

3D Character Design

Course Description

An intensive course covering the stages of creating 3D characters – that can be used in animation or games – including intensive digital sculpting training, retopology, texturing, clothes and rendering.

Things to know before entering this course

Good knowledge of modeling, texturing and rendering is required or attending 3D Modeling and Texturing course at nayzak

Course Duration: 22 classes, 3 hours per class

Course contents

Class 1-2 (Introduction)

- Orientation and history
- Navigation and UI
- Brushes and File system

Class 3 (Basics)

- Geometry workflow
- Dynamesh
- Zremesh

Class 4 (Booleans and Sphere)

- Zboolean
- Live boolean
- Zsphere

- Curves

Class 5 (Cloth Modeling)

- Cloth modeling workflow
- Accessories modeling workflow

Class 6 (Hair Modeling)

- Hair Modeling Techniques

Class 7-8 (Sculpting Project)

- Concept Research
- Blocking
- Finalizing and review

Class 9 (Retopology)

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

Class 10 (UVs)

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

Class 11 (Texturing)

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

Class 12 (Texturing)

- Baking from High to Poly
- Texturing Clothes and Props

Class 13 (Grooming)

- Grooming Fundamentals

Class 14 (Marvelous Designer)

- Basics of Marvelous Designer

Class 15 (Marvelous Designer)

- Finalizing Clothes

Class 16 (Character design)

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

Class 17 (Posing and Blend shapes)

- Posing
- Blend shapes
- Final project

Class 18 (Look dev)

- Arnold
- Final project

Class 19-22 (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%**