Character to Develop

Name   Hansel

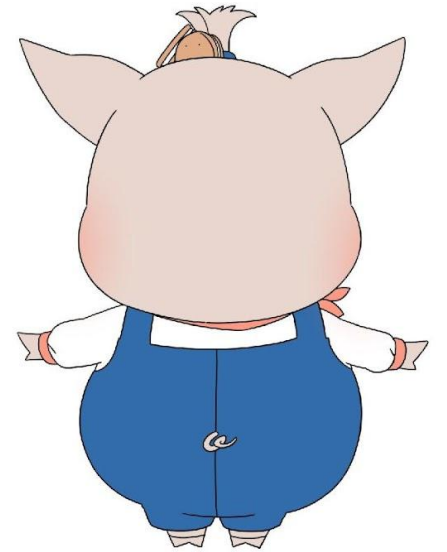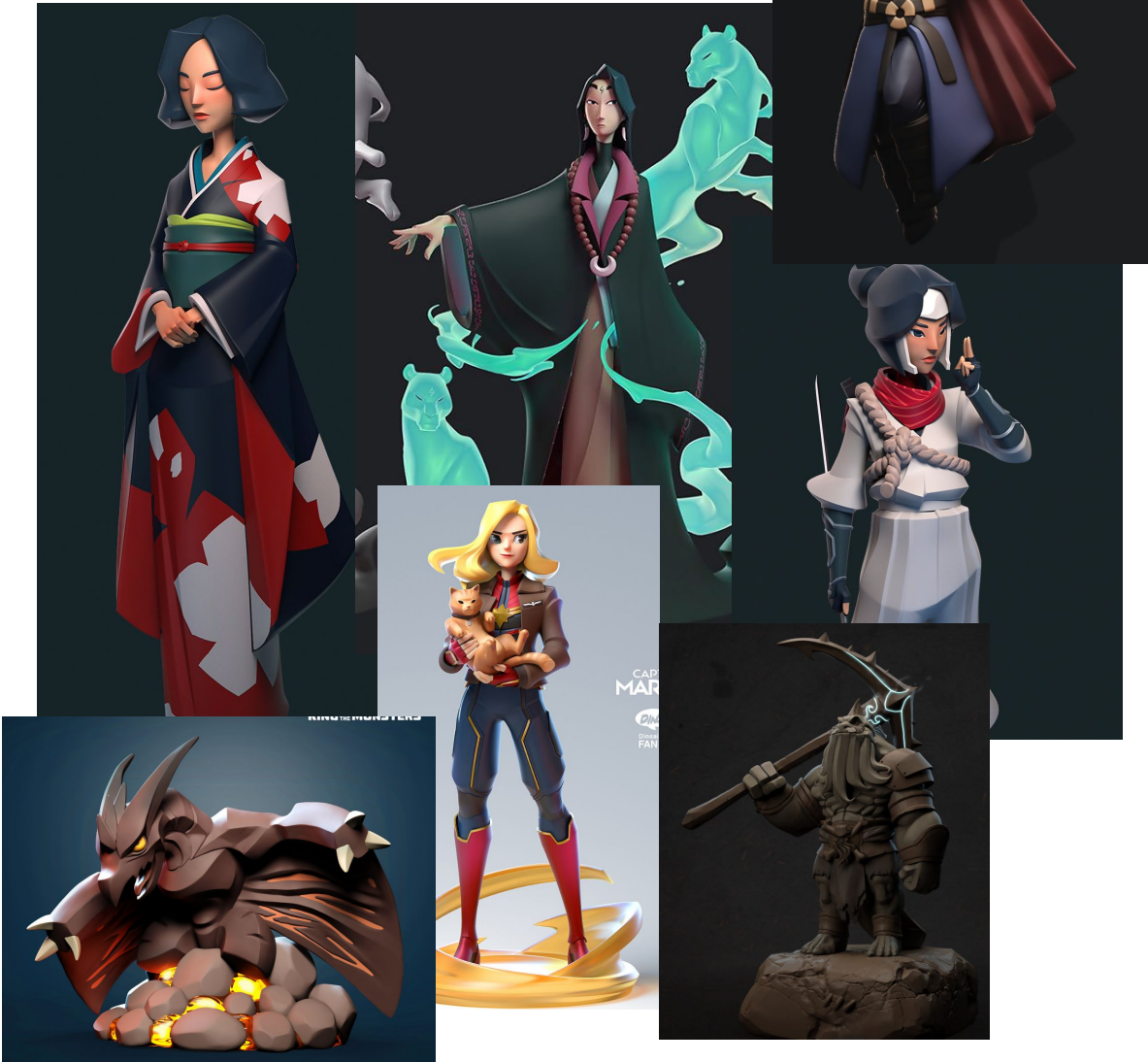# Introduce

Name

Pigny

Introduce

Reference Materials

Production conditions

- It should be modeling capable of animation production.
- VRgame character.
- 5000 poly Below
- Texture type and size
  - Albeddo(or Diffuse) (2048)
  - Metalric (1024)
  - Nomal (1024)
  - Occllusion (512)
- It should be made with T-POSE.
- It should be possible. Face Rigging Modeling

The two characters should be made to feel similar to the reference image.

Reference site
https://www.artstation.com/dongkont
https://www.artstation.com/rattasatpinnate