



Figure 3. Texturing and high resolution model. Ara votive 12M triqs



Figure 4. Texturizado y modelo en baja resolución. Ara votiva en 4k.

3. RESULTS

There are some methods for make the retopology, manually and automatically. We will outline a method for carrying out a fast retopology using zbrush.

Zbrush has a tool, zremesh, that allows us to do a re-polishing of the mesh controlling the number of final polygons and the unwrapping of the textured area. This final model can be subdivided and projected to the original model to obtain best results.

In the comparison of two models, the best results are for the retopology with zbrush.

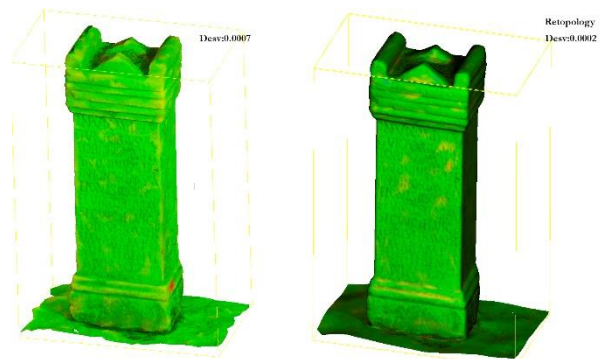


Figure 5. Model 4k from Capture Reality on left and model retopology on right.

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