

# humano

3d people collections



## CAFÉ & RESTAURANT

vol. 6 | SITTING

**20 POSED PEOPLE**

DIFFERENT FILEFORMATS AVAILABLE

hello@humano3d.com | www.humano3d.com



## 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™

## 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.**

**Check our other packages!**



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



**INCLUDED SCENES**

SCENE A - CASUAL



SCENE B - CASUAL



## INCLUDED SCENES

SCENE C - CASUAL



SCENE D - CASUAL



**INCLUDED SCENES**

SCENE E - ELEGANT



SCENE F - ELEGANT





**INCLUDED SCENES**

SCENE G - ELEGANT

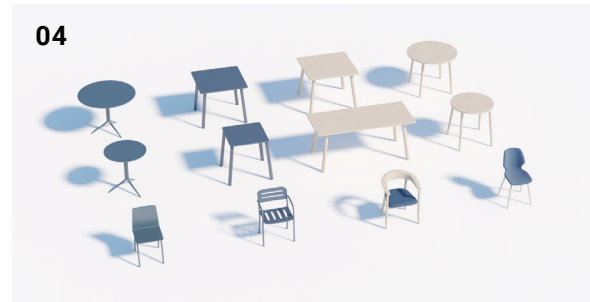
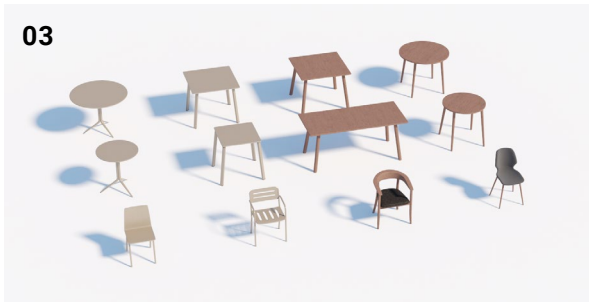
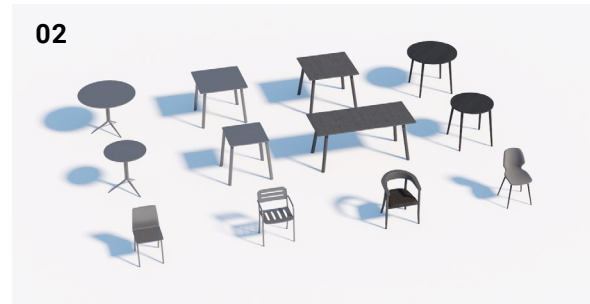
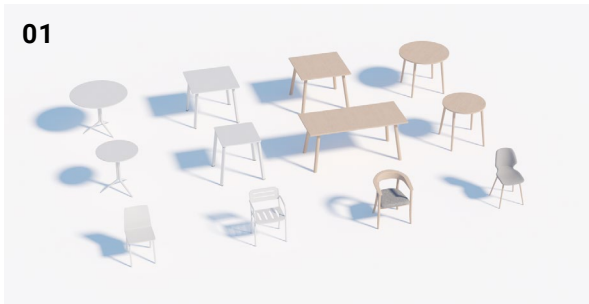


SCENE H - ELEGANT



## ACCESSORIES & SITTING

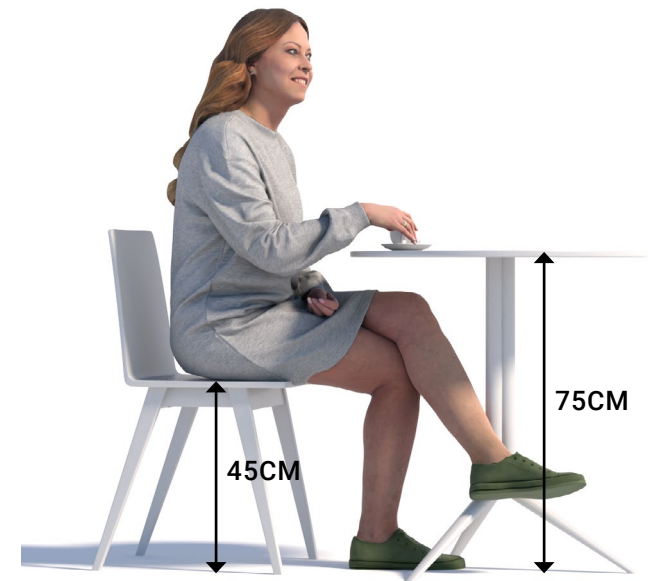
### 4 FURNITURE SETS IN 4 COLOR VARIATIONS



### ACCESSORIES



### MODELS SITTING HEIGHT & TABLE HEIGHT



**All sitting models in the package fit 4 included, different furniture sets.**

They've been set to fit standard **45cm sitting height** and **75cm table height** and therefore will **fit easily with most of designs.**

**COLOR VARIATIONS**

**MODELS 01-10 / CASUAL**



**01**  
COLOR VERSION  
CASUAL

**02**  
COLOR VERSION  
CASUAL

**03**  
COLOR VERSION  
SMART-CASUAL

**04**  
COLOR VERSION  
ELEGANT

**MODELS 11-20 / ELEGANT**



**01**  
COLOR VERSION  
ELEGANT

**02**  
COLOR VERSION  
ELEGANT

**03**  
COLOR VERSION  
SMART-CASUAL

**04**  
COLOR VERSION  
SMART-CASUAL



MODEL

01

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

To check the quality before Purchase you can find free, sample models at [Humano3d.com](http://Humano3d.com)



MODEL

02

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

**Details**

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

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MODEL

**03**

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

**Details**

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

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MODEL

04

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

05

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

06

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

**Details**

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

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MODEL

07

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

08

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

09

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

10

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

11

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

12

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

13

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

**Details**

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

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MODEL

14

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

15

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

16

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

17

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

18

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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MODEL

19

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

To check the quality before Purchase you can find free, sample models at [Humano3d.com](http://Humano3d.com)



MODEL

**20**

- 30K & 100K mesh
- 6K Textures (diffuse + normal + reflection + masks)
- New! Optimized shader with single reflection map
- 4 color variations per model
- Different fileformats available

#### Details

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

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