3D Digital Sculpting

Course Description

The course includes study of digital sculpting on Zbrush and study of human anatomy for sculpting as well as sculpting clothes.

Things to know before entering this course

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

Course Duration: 12 classes, 4 hours per class

Course contents

Class 1 (History and introduction to Zbrush)

Class 2-3 (Zbrush Basics)

Class 4-5 (Head Anatomy)

Class 6 (Torso Anatomy)

Class 7 (Arms Anatomy)

Class 8 (Legs Anatomy)

Class 9 (Hand and Feet Sculpting)

Class 10 (Cloth Modeling)

Class 11-12 (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: **40%**   Project: **50%**