

ART355 3D Computer Animation

Professor Andy Fedak

Project 3: Character Modeling and Sculpting

DUE Finals Week: May 21, 2016

Projects are due at 11:59pm, no late work will be accepted.

Project Overview:

The main goal of this project is to develop a professionally based workflow for the creation of a character asset for future rigging and animation. Conceptual design and backstory are first refined then finalized before actual sculpting begins. Students will be introduced to Zspheres to block out the character in Zbrush, from this beginning the student will create a first base sculpt without clothing to get the overall form locked in. From here student brings in clothing, props, hair, and weapons using both Maya and Zbrush techniques such as Dynamesh, Zremesher, and Shadowbox. A final “detail” sculpt will lock in the overall design at a very high resolution level, but without the final topology (ie. Unorganized Topology). From here students will bring there final meshes into maya to be retopologized using the Quad Draw tool, UV-Unwrapped, and finally sent back to Zbrush for reprojection of high level details on this now “rigging ready” low resolution mesh. Maps are then generated from this projected version, and rendered in Maya with Arnold.

Listed below is the grading criteria.

Breakdown

- 1 – Concept Design and Backstory
- 2 – Base Sculpt (zphere and sculpting together) with no clothes
- 3 – clothing and hair sculpt
- 4 – Final Detail sculpt (high tertiary detail)
- 5 – Retopology (for game/anim based pipeline) and UV creation
- 6 – Reprojection and Rendering in Arnold

Grade Scale

Each section in 1/6th of the final grade for project.

Final Accumulated Score is Calculated by the Rubric:

A/A+ = 100 , A- = 90, B+ = 89; B = 86, B- = 82, C+ = 79, C = 76, C- = 72, D+ = 69, D = 66, D- = .62, F = 59.