2019/07/11 - Gemma

Well, I got around to doing some "modelling". Between quotes because I'm using the MB-Lab blender add-on. I did quiet a few tweaks to it, specifically, with the Eye shader and the face rig. I also went back to the original Manuel Bastioni Lab skin shader. He got it right the first time. The results, to my eyes, are better than what the official MB-Lab has. Anyway, I think I have my main character, Gemma. Still needs hair, but hey, it's 2019 :)

Even though, I wasn't really modelling, per say. I had to use a reference for the character. I used her: https://www.instagram.com/mona__hala/

If this ever gets made into a live action series, I'll ask her to play the main part... haha. Anyway, my point is that using a reference gave me a target to shoot for.