

# Fabio Silva

VFX Director at Striking Distance Studios

ALL

VFX

VFX STYLIZED

CHARACTERS

MATTE PAINTING,  
CINEMATOGRAPHY,  
PHOTOGRAPHY

TECHNICAL

OLDIES

## 3D MANGA PROJECT

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Over the past few years, I have been obsessed trying to create a pipeline for creating manga in 3D(I'm really passionate about manga and anime, so creating a manga/graphic novel is a dream of mine). I tried replicating many different styles while coming up with one that was a bit more unique. Sadly, I think the technology is still not there to make what I'd like. I tried really hard to come up with good solutions for a lot of problems(it seemed it was a problem coming after the other) but especially cloth wrinkles and shading(and hair shading) is what it really killed it for me. Maybe in a few years, I'll try again. Hopefully one day I'll be able to do it :)

Most of the images are rendered out straight from 3dsmax. A few have some light photoshop touch ups(or sometimes heavier)

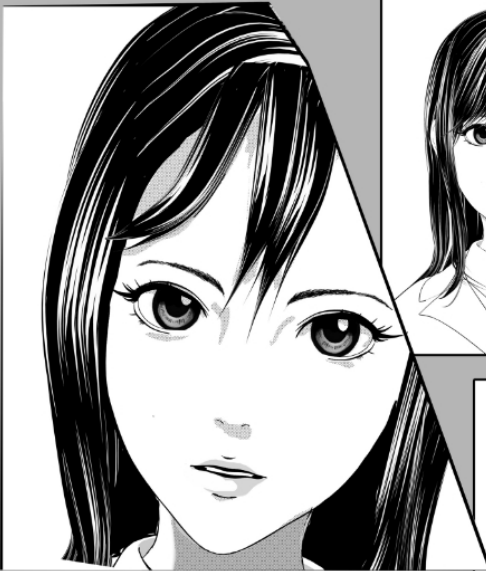


FABIO M SILVA - UNNAMED MANGA PROJECT





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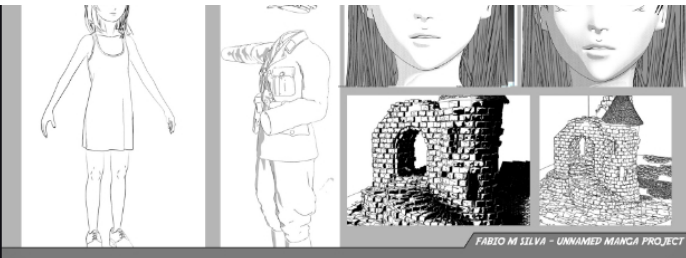


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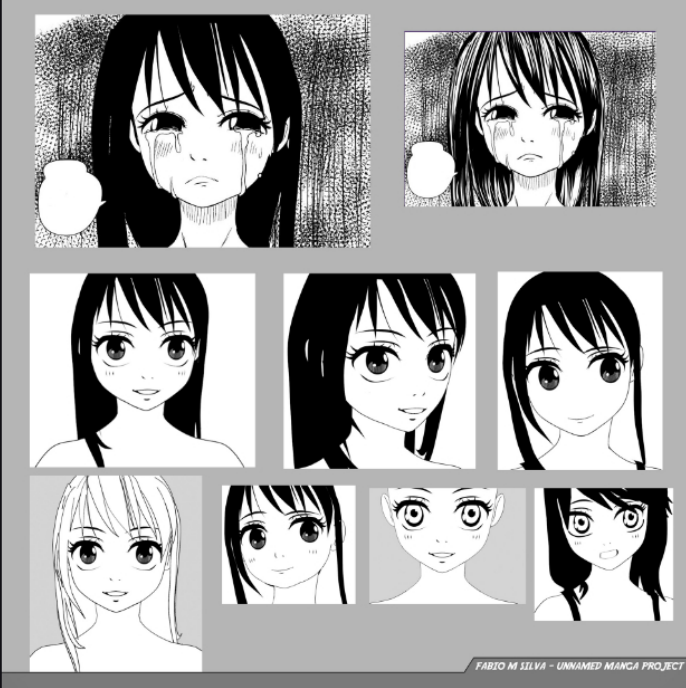


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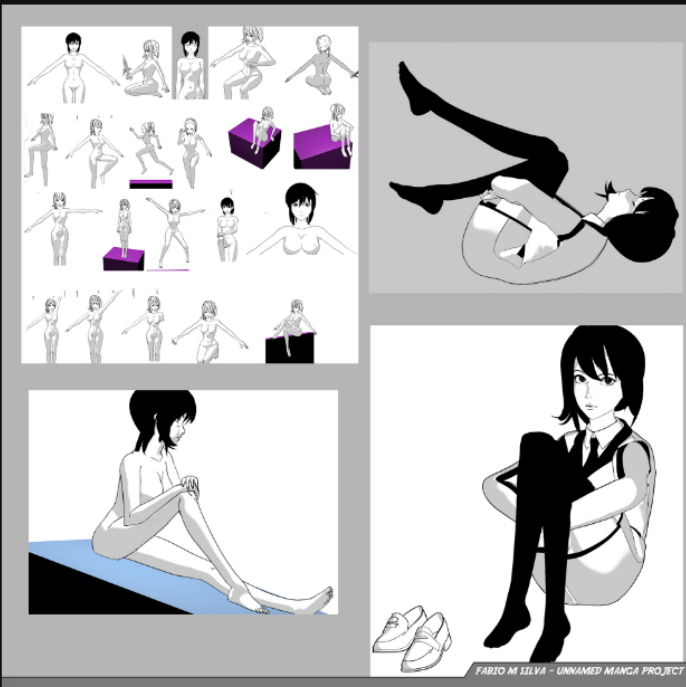




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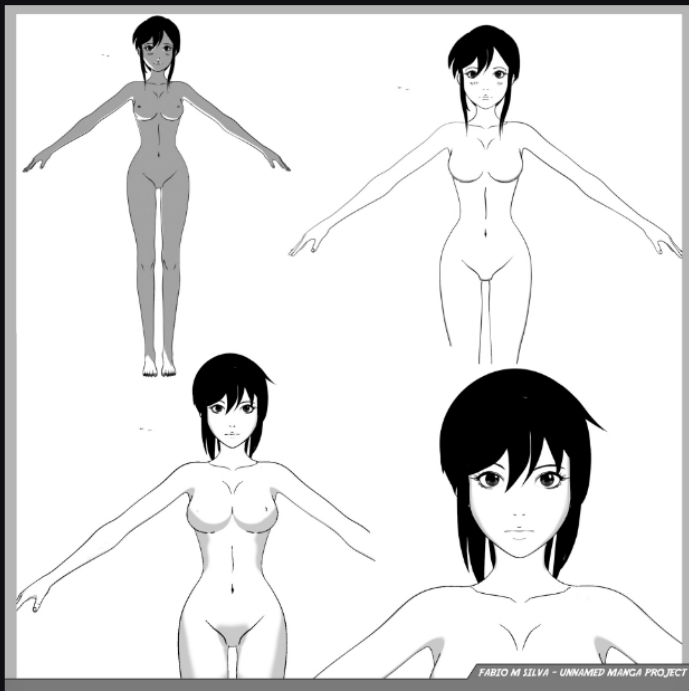
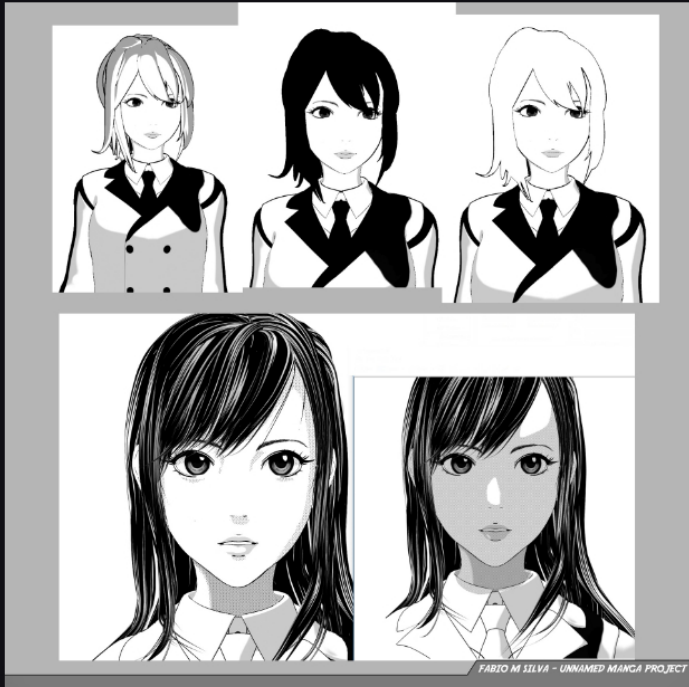
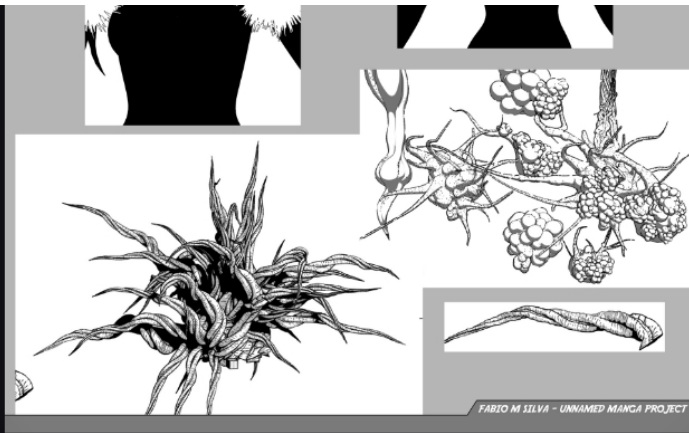


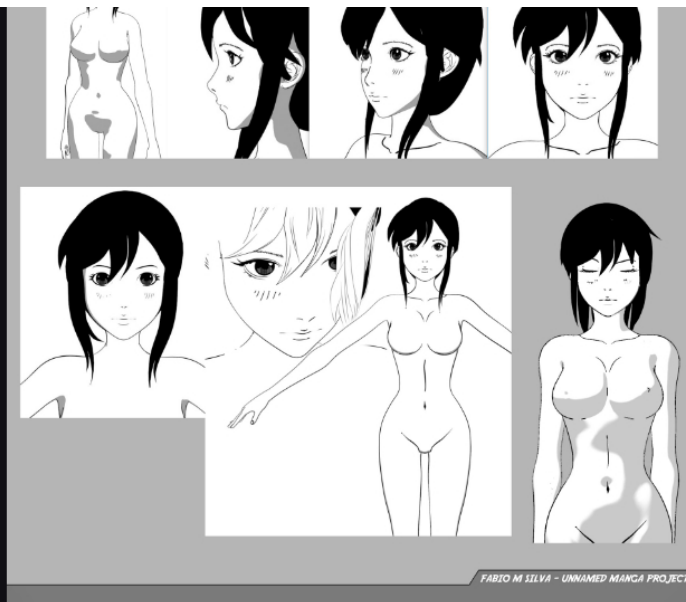
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