

## 3D Cartoon Characters

### Course Description

A complete and intensive course that covers stages of creating 3D characters for 3D artists including, re-topology texturing, clothes, intro to grooming and rendering.

### Things to know before entering this course

Good knowledge of modeling, texturing and sculpting is required or attending 3D Modeling and texturing and 3D Digital Sculpting courses at nayzak

**Course Duration:** 14 classes, 3 hours per class

### Course contents

#### **Class 1 (Retopology)**

- Good vs Bad topology
- Retopology tool in Maya
- Game vs Production topology
- Applying Retopology

#### **Class 2 (UVs)**

- Uvs importance
- Uv in Maya
- Unwrapping
- Clothes UV

#### **Class 3 (Texturing)**

- Intro to texturing on substance painter
- Udims vs Materials groups
- Prepare the Model for substance Painter
- Baking

#### **Class 4 (Texturing)**

- Baking from High to Poly
- Texturing Clothes and Props

#### **Class 5-6 (Grooming)**

- Grooming Fundamentals

#### **Class 7 (Marvelous Designer)**

- Basics of Marvelous Designer

#### **Class 8 (Marvelous Designer)**

- Finalizing Clothes

#### **Class 9 (Character design)**

- Lines – shapes- proportion
- Start working with the Final project
- (Blocking)

#### **Class 10 (Posing and Blend shapes)**

- Posing
- Blend shapes
- Final project

#### **Class 11 (Look dev)**

- Arnold
- Final project

#### **Class 12-14 (Final project)**

#### **Attendance and Grading Policy**

- Being absent more than 15% percent of the course classes is an automatic “fail”
- Attendance: **10 %** Assignments and In-Class exercises: **40%** Stylized Character Project: **50%**