

TX3 Character modeling and texturing

Course name: Texturing 3

Academic year: 2011 - 2012

Lecturer(s): Neville Marcinkowski

Title:

Character modeling and texturing

Time limit

7 weeks

Assignment:

Build a character model, rig it, pose it, and texture it

Course learning objectives:

- To use multiple mapping types to make high res real-time model
- Character design