VR with Quill

Course Contents

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Module 02 - Configuration and planning

- Hardware presentation and technical requirements
- VR equipment setup and configuration
- Introduction to the Quill Tool
- The Transform tool and its role
- Working with Layers
- Brushes and Clone tool I
- Brushes and Clone tool II
- Customize our interface

Module 03 - Working at Quill

- We work with references
- Character Creation: The Head I
- Character Creation: The Head II
- Body Arming I
- Body Arming II
- We paint the character
- We do the poses I
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- Scenarios bases
- Creation of the arcade
- Scenario Details

Module 04 - Polishing our project

- Final scenario composition
- We export from Quill
- We integrate the project to Octane Render I
- We integrate the project to Octane Render II
- Materials and lights in Octane Render
- Final export

Module 05 - VR Design and Modeling with Quill