

FINAL MAJOR PROJECT

Johnny Silverhand



Realtime fanart of Johnny Silverhand (Keanu Reeves) from Cyberpunk 2077!

The goal of this project was to recreate Johnny, matching the art style of the original game and capturing the likeness of Keanu.

My inspiration behind making this project was being a big fan of Johnny (and also of Keanu) and wanting to make a character that would really push my abilities in the creation of skin, hair, clothing, and hard surface.

Zbrush: Sculpting skin and clothes.
Maya: Hard surface modelling (cyber arm and accessories), retopology, UVs, hair cards, rigging.
Substance Painter: Texturing.
Unreal Engine 4: Presentation.











Tristan McGuire
Character Artist

Johnny Silverhand
March 2021

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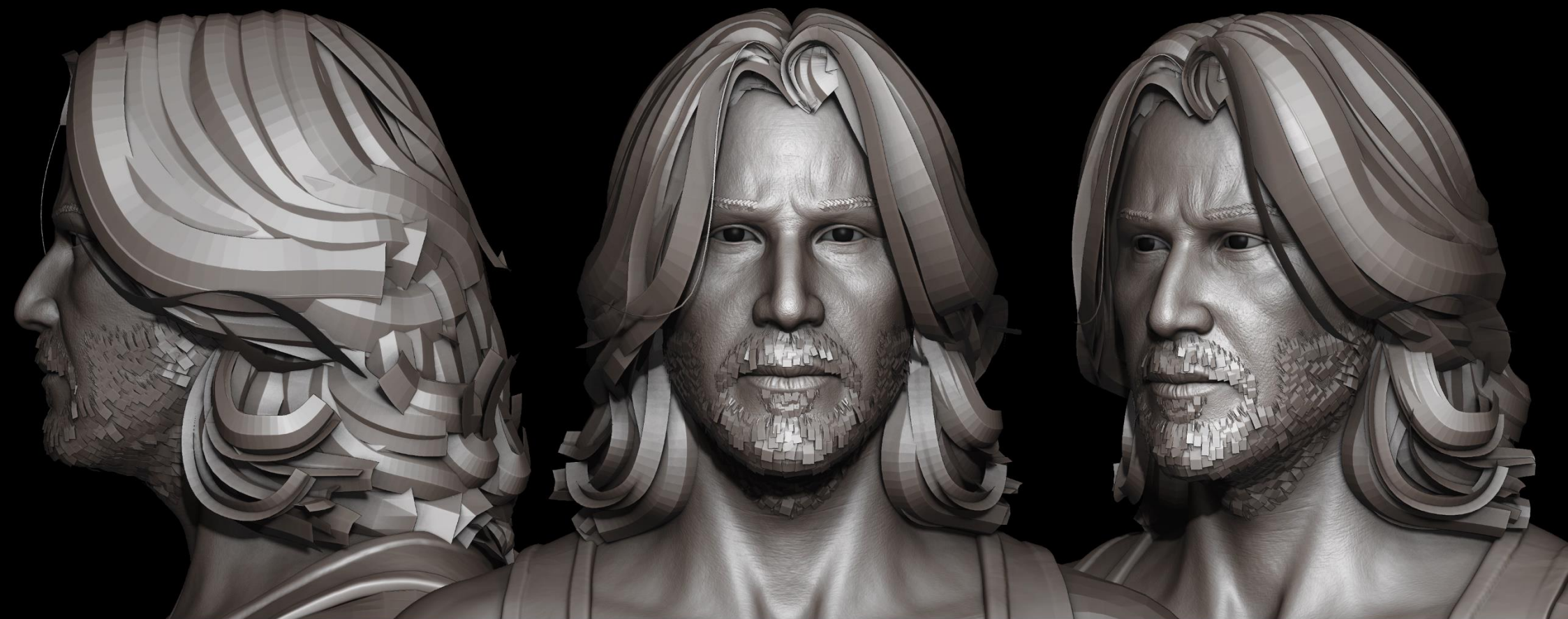


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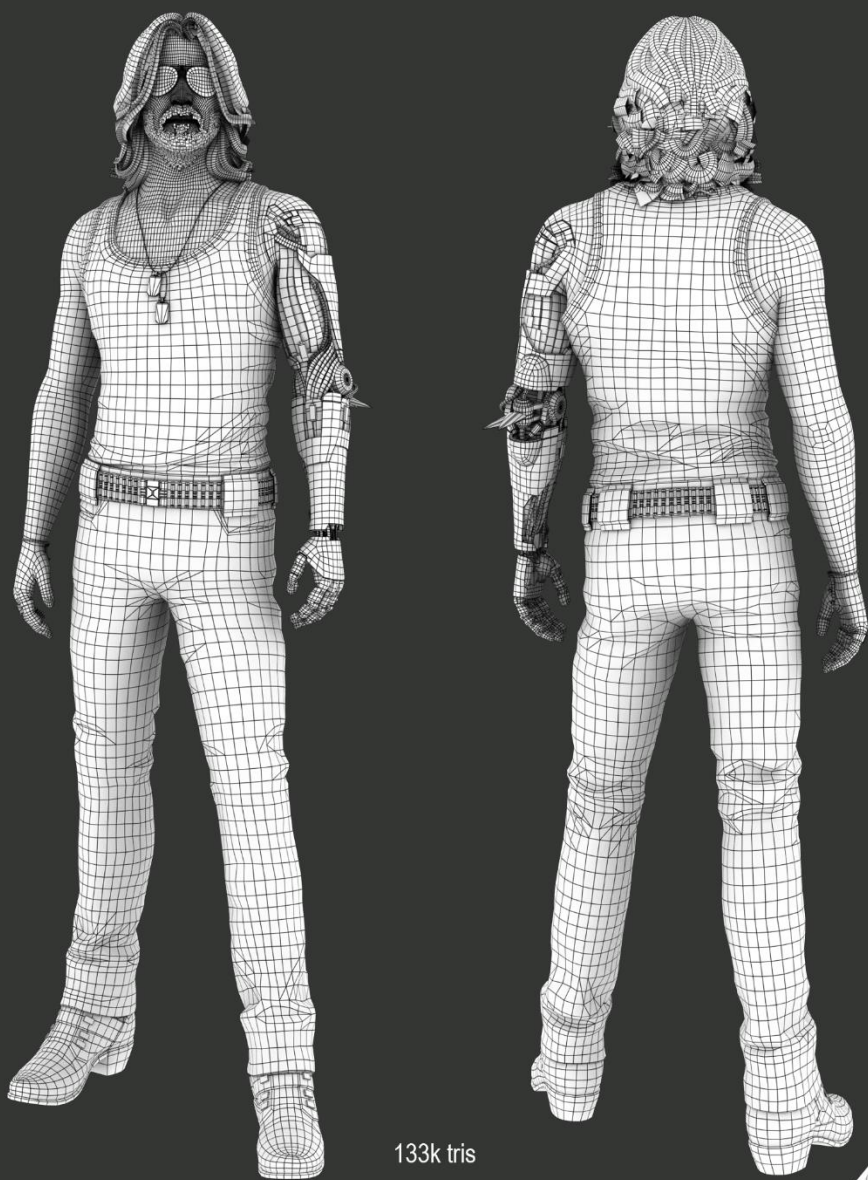


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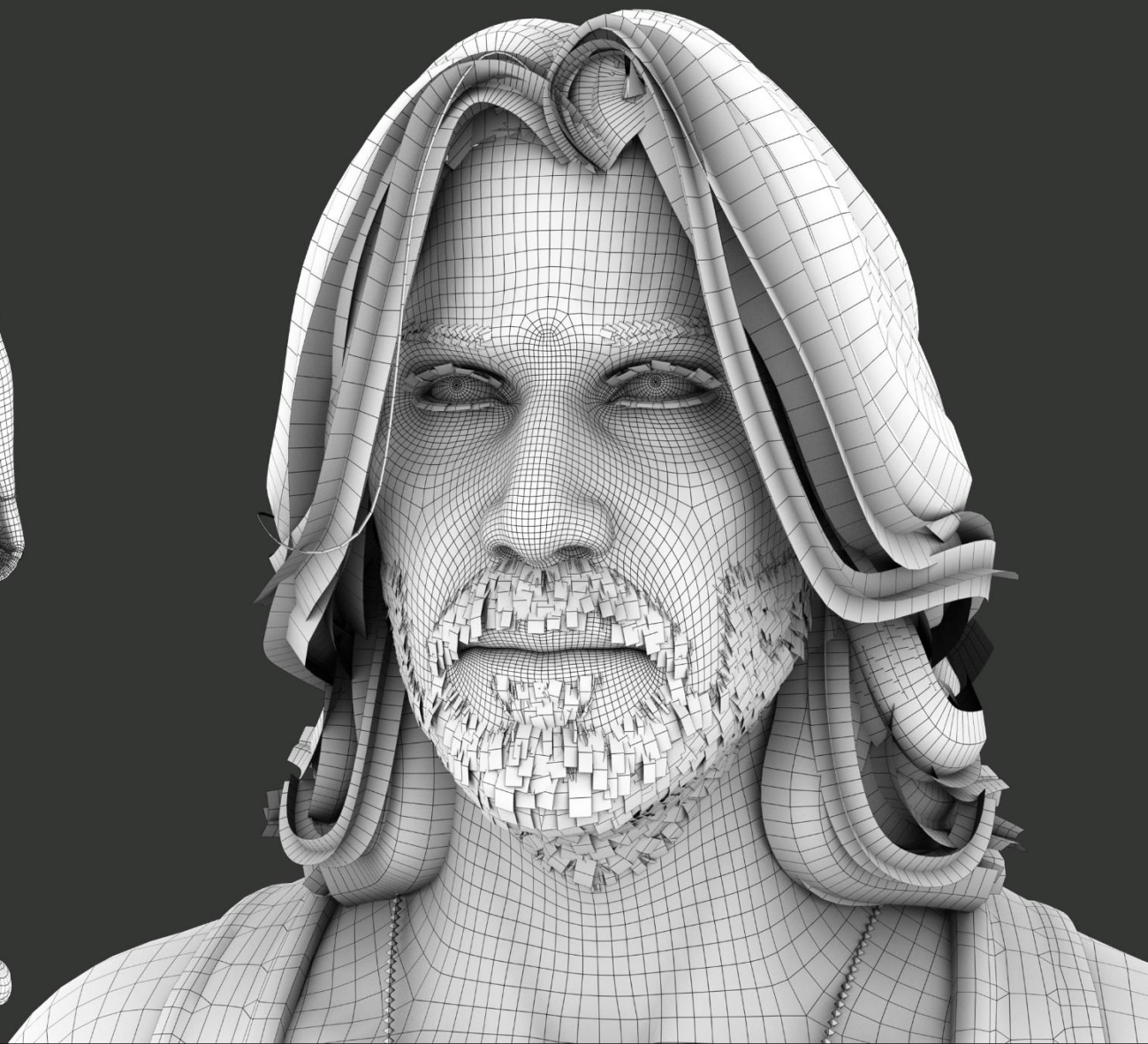
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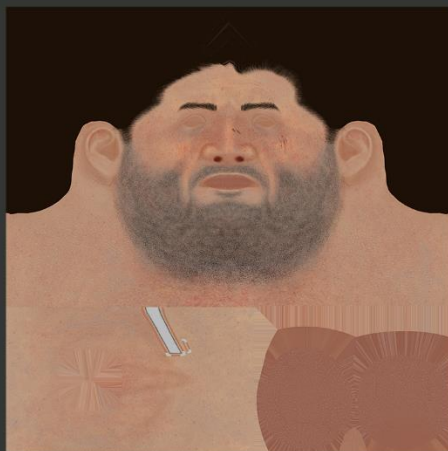


133k tris





Head



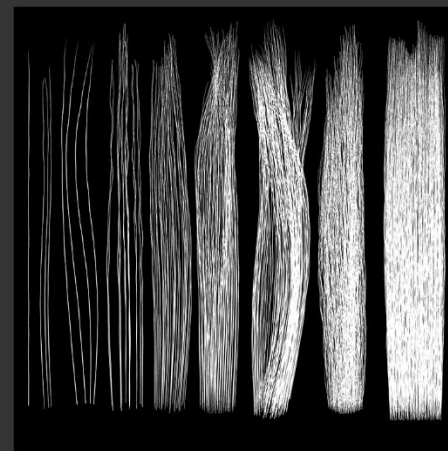
Arm



Cyber Arm



Hair



Trousers



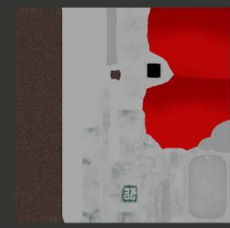
Vest



Shoes



Accessories



Iris



Beard



Each texture set uses PBR maps:
Colour, normal, AO/Roughness/Metallic

Hair uses Unreal hair shader maps:
Alpha, depth, root, ID

Textures not shown to scale

Colour



Normal



AO

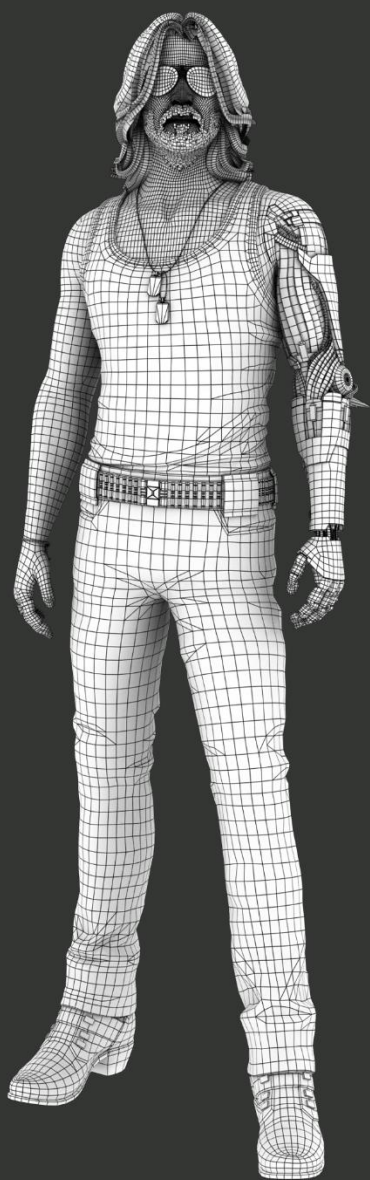


Roughness

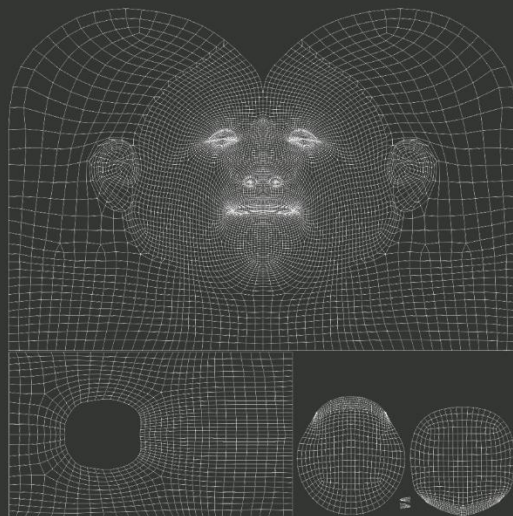


Metallic

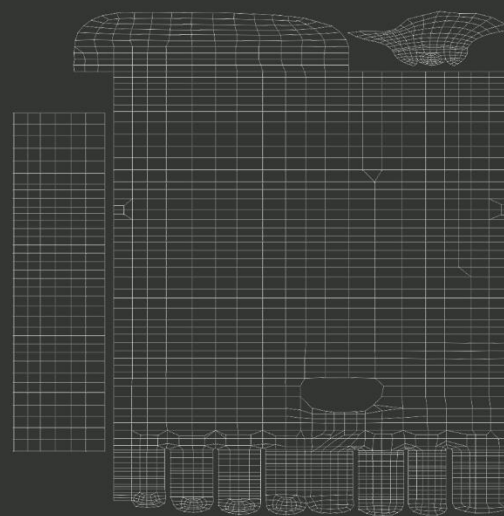




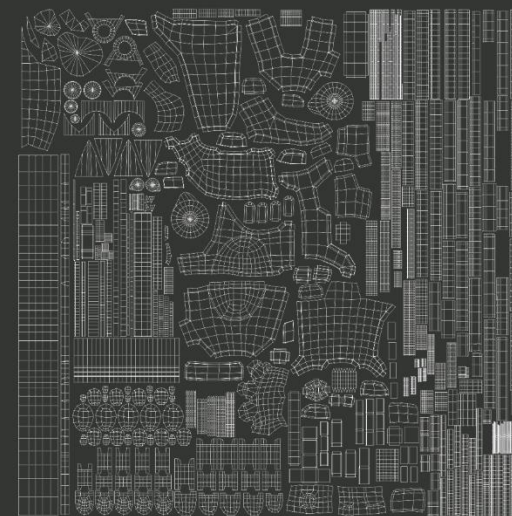
Head



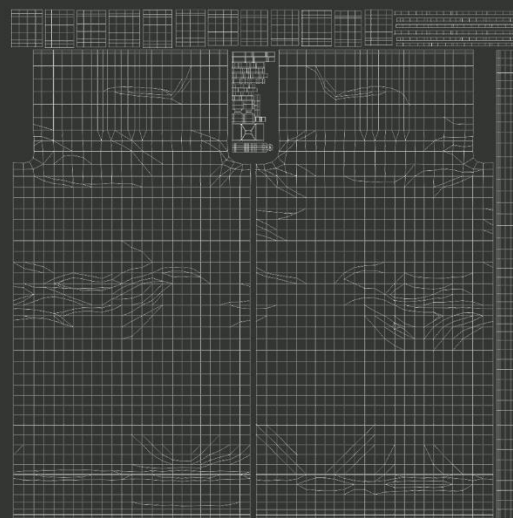
Arm



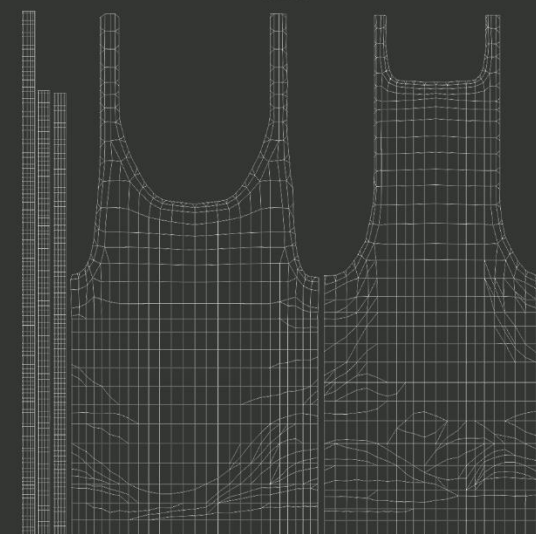
Cyber Arm



Trousers



Vest



Shoes

