

# Generator

description on Artstation

Hi!

I would like to present you a model that I recently made while working at 4Experience in cooperation with ArtDir Maciek Bugajski.

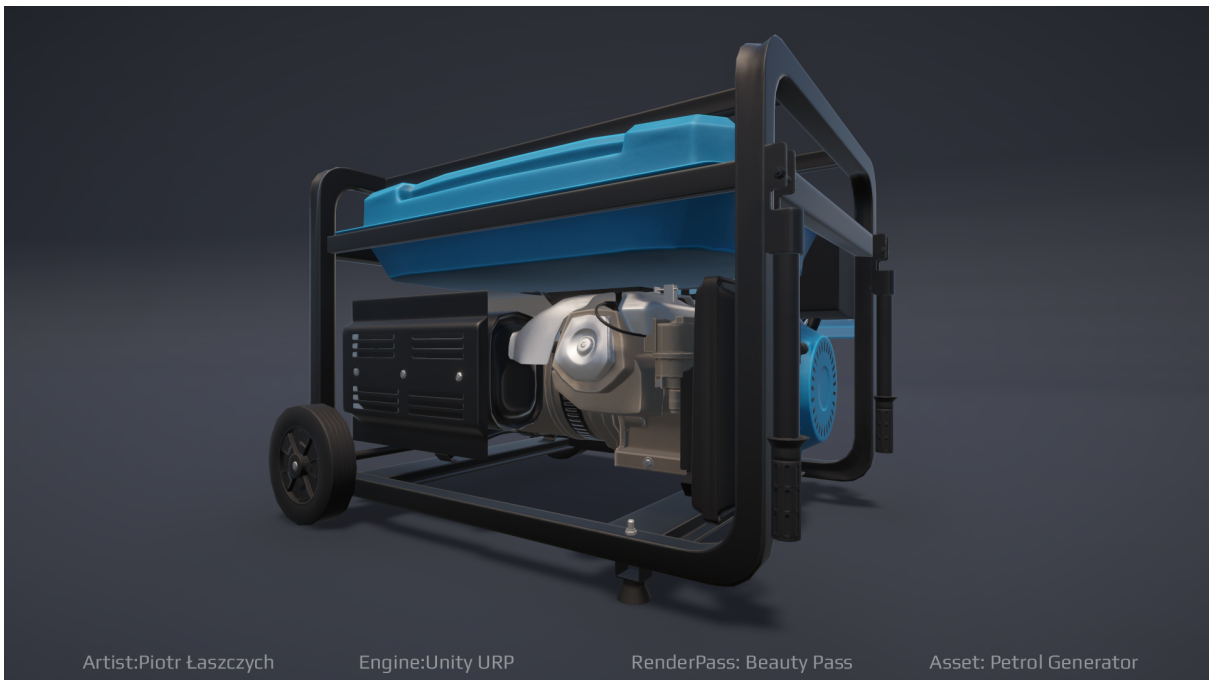
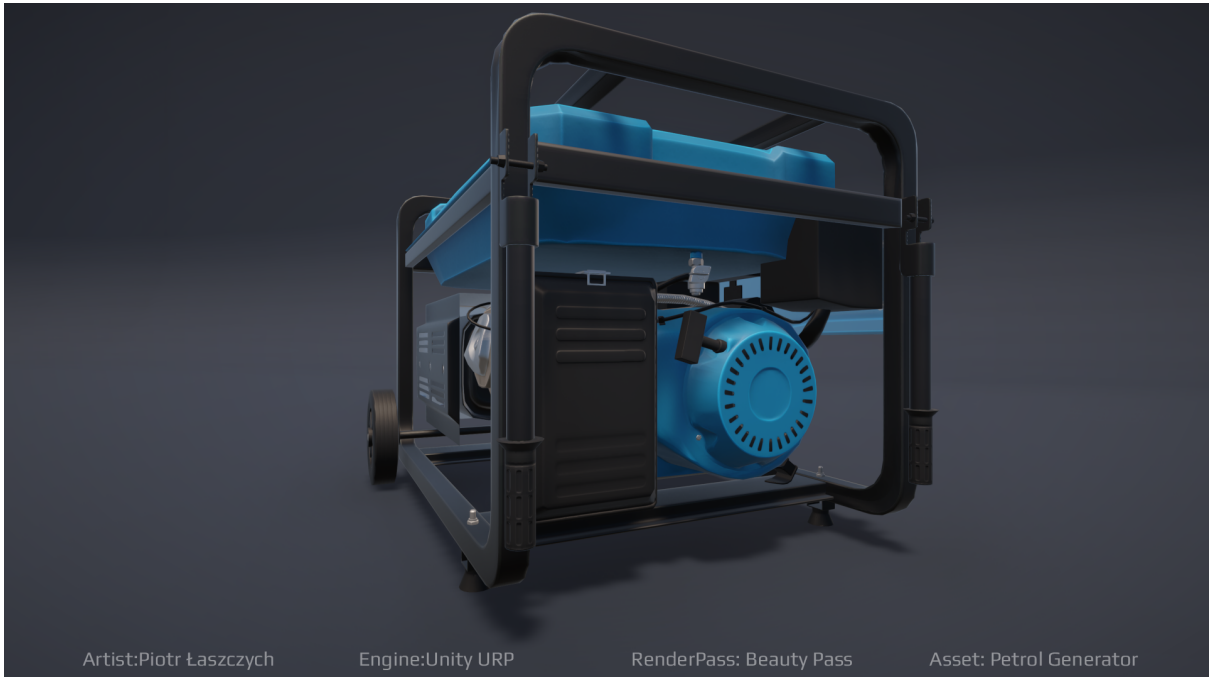
## **A little about the process of creating this model:**

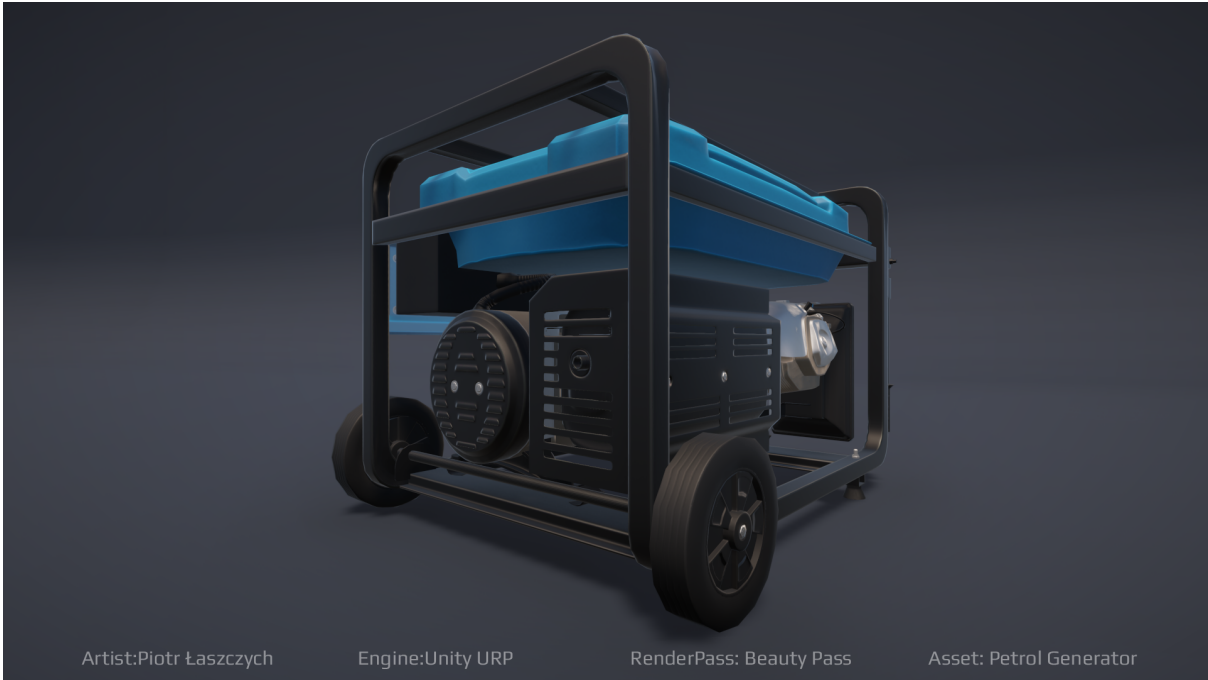
The most important element of starting work on the model is to find as many references as possible. I use PureRef for their storage and efficient viewing, so I do not have to view each photo separately.

After collecting the references, it is important to plan and block the entire model to map proportions and define what will require the most work. Each element has its own weight and puncture power, so it is important to start by defining the main shape, moving on to the detail that gives character.

It is also important to use the same element with a slight variation when adding details so that you do not spend too much time over the high poly model. In the texturing process, the slightly drawn curvature gives character and allows for better use of the model in weaker renderings such as URP Unity. In addition, roughness made on the basis of thickness maps makes the reflections that will be rendered in the engine more real.

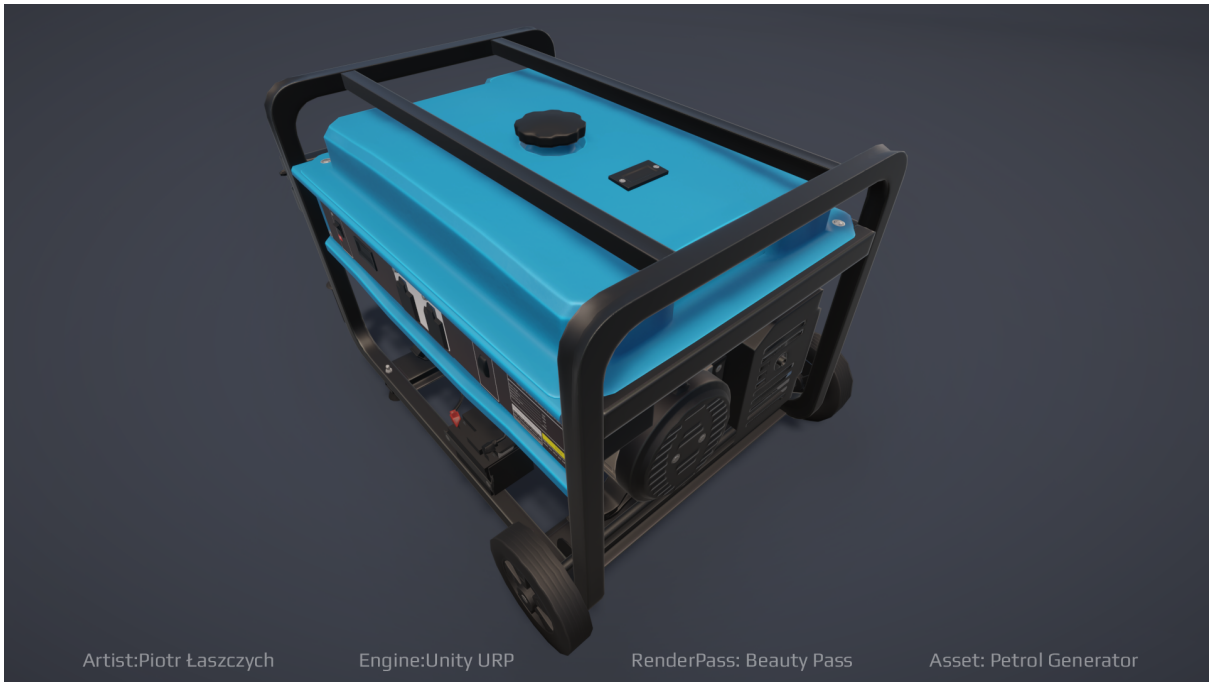
# Unity









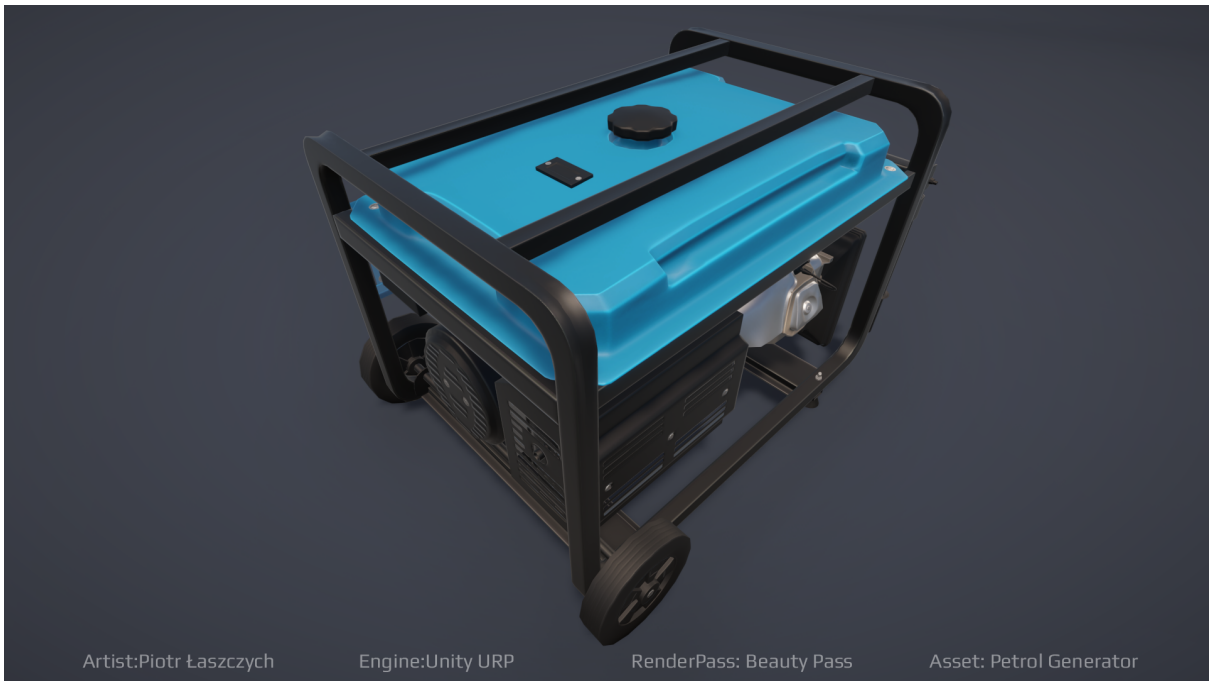


Artist:Piotr Łaszczych

Engine:Unity URP

RenderPass: Beauty Pass

Asset: Petrol Generator

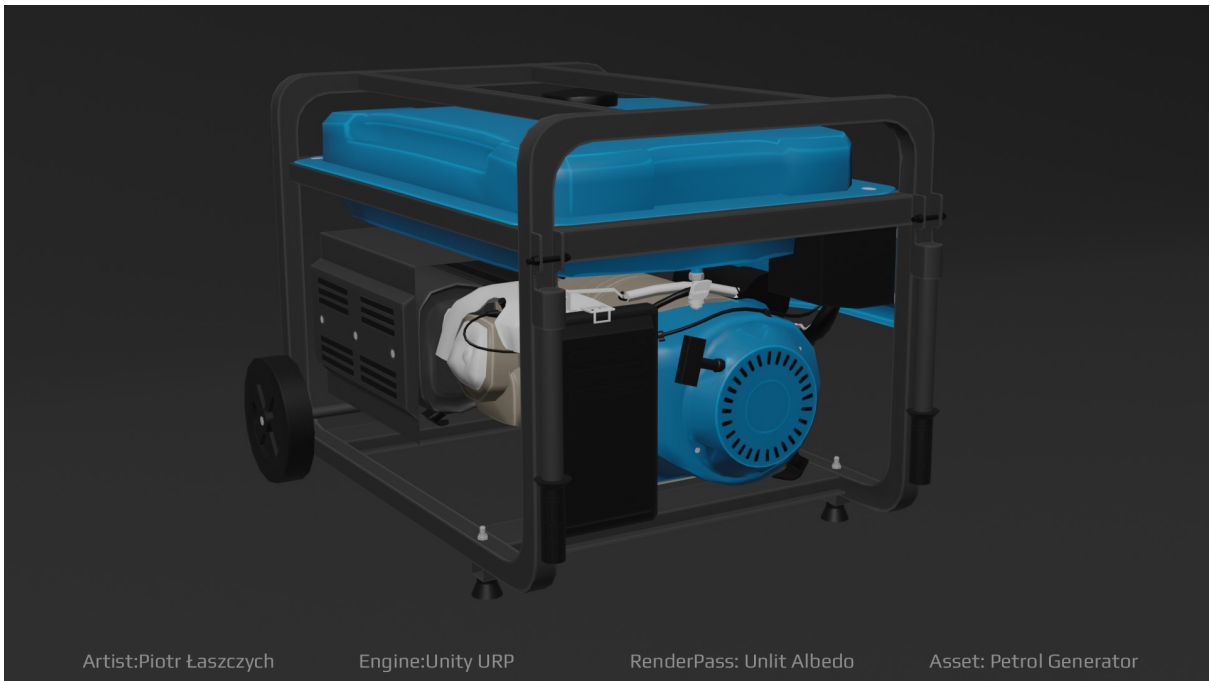
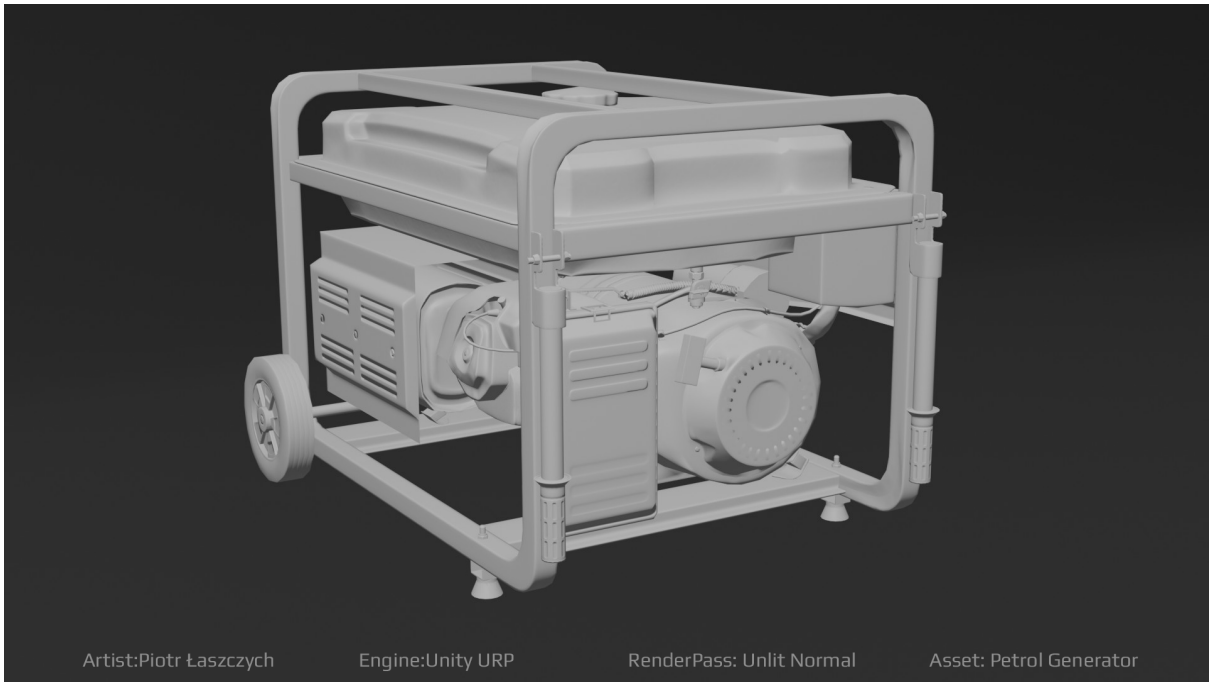


Artist:Piotr Łaszczych

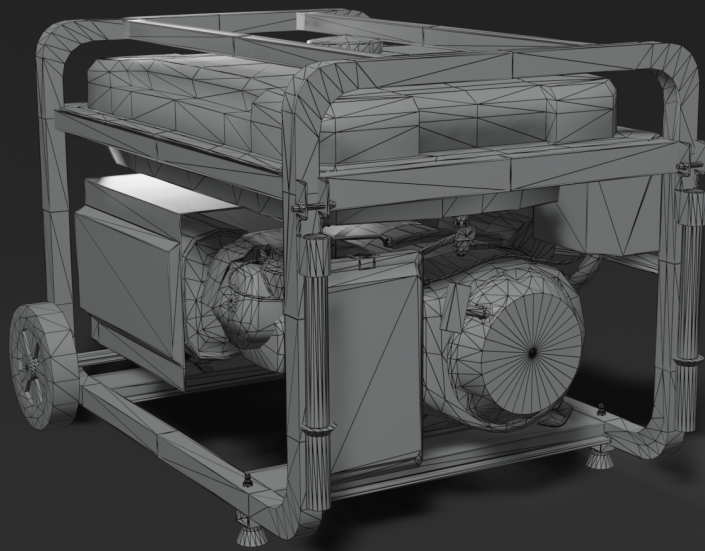
Engine:Unity URP

RenderPass: Beauty Pass

Asset: Petrol Generator



Vertices 8.593  
Edges 16.601  
Faces 8.183  
Triangles 15.638



Artist:Piotr Łaszczych

Engine:Unity URP

RenderPass: Wireframe

Asset: Petrol Generator