



Anatomy Base Mesh | Project Brief

Description

In this project, you will create anatomically accurate male and female base meshes as sculpted block-ins and high poly starting points for 3d character creation. The focus will be on accurate anatomy and proportional relationships. Maya will be used to create a measurement stub for scale and alignment, which will be imported into ZBrush to guide the sculpting process. All body parts will be organized into distinct polygroups or subtools, enabling flexibility for further sculpting and refinement.

Project Workflow and Structure

- **Planning & Reference Gathering**
 - Research male and female anatomy, with attention to skeletal landmarks and muscle groups.
 - Gather front, side, back, and three-quarter view references to ensure accuracy.
- **Measurement Stub in Maya**
 - Create a measurement stub to define accurate scale and proportions for both male and female models.
 - Export the stub to ZBrush as a reference for the sculpting process.
- **Sculpting in ZBrush**
 - Build the base meshes in ZBrush, focusing on accurate anatomy and proportions.
 - Separate the following anatomical sections into distinct polygroups or subtools:
 - Head: Neurocranium, Splanchnocranium, and Ears.
 - Neck.
 - Upper Torso.
 - Pecs/Breasts.
 - Lower Torso.
 - Deltoids, Upper Arms, Elbows, Lower Arms.
 - Palm and Fingers.
 - Upper Legs, Kneecaps, Lower Legs.
 - Feet.
- Ensure the models are posed in an industry-standard A-Pose for further usability.

Forum Submissions: Requirements and dates for the submission threads

Tasks	Description
Work in Progress	January 16 th
Final Deliverables	January 23 rd

Submission:

All deliverables will be submitted under your class sections corresponding UIW3D Forums thread: www.forums.uiw3d.com
They will be due before the beginning of class on the listed due date. No late assignments are accepted.

Grading:

See the rubric/grading checklist for the final turn-in for this project. The specifics of each deliverable will be detailed on the forums. Grades will be adjusted based on accurately following the deliverable requirements outlined there.

Grading Checklist	Earned	Possible	Feedback
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Anatomical Accuracy		30	
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Accurate representation of male and female anatomy, with correct proportions.

Polygroup & Subtools		20	
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Proper separation of body parts into distinct polygroups or subtools.

A-Pose Presentation		10	
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Models are posed in an industry-standard A-Pose with clear articulation points.

Final Deliverables		40	
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Your submission should include:

- 1. **ZBrush Files (.ztl):**
 - a. Complete .ztl files for both male and female base meshes.
 - b. Each model organized into distinct polygroups or subtools for anatomical sections.
- 2. **BPR Turnaround Renders:**
 - a. BPR Turnaround Renders for the male base mesh.
 - b. BPR Turnaround Renders for the female base mesh.
 - c. Include orthographic and perspective views to showcase the anatomy clearly.
- 3. **File Naming:**
 - a. FirstnameLastname_BaseMesh_Male
 - b. Firstname_Lastname_BaseMesh_Female

Total Points Earned		/100	
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