



# CASUAL

vol. 5 | HOME

H.01

**ZOPOSED PEOPLE**

MODEL RELEASE | ROYALTY FREE LICENSE

## HIGH QUALITY 3D MODELS

High Quality • Low Price

05

### 3d people collections

# CASUAL

vol. 5 | HOME

20 POSED PEOPLE **TrueWalk™**

DIFFERENT FILEFORMATS AVAILIABLE  
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™

## 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**.



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



STANDING



SITTING



STANDING



STANDING



SITTING



MODEL

## 01 & 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

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](http://Humano3d.com)





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

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

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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

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

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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

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

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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

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

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MODEL

08

- 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

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

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

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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

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

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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

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

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MODEL

**12 & 13**

- 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

14

- 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

15

- 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

16

- 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

17

- 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

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

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

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MODEL

19

- 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

20

- 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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