

Class: 499 Independent Study

Assignment: Character Design, Sculpt, Retopo, and Surface

Requirements:

Design

- 1 - conceptualize a character
- 2 - Focus on backstory, allowing for a history that helps to further deepen your design
- 3 - Research! Make sure to think about how new ideas stem from original research sources
- 4 - Images are useful addition to your drawings

Sculpt

- 1 - Focus on form first, think in silhouette
- 2 - Add details slowly, building from these lower sources
- 3 - keep you mesh in pieces, Zbrush works better this way
- 4 - Color is ok, but will be replaced later using substance painter

Retopo

- 1 - All quads, this is difficult, but will help you learn proper edge flow
- 2 - think how detail is needed in specific places in relation to rigging
- 3 - loops should be based on best practices in rigging as well (check wiki)
- 4 - Final topology count should be under 10k polys

Surfacing

- 1 - Think in layers, diffuse color, specular roughness, height, and metallic.
- 2 - Building up procedurally as long as you can will help to painting later (easier to make changes!).
- 3 - Work at 2k, then build up to 4k as needed
- 4 - Final surface maps should be output as 4k.

Final TT reqs.

Wireframe, Color, etc. uploading to shotgun.

Grade:

Research/Design, Sculpt, Retopo, Surfacing, and overall creative style.