



**Forum: Commisions and Requests**

**Topic: Firestar requests**

**Subject: Re: Firestar requests**

Posted by: Guest

Posted on: 2008/1/9 20:29:22

Not hard. Be easier to talk in person, but one makes due. You want a scar that crosses the eye from brow to cheek. Older type BulletProof vests tend to be very bulky and heavy as hell.

There is a police style flak that I could test to see how it works. I will download it tonight.

Meanwhile how about something like a tactile vest? In a superworld it could be made of some super material that is light but strong.

For the scar, one, two, or three is possible. Straight or jagged and placed where you want.

<http://home.earthlink.net/~tylermcdowell/VL5.jpg>

In 3D, we use models that simulate real object, people, and things. Think of them as computer "dolls". We dress, shape, and pose them. Then we put simulated lights and cameras that light the models and "take" pictures of them. At some point we render the picture or animation and that is when the computer does billions on billions of calculation that makes shadows, reflections, and surfaces of all the models.

So far the renders I have done for you have been quick ones that take 5-10 minutes to do. For final renders, it can take 2-8 hours.