

## Character Modeling & Sculpting

Faculty: Miguel Guerrero

### **Project/Course Overview:**

This course teaches students to build balanced bipedal characters, merging the traditional art of sculpting with digital modeling techniques. Autodesk Maya is used to build base meshes and Pixologic's ZBrush is utilized for sculpting detail. Students focus on technical processes needed to create detailed production models. Lectures cover use of anatomy as it pertains to modeling bipeds, as well as the technical needs for creating high quality deformable surfaces.

By the end of the class, students will produce one or more highly detailed character models, based on reference and realistic anatomy studies.