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About Proviz3D

PROVIZ3D strives to be the leading 3D products & services provider in the world of digital entertainment. We recognize the significance of delivering a high quality products while maintaining creativity and low cost.

Our 3D human character products are specifically produced for 3D visualizations, animations and renderings. We provide low polygon characters to maximize your productivity while working on many characters on one scene and also provide variety style of people to suit your projects. To fulfill all your different project requirements, we provide several high quality 3D character products ranges including animated, T-pose and still people collection.

Animated people is catered for visualization and walkthrough animation where you can quickly place many walking people all over the scene. For full flexibility in the future, the T-pose people collection is available so you can animate the characters yourself and build library of your own animated people. The still people collection is more suitable for still visualization renderings or to crowd many people in the background of your scenes.

Product Description

8 high quality low polygon 3D people for 3D Studio MAX and rigged with biped/skin, ready to be animated for basic movement such as standing and walking. Each character has 2500-3500 faces depending on complexity and highly optimized for 3D Architectural rendering and animation for medium distance viewing. Single texture map is provided at high detail 1024x1024 or 2048x2048 resolution.

Requirements

3D Studio MAX 2009 and above