Associate Professor Rich Ponte   April 7th – June 18th
Phone: 919.488.5800 ext 234   **Tues, Fri: 2 – 4:50pm**
Email: rponte@living-arts-college.edu   **Room: C120**

<u>**Human Bust Sculpt**</u>

Assigned: **Tuesday, May 6th**
Due: **Friday, May 16th**

There will be a critique on the due date.

For this project you will be sculpting a human head bust starting with the Human Head Base Mesh within Mudbox. You will sculpt the mesh to look like your chosen human reference.

To start use your notes from the lecture in class on how to model a base mesh human head, then proceed to create that model in Maya. When finished send the model over to Mudbox and using sculpt layers create a photorealistic sculpt of the reference.

You must choose one of the Male subjects because the base mesh in Mudbox is the proportions of a male. Suggestion of one that has more simple hair style and not to complex since this is your first human head bust sculpt.

The Human Head Reference should be found at this web address:
                         http://free-textures.got3d.com/natural/free-character-references/index.html

IMPORTANT! Save your file often. You may want to save in versions but the files size gets very big very quickly.

Do not go above Level 5. Make sure to sculpt layers for details and various sculpting variations. You should be working from the lowest to the highest level, sculpting anatomical details like muscle and veins, folds and wrinkles,etc.

What you will be turning in.

     One Mudbox 2014 file named, yourname_humanBust_sculptFinal.mud

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STUDENT NAME:

Grading Criteria:
Grading is based on the below criteria for the Human Bust Sculpt:

___   Sculpt is realistic looks like chosen head reference. [20]

___   Sculpt Layers used correctly, minimum 5 layers [20]

___   Sculpt Layers are named. [20]

___   Levels 0 – 5 have been used, nothing higher exists. [10]

___   Tools used to create fine details [10]

___   All instructions for project have been followed. [10]

___   Asked and answered questions in the critique [10]

___   **total grade** [100]

           grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)
           Grades also reflect upon the time the project is submitted.

           <u>**This grade is also 3.5% of the Cumulative Homework grade for this course.**</u>

- **All work must be handed in when it is due, work submitted after this point is considered Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignments submitted beyond three days late will receive and zero grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

HOMEWORK EXPECTATION
As stated in the syllabus for this course within the course description, this course has an expectation of
4 hours per week to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 4 hours** on the 1 week period of this
assignment to the complete the previously described process of this particular assignment. The
learning outcomes of this assignment are a result of the assignment process shown above and
instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted
practice in the field. Each of these steps will be graded according to the rubric found above.