

2018/12/01 - Makehuman Render

I spent the last couple of days experimenting with Blender 2.8, rigging and the such. It feels like I didn't accomplish much. But I was able to get a Makehuman model looking, meh. I took some elements from the Manuel Bastioni skin material and used it for the model. Rendered two images one in EEVEE and the other in cycles. I want to finish my face rig for the Manuel Bastioni model. I'll probably do that and then create a bunch of facial expressions, just to do some animation training. Or I might make the makehuman face rig a bit more user friendly, do some facial expressions and then move to finishing up the Manuel Bastioni face rig.

Here are my renders so far.

