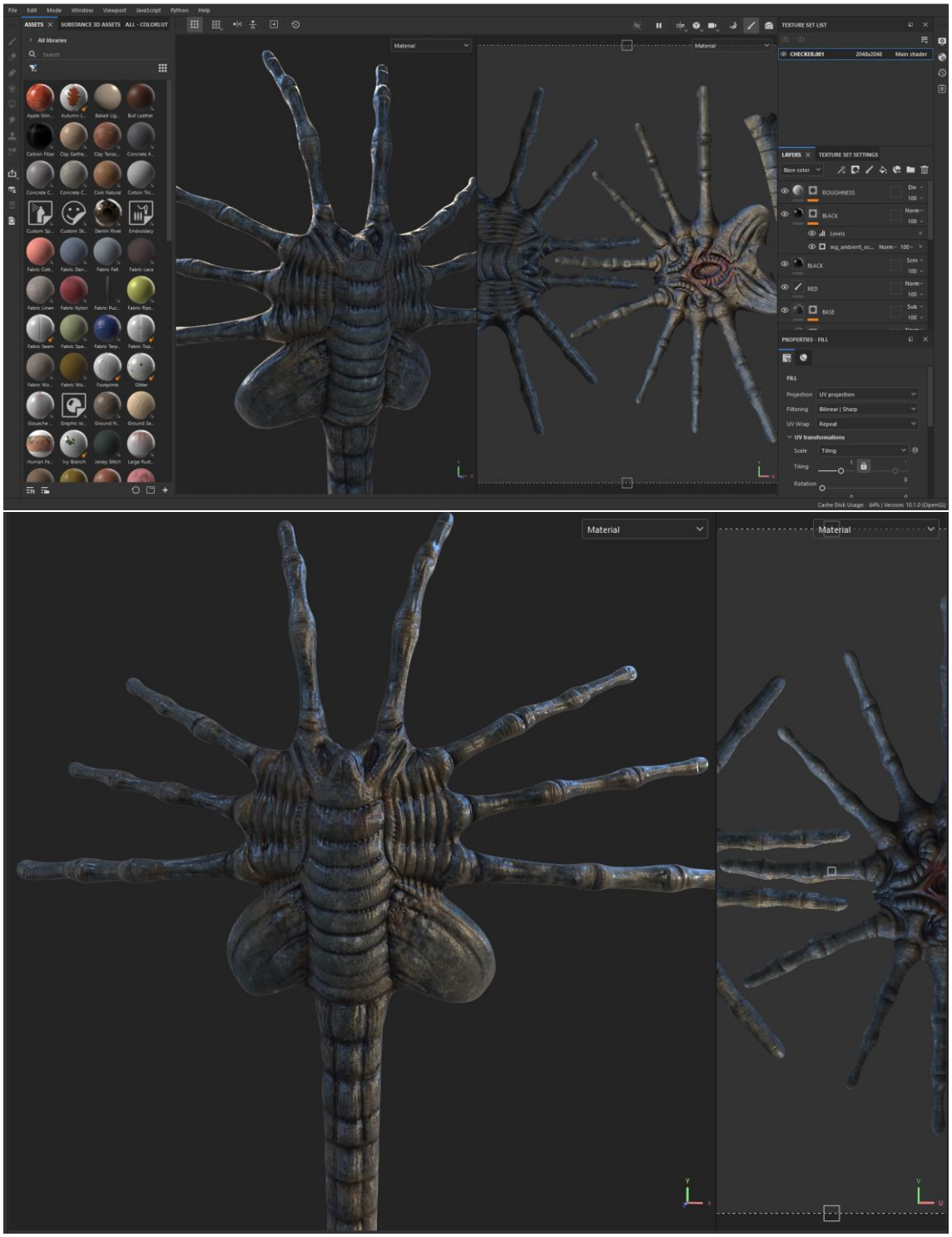
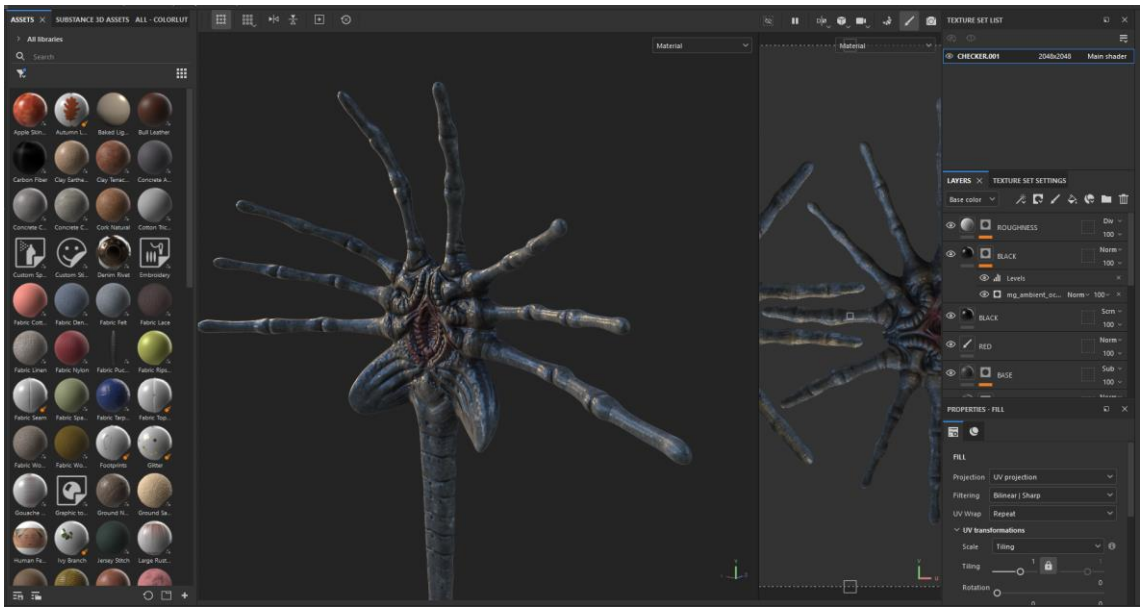
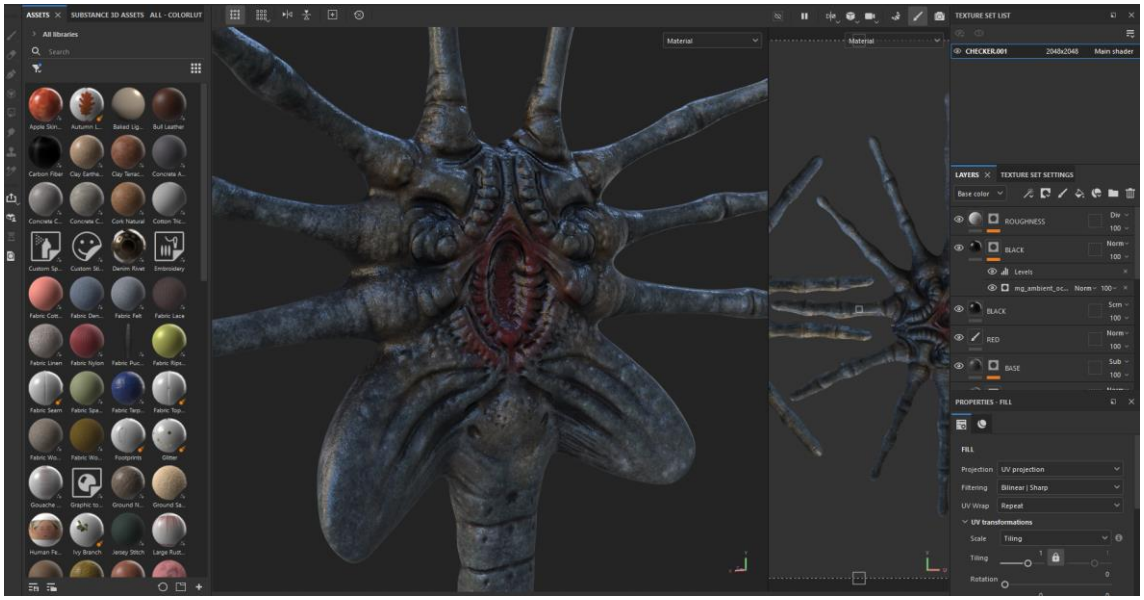
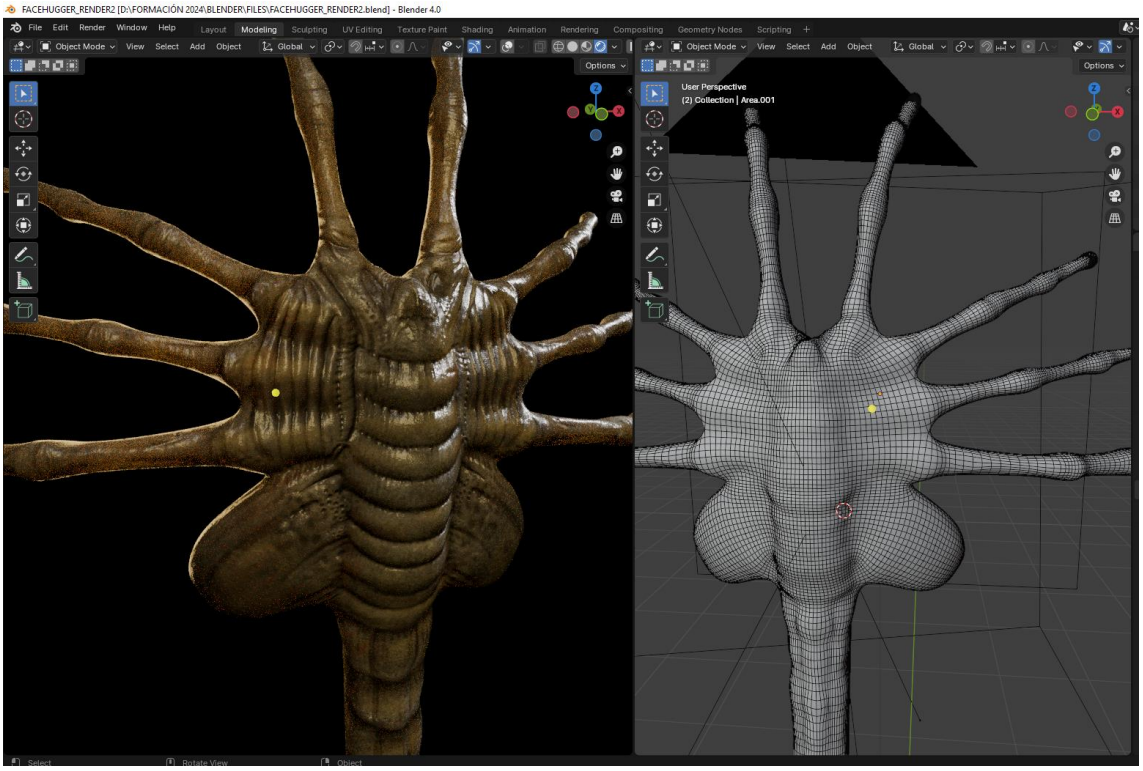
Evidencias de producto de la formación titulada presencial.

Criatura para cine y animación, tecnicas de modelado y skin




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SUBSTANCE 3D ASSETS
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FACEHUGGER_RENDER2 [D:\FORMACIÓN 2024\BLENDER\FILES\FACEHUGGER_RENDER2.blend] - Blender 4.0
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Global
Options
User Perspective
(2) Collection | Area.001