3D Designs

- Vehicle Concept
- Weapon Concept
- Toon Character
- Building Character
- Toon Animal Character
- Dragon Concept

- Realistic Character
Thunder fist has the power of thunder with his super punches. He mastered all combat moves. He is vulnerable, can fight with speed of light and have teleportation powers.
Thunder fist

Character Anatomy

Creating 3D character involves research about the character anatomy, nature and the roles of character in the game.
Thunder Fist

Character poses and anatomy

Low poly count is maintained for the 3d models for easy handling in Unity and animation.
3D toon character design

The 3D toon styled characters are made game ready with the reference of real-life children processed to look like toon character.
3D toon character design

The 3D toon styled man characters is created with the different facial expressions for the better reference of facial rigging and animations.
3D toon character with props

The 3D characters and props are created for the game Battlecow Unleashed. The polished looks is created for the promotional posters. The low poly version of these characters is used in the game.
The game, BattleCow Unleashed, consists of many different special characters where each of them has a unique strength and capabilities to fight the enemies.
**3D toon character**

The two characters are designed for a seamless running game ‘Gabbers’. The two characters are mini villain of the game and referred from the bouncers.
Sargon is a middle-eastern warrior created in 3D with high detailed clothing, armor and weapons.
Gunther is a 3d character of a determined soldier who is always ready to stand in front and fight for his country. No bullets or explosives scare him, and he has fought the deadliest fight and fears nothing.
Hilda character is a warrior woman who defends the core feminine values. As a swordswoman, she is a warrior who is worth a thousand, who is ready to confront a demon or a god.
3D toon game environment
3D toon game props

The low poly props and obstacles are modelled and textured for the Gabbers game.
The low poly vehicles are modeled and textured for the Gabbers game of which few are dynamic and stationary props.
3D Realistic vehicle

The high detailed 3D model of a military's jeep where the modeling and texturing is done in 3d Maya and rendered using Arnold for lighting and rendering.
3D weapons

The high and low detailed 3D weapons like guns, swords and bazooka created for our games.
3D realistic dragon
3D realistic dragon

3D dragons created for a NFT project from concept to the final renders
3D toon dragon
3D toon dragon
3D toon dragon

Toon styled 3D dragons created for a game referred from the Pokemons
3D toon dragon
Unicorn Run Character

Fantasy unicorns created in 3D for a seamless running game Unicorn Run Candyland
Unicorn Run Character
3D Realistic Portrait

The realistic looking 3D portraits created for a fighting game referring to the rap artists.
Thank You!
For Exploring Our Work

Schedule A Call

Follow Us On

Check Our Work

+91 9041477333
www.hashbytestudio.com
harsh@hashbytestudio.com