

Creature Modeling and Sculpting

Faculty: Eric Keller

Project/Course Overview:

In this course, students learn to create complex and believable 3D creatures. Classes will focus on design, research, and appealing forms as they relate to inventing creatures for the entertainment industry. Real-world demonstrations, lectures, and critiques focus on resolving pipeline and design issues that may occur during the creation process.

All students will be required to submit a fully modeled creature as their term final.