

3D Stylized Characters

Course Description

A complete and intensive course that covers all the stages of creating 3D characters including Modeling, Sculpting, texturing, Clothes, and rendering. The course includes an intensive study of human anatomy.

Students will work on 2 projects during the course a complete detailed project on stylized characters in addition to a sculpted realistic character project to gain a solid understanding of the human anatomy.

Things to know before entering this course

General knowledge of modeling and texturing is required or attending 3D Modeling and Texturing course

Course Duration: 30 classes, 3 hours per class

Course contents

Class 01

- Introduction to Zbrush
- History

Class 02

- Digital sculpting concepts
- Art and Design

Class 03

- Zbrush Basics

Class 04

- Figurative Art introduction
- Proportions skeleton and landmarks

Class 05

- Basic Head

Class 06

- Zbrush Basics 2

Class 07

- Facial Features (Eyes- ears – nose – mouth)

Class 08

- Neck and Torso

Class 09

- Sculpting Cloth

Class 10

- Sculpting stylized hair

Class 11 (Retopology)

- Face Retopology

Class 12

- Arm and Forearm

Class 13

- Hands

Class 14

- Leg and lower leg

Class 15

- Foot

Class 16 (Retopology)

- Hand Topology
- Body Topology

Class 17

- Skin Detailing

Class 18

- Tutorial

Class 19

- Texturing
- UV Substance Painter

Class 20-22

- Character Texturing

Class 23

- Blend-shapes

Class 24 (Rendering and Shading)

- Rendering on Marmoset
- Rendering on Maya

Class 25-26

- Intro to stylized characters
- Basics of balance, line and rhythm
- Translating 2D Character concept

Class 27-30

- Final Project

Attendance policy

Being absent more than 15% percent of the course classes is an automatic fail

Grading Policy

Attendance: **10 %** Assignments and In-Class exercises: **30%** Anatomy Project: **20%** Stylized Character Project: **40%**