

TrueWalk™

humano

3d people collections



ELEGANT

vol. 3 | STREET

20 POSED PEOPLE TrueWalk™

DIFFERENT FILE FORMATS AVAILABLE
MODEL RELEASE | ROYALTY-FREE LICENSE
HIGH QUALITY 3D MODELS

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Why to choose Humano?

SAVE TIME & ENJOY YOUR WORK!

Fast & easy way to tell the story

Highly realistic 3d models make it extremely easy to populate digital world.

Humano are well-thought collections of 3d people, that will fit different ambiances and enrich your images.

Natural look

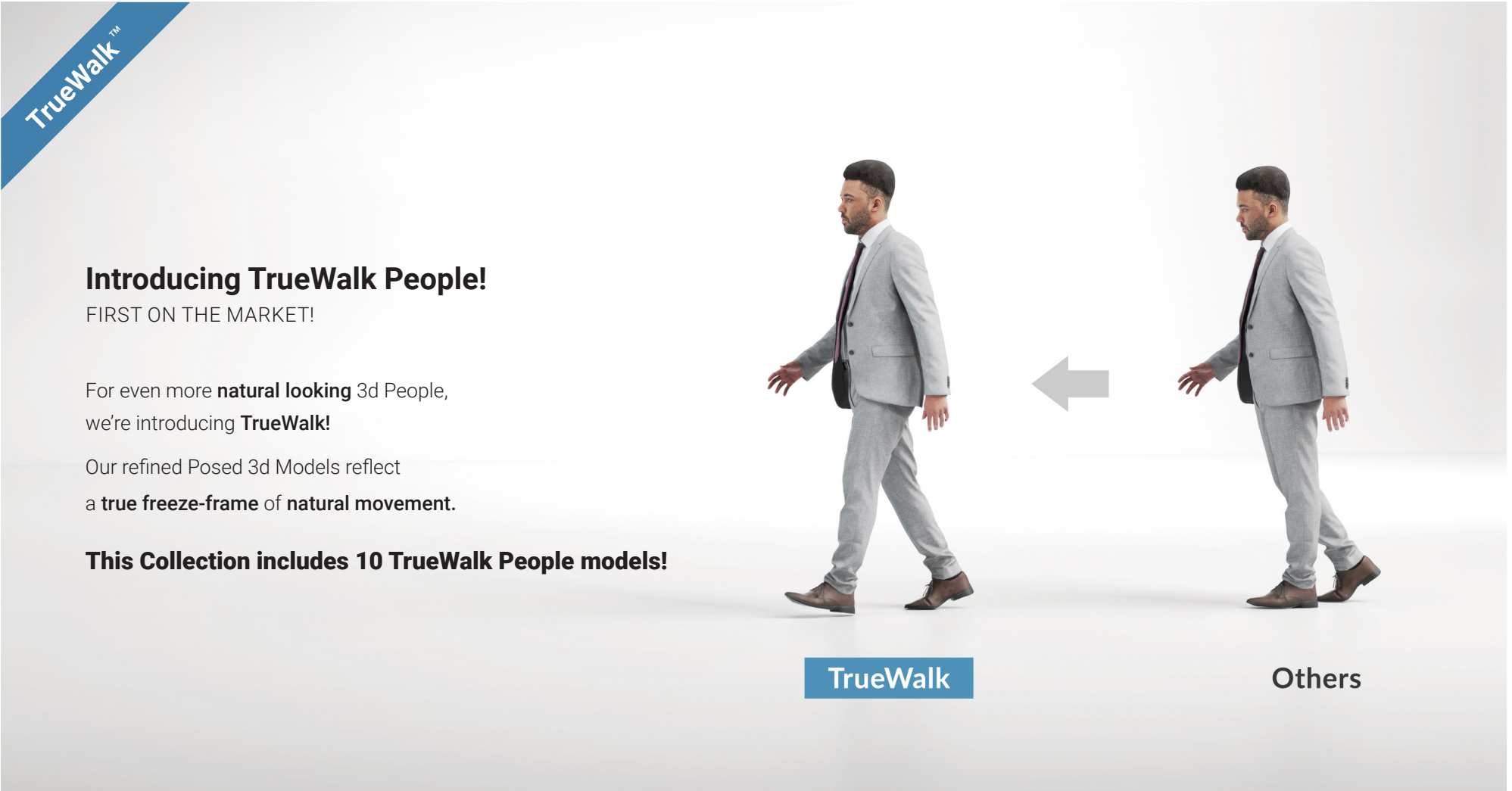
Style, poses and accessories of Humano 3d people were based on photos of everyday situations and places to give even more natural look.

Ready-made scenes

Our collections feature premade scenes, that will give you basic concept of how you might use Humano 3d people and help you easily create your own variations.

Color variations

Every model comes in 4 colours variations to give you easy possibility to quickly tweak small details and find the right balance in the image.



TrueWalk™

Introducing TrueWalk People!

FIRST ON THE MARKET!

For even more **natural looking** 3d People, we're introducing **TrueWalk!**

Our refined Posed 3d Models reflect a **true freeze-frame** of **natural movement.**

This Collection includes 10 TrueWalk People models!

TrueWalk **Others**

3D MODELS IN THE VOLUME



01



02



03



04



05



06



07



08



09



10



11



12



13



14



15



16



17



18



19



20

SCENES



WALKING



STANDING



SITTING

SCENES



STREET 01



STREET 02



STREET 03



GROUPS TALKING 04



MODEL

01

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

Masks - you will get masks of most materials, so you'll be able to easily create your own variations

To check the quality before Purchase you can find free, sample models at Humano3d.com



MODEL

02

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

03

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

04

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

Masks - you will get masks of most materials, so you'll be able to easily create your own variations

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MODEL

05

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

06

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

07

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

08

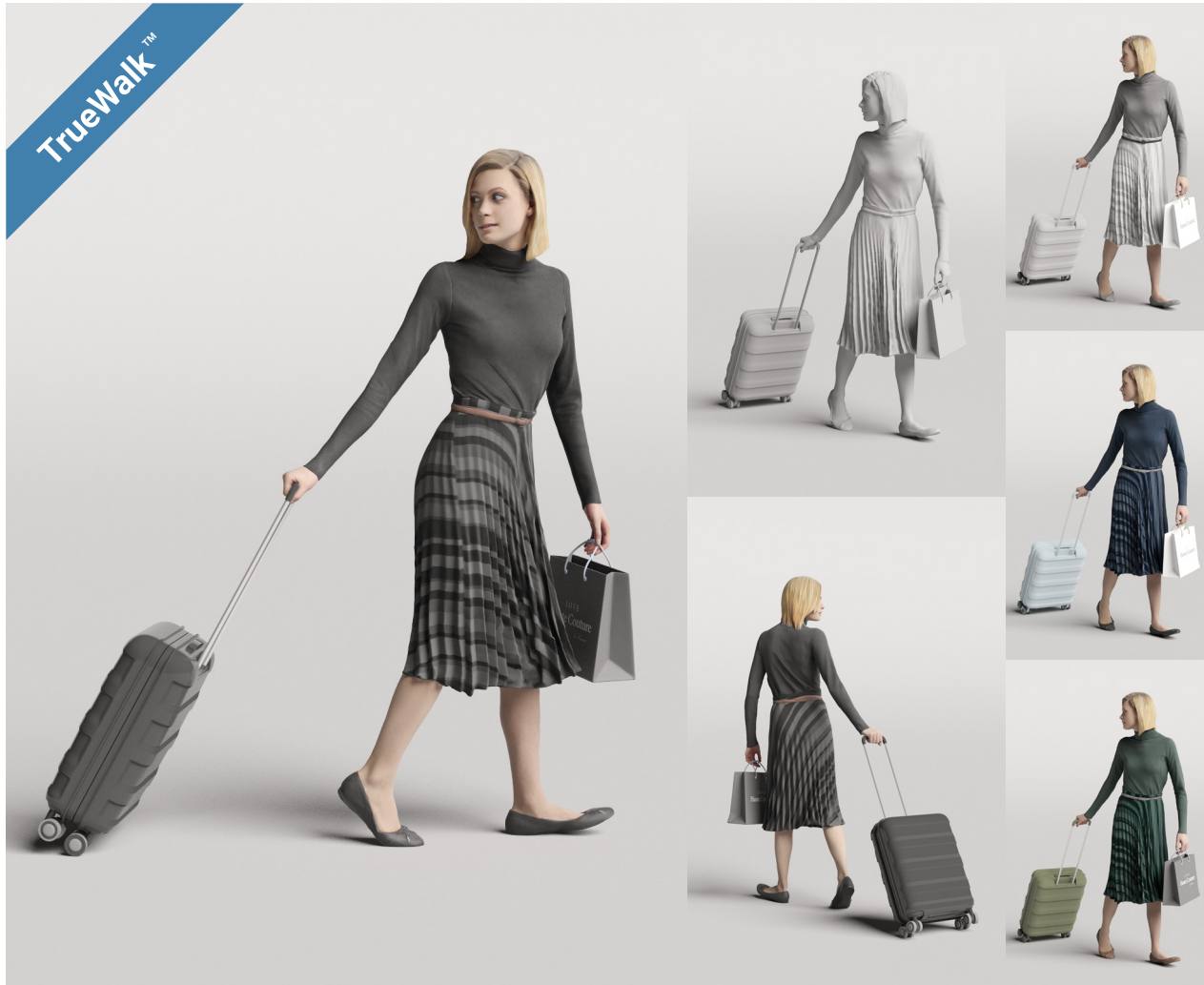
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MODEL

09

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

10

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

11

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

12

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

Masks - you will get masks of most materials, so you'll be able to easily create your own variations

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MODEL

13

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
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Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

14

- 30K & 100K mesh
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MODEL

15

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
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Details

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MODEL

16

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
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Details

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MODEL

17

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
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Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

18

- 30K & 100K mesh
- 6K Textures (diffuse + normal + masks)
- Simple shader & Blend shader
- 4 color variations per model
- Different fileformats available

Details

Blend shader - shader usually consists of 5 materials (eyes/ cloths/skin/hair/shoes) + additional shaders for accessories

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MODEL

19

- 30K & 100K mesh
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- Simple shader & Blend shader
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MODEL

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