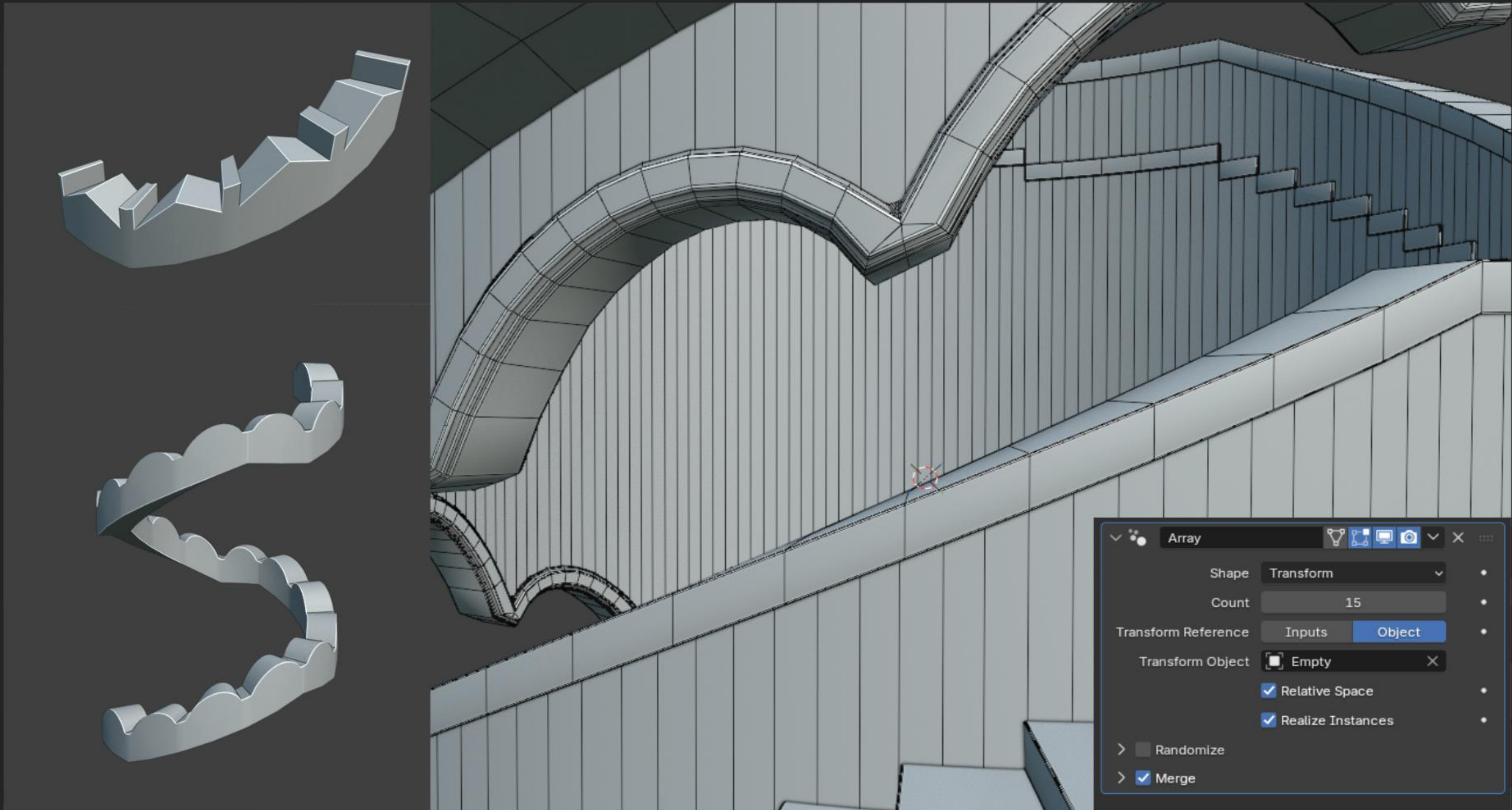


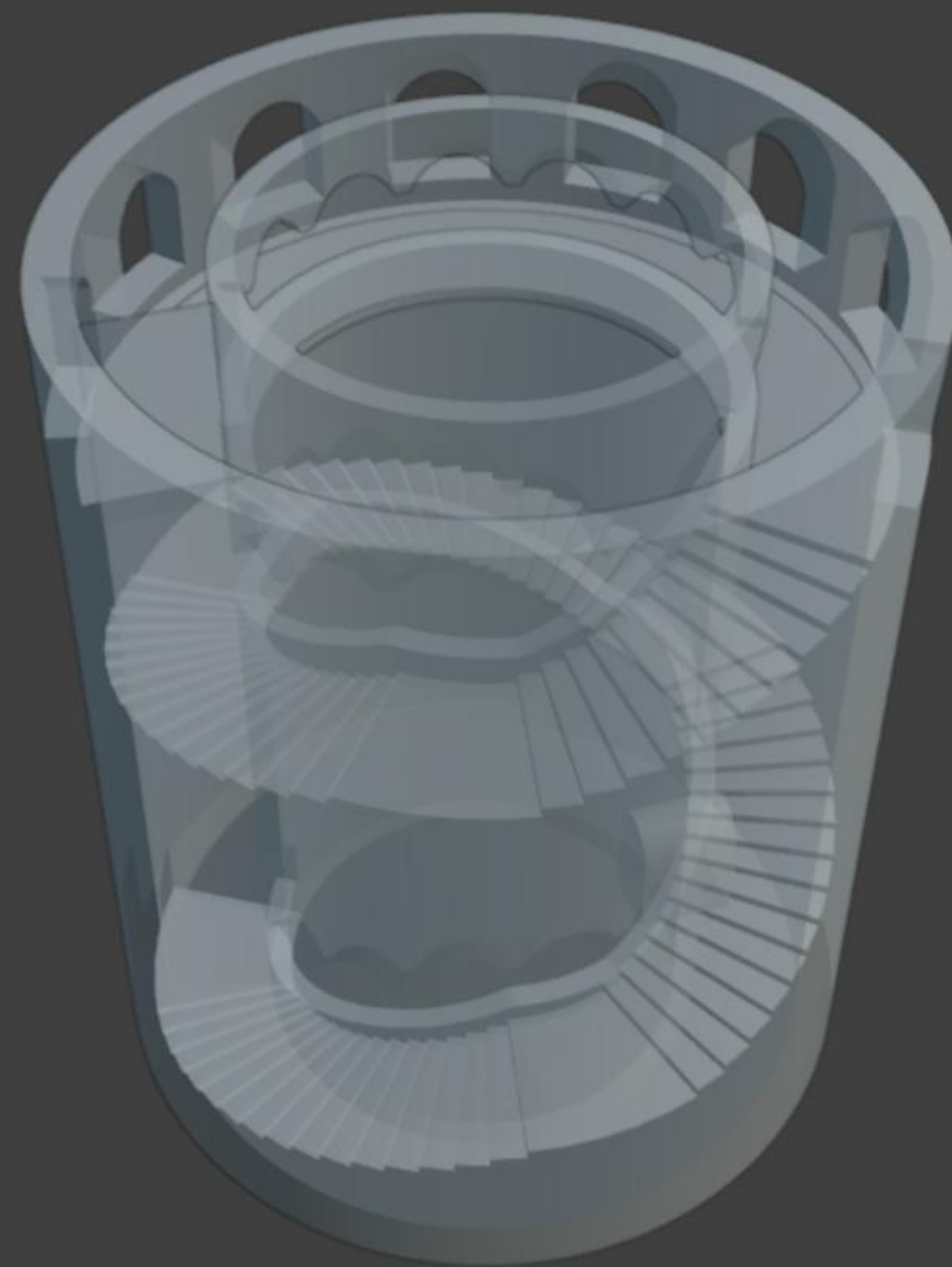
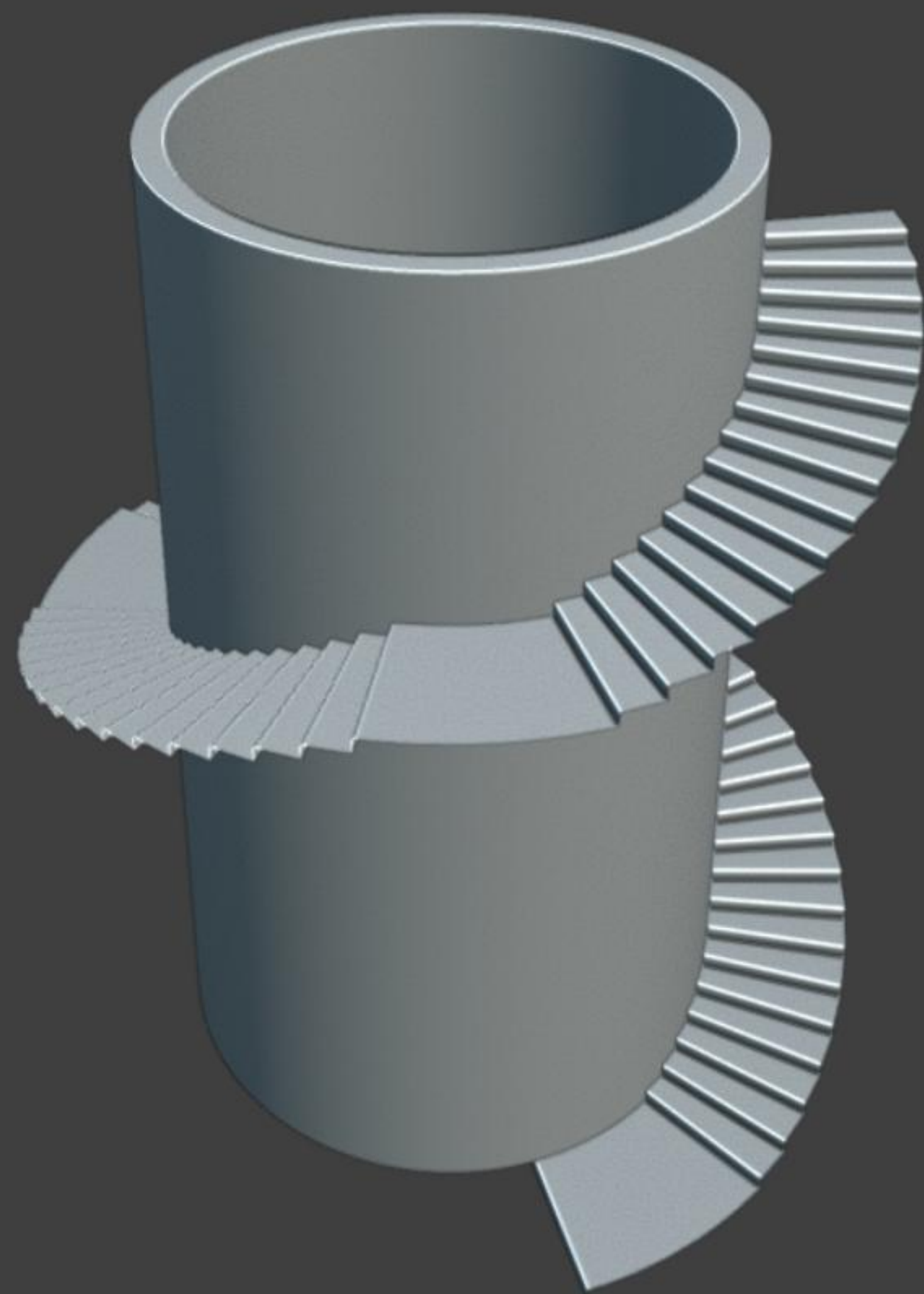
Bocetos

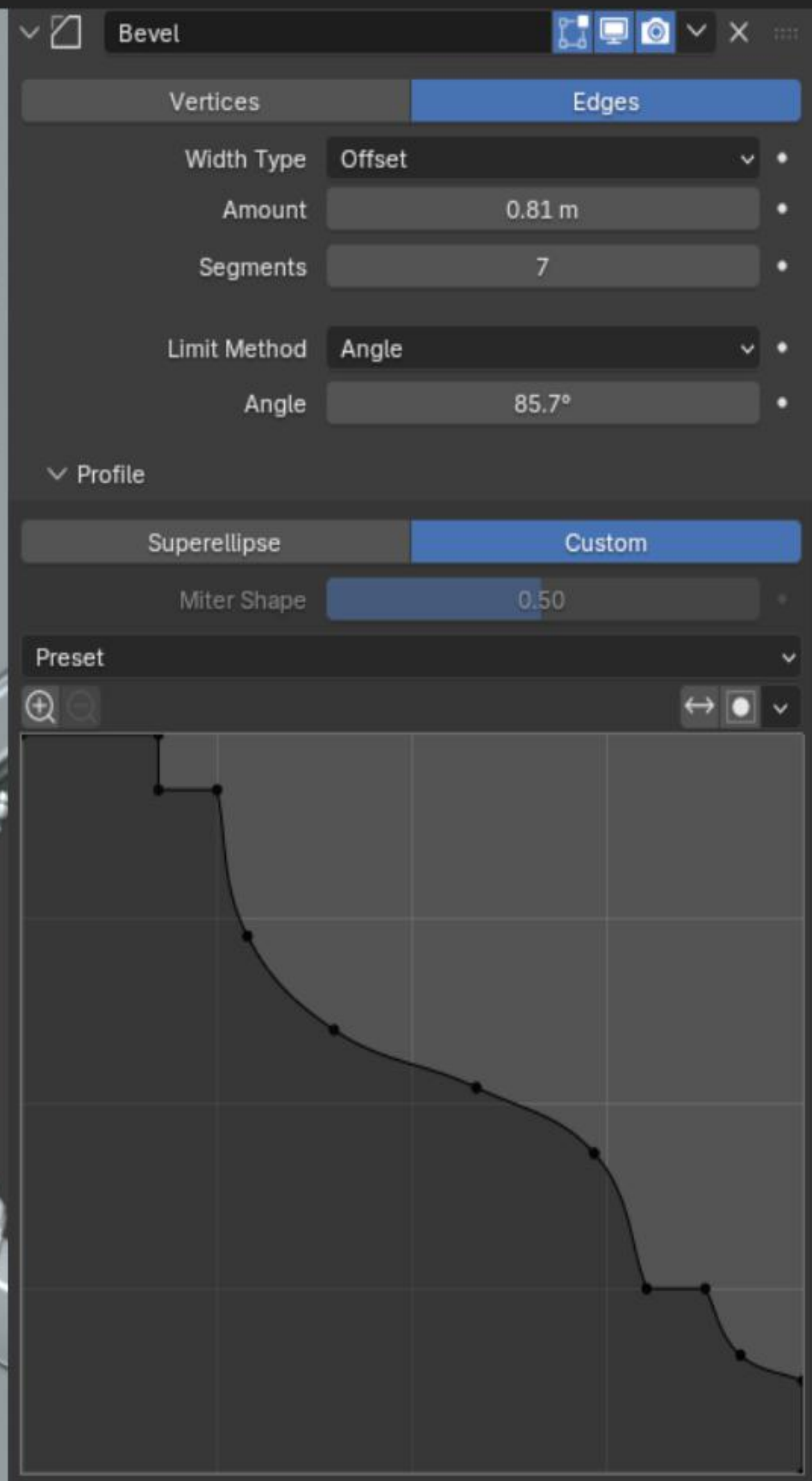
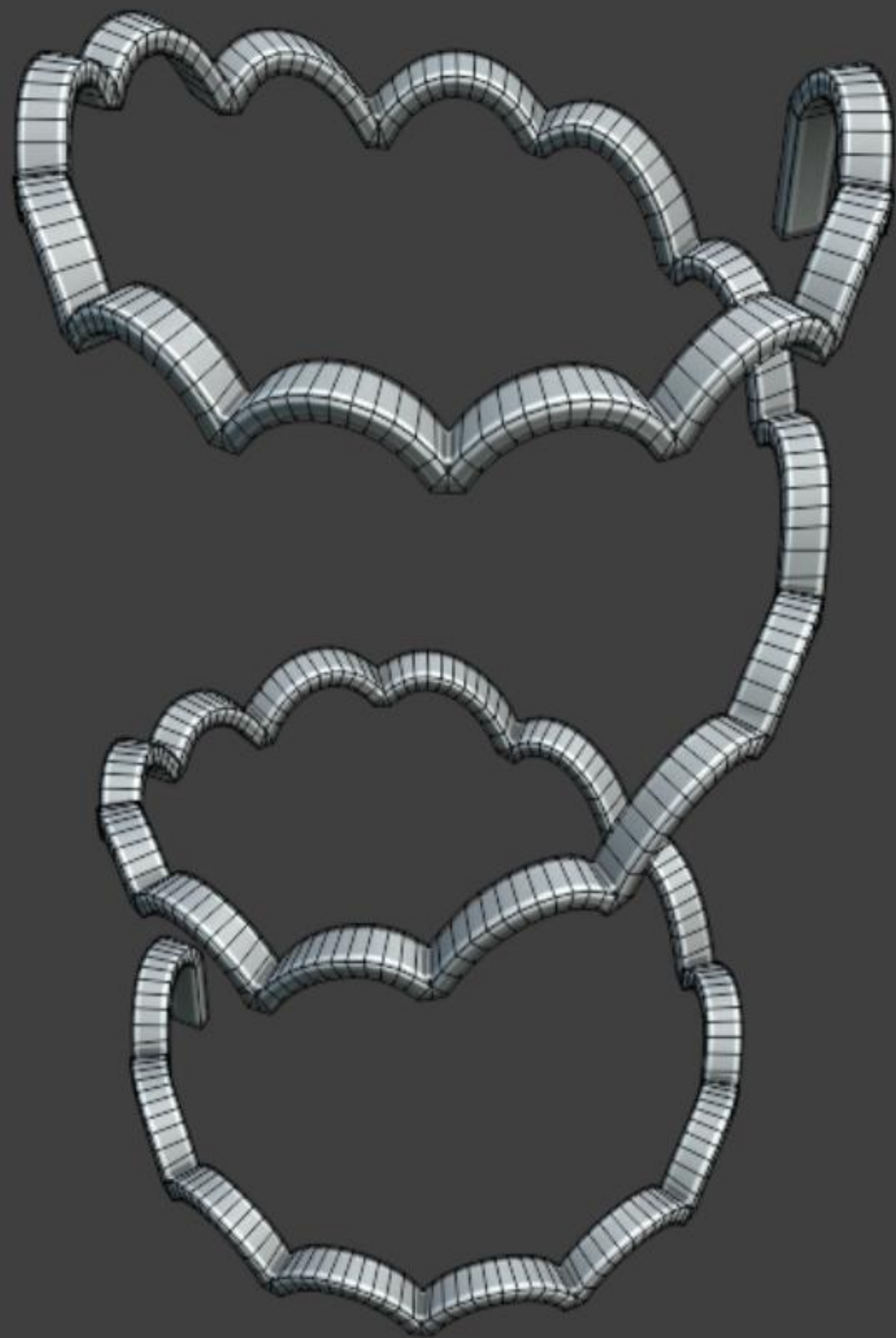


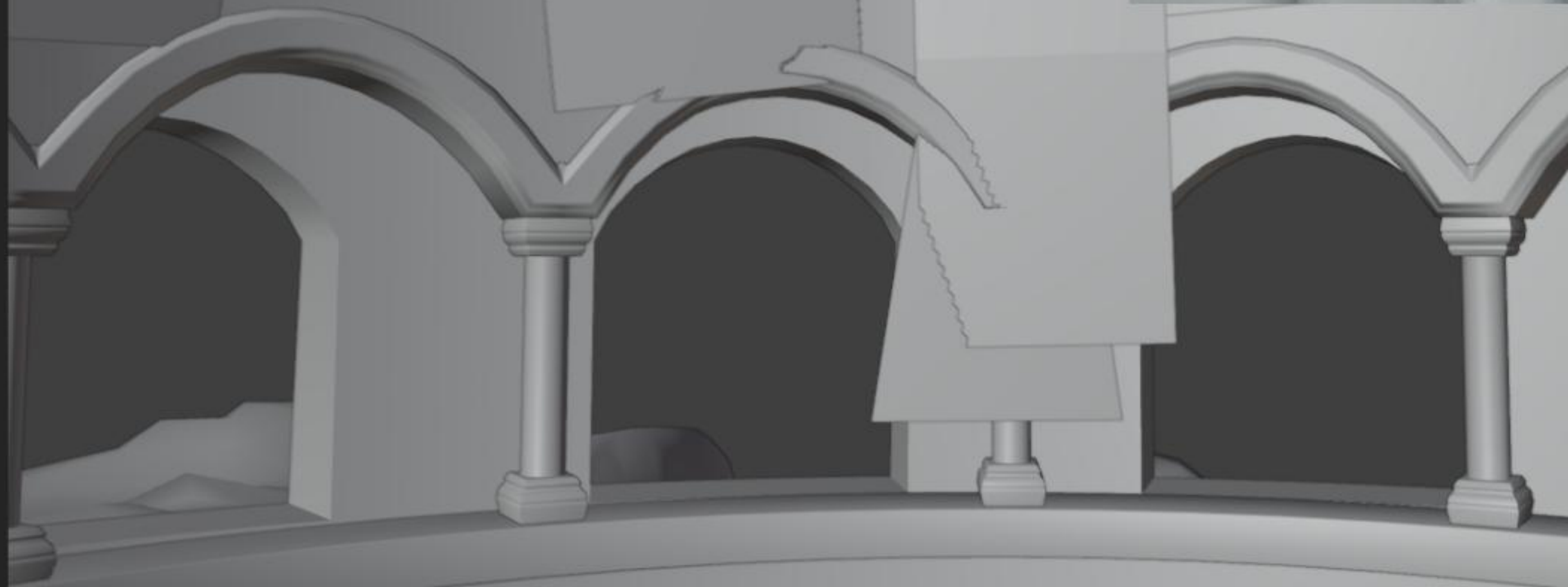
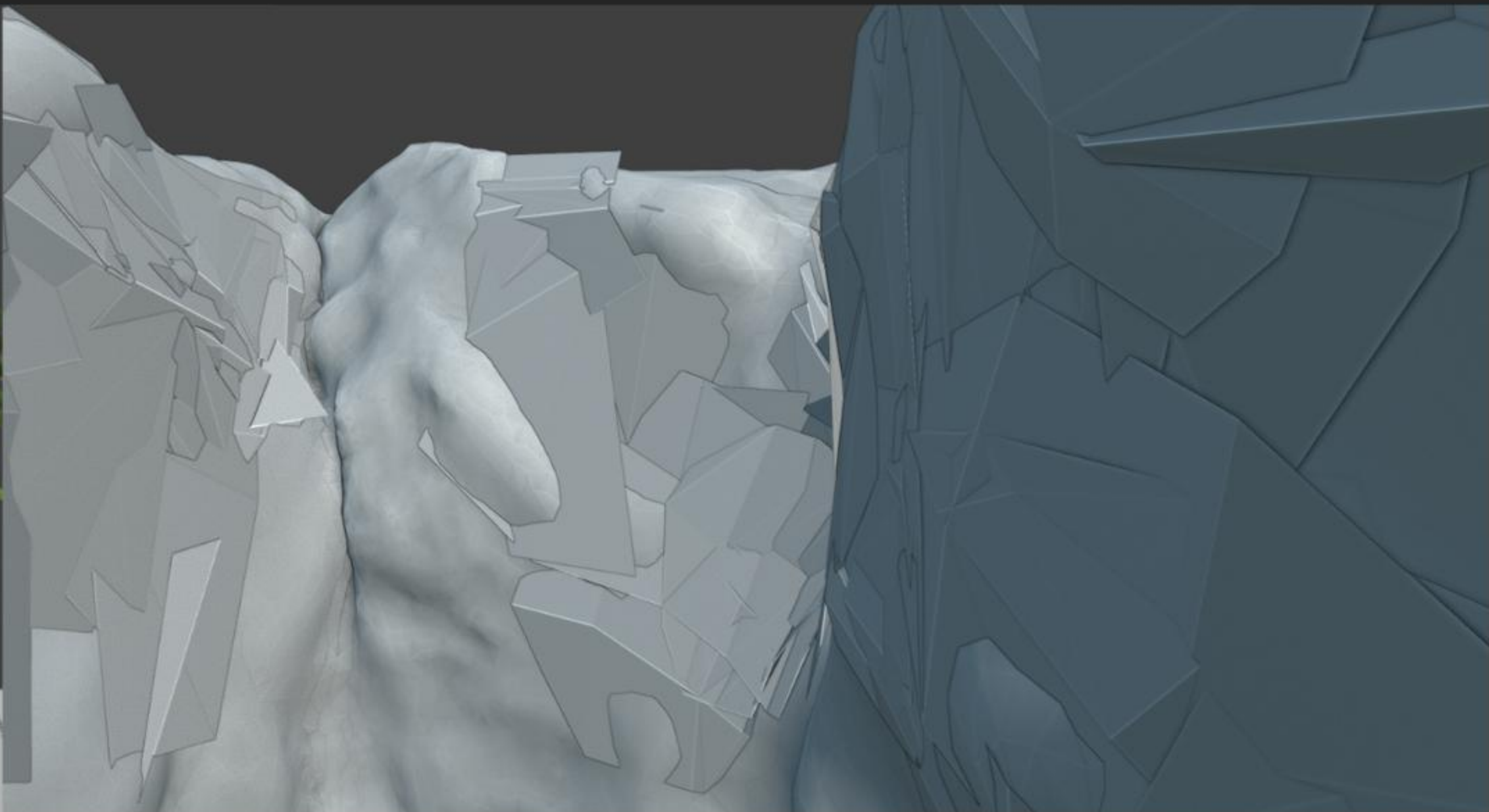
Modelado











Shrinkwrap

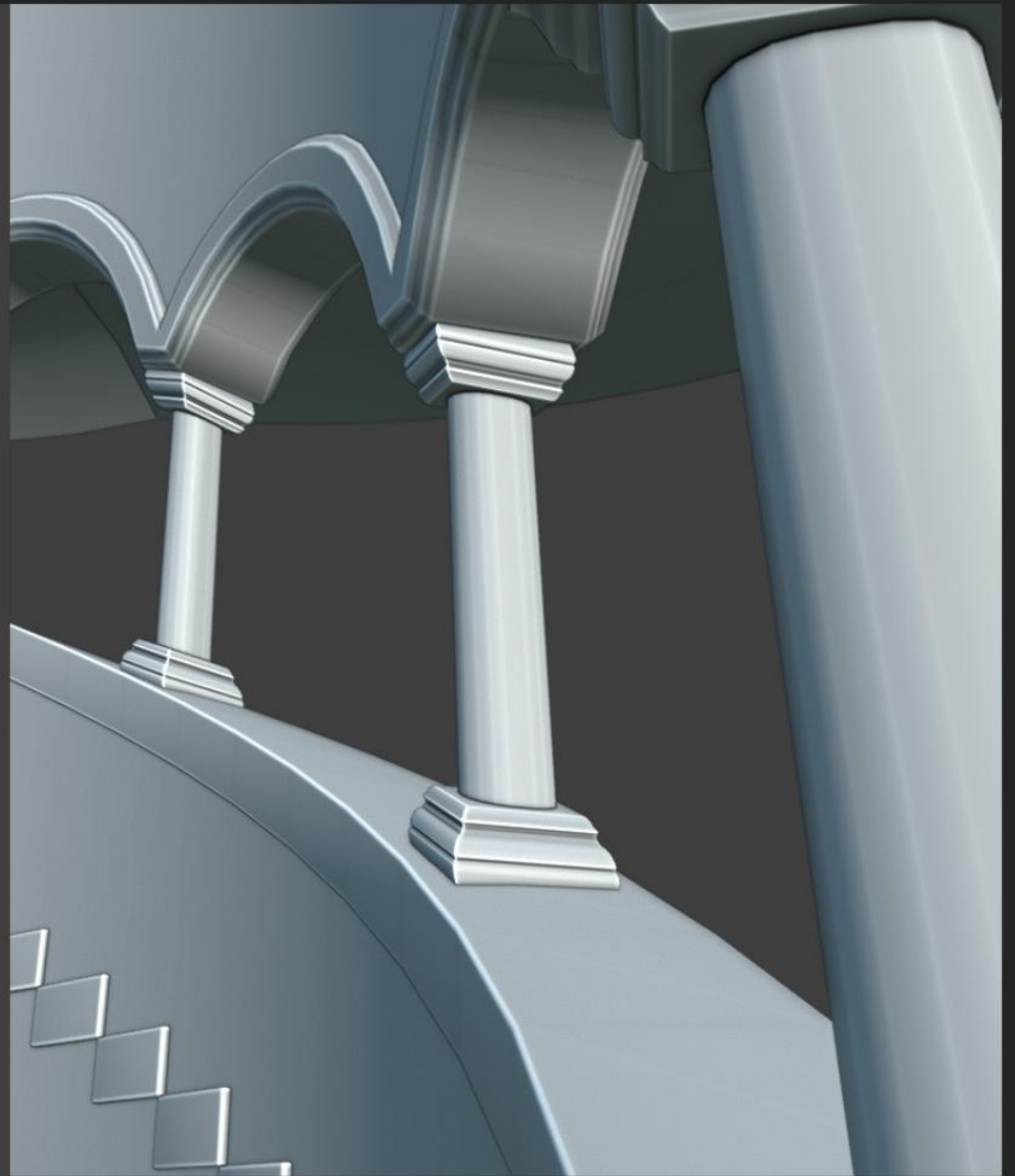
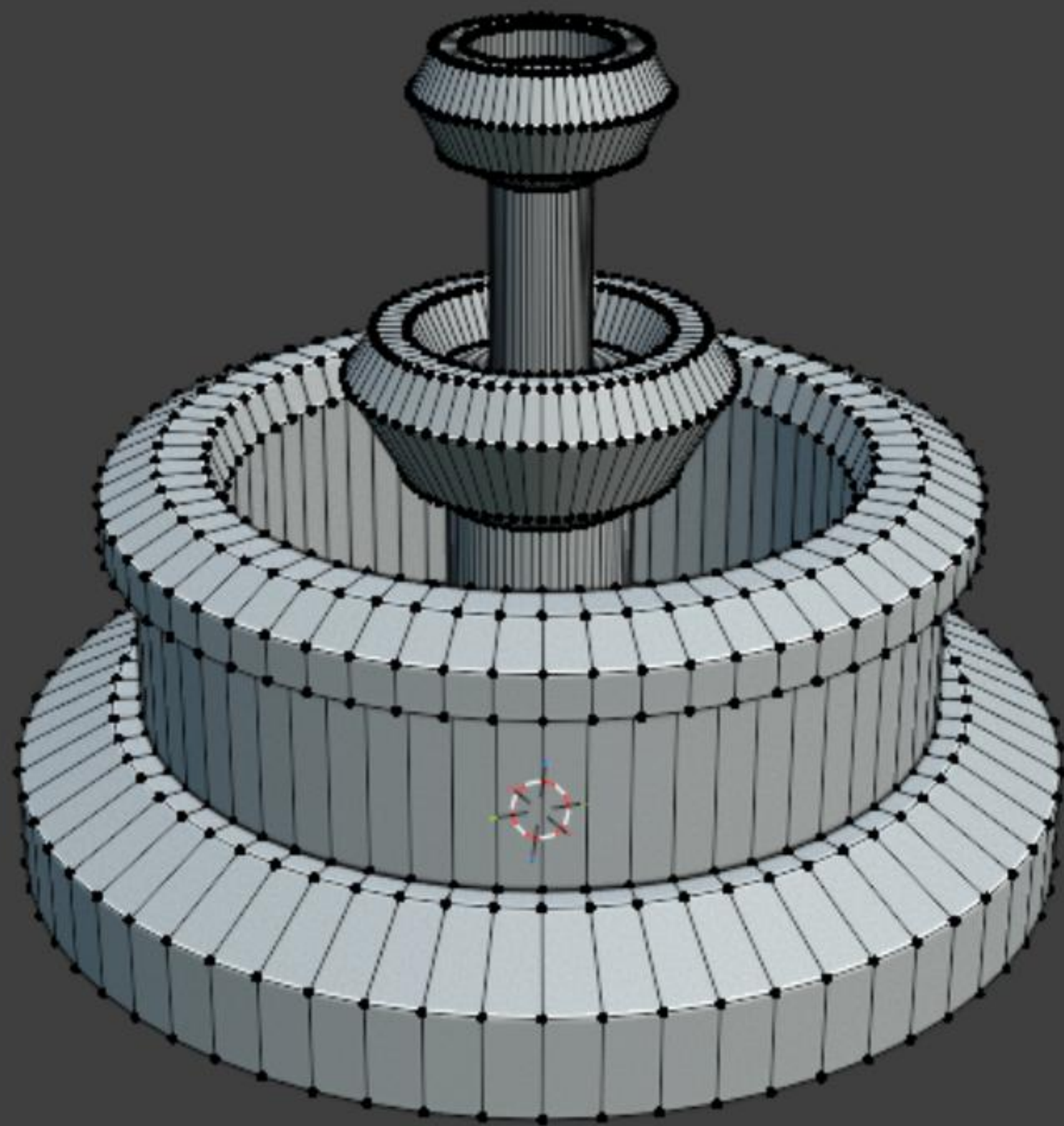
Wrap Method: Nearest Surface Point

Snap Mode: On Surface

Target: ☒ Tower_Inside

Offset: 0 m

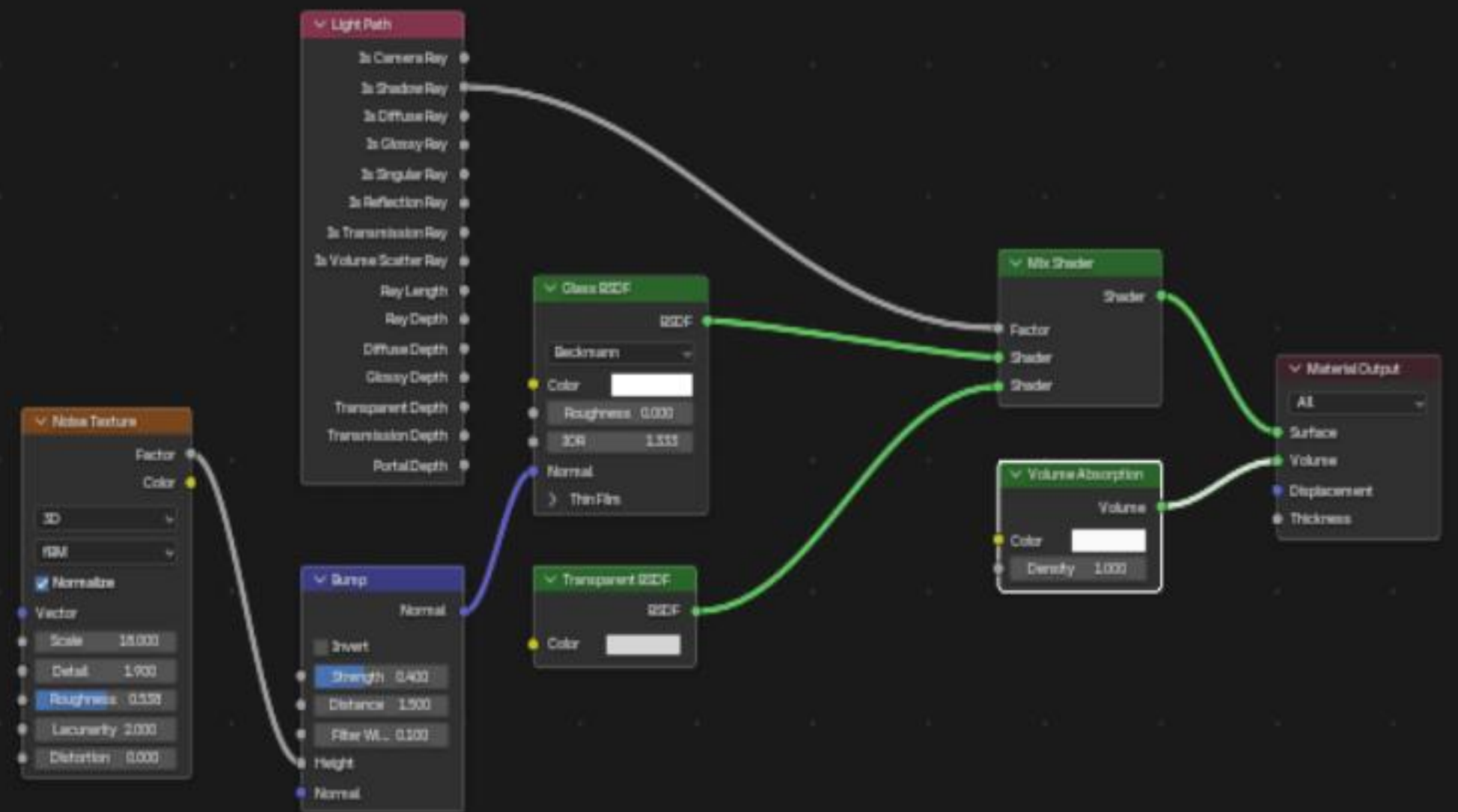
Vertex Group: ☐



Texturizado







Iluminación











Unity













