

ANGD 3361 | Character Modeling II

Syllabus and Outline

University of the Incarnate Word

Classroom: AD 406

Fall 2024 | MW 10:30am - 01:15pm

Professor Jacob Salazar (jjsalaz2@uiwtx.edu)

Office: AD 402

Office Hours: MW 3:00pm – 5:30pm | F 10:30am – 2:00pm

Course Description

This course enhances students' understanding of the 3D character modeling pipeline, covering sculpting, optimization, texturing, and seamless integration. The skills gained are applicable across various 3D industries, including video games, animation, toys, film, TV, and advertising.

Outcomes

Upon completing this course, students will master digital sculpting for high-fidelity characters, transform 2D concept art into captivating 3D assets, confidently navigate industry-standard software, and create professional-grade characters.

Course Items Needed

Graphic Tablet and Hard-drive or USB/C Storage Device

Audience

This is a Junior level course required of ANGD BFA majors.

Date	Topic	Assignment Due
8/26	Course Overview Open discussion on course objectives and core philosophies. This class aims to deepen understanding of character production for films/games through lecture, demonstration, and hands-on practice. Utilizing both quick and long turnarounds to maximize growth potential. Introductions Name, origins, fun fact/personal tidbit, artistic goals ZBrush Setup ZBrush custom interfaces, custom brushes, custom hotkeys, importance of workflow and speed. focal	None
8/28	Eat, Sleep, Reference, Repeat Brief overview of key components in reference and compiling good reference. Narrative. Material callouts. Mood capture. Pose ideation. Prop Blocking	None
9/2	Labor Day – No Class	
9/4	When in Doubt, Block it Out Start building a character with fundamental shapes and forms.	PurRef Board – Hero Prop, Off Char
9/9	Shining and Exciting. The Importance of Lighting Building a light rig demo. Setting up shot cameras. Renderings Tips n' Tricks.	Char Blocking Prop Blocking
9/11	Merging the Block-Out/Refinement Examining fine details, breaking CG look. Prop Model Demo - Hi Poly	Light Rig, Prop WIP

9/16	The Keys to Quality, UV's and Topology Topo that supports anatomy and deformation. UV's that provide enough resolution for desired details.	Prop WIP, Char WIP
9/18	In-Class Critiques, Where Feedback Speaks Prop Texture Demo	Hero Prop GEO
9/23	Frankenstein Speedsculpt Series: Head/Face The series will start with a class session focused on analyzing muscles in both relaxed and flexed states, including various forms from pudgy to muscular. After the lecture, students will select a concept from a pre-approved folder and engage in a group speed sculpting session of that specific anatomical piece. Starting off with the skull, face, and eyes.	Hero Prop Texture WIP Hero Prop Shader WIP
9/25	Frankenstein Series: Torso/Back Continuation of human anatomy study Texturing/Shading Eyes Shading an eye together in class to learn the fundamentals.	Char Face WIP
9/30	Frankenstein Series: Arms Continuation of human anatomy study	Char Torso/Back WIP
10/2	Frankenstein Series: Legs Continuation of human anatomy study Marvelous Designer Anatomy of Cloth	Full Char WIP Prop Texture WIP Prop Shader WIP
10/7	Frankenstein Series: Hands/Feet Skin Shaders for Offline rendering. Skin Texture	Char Legs WIP Clothing WIP
10/9	XGEN Hair Demo Creating hair from curves, techniques to make hair feel realistic, and finally shading.	Char Hands/Feet WIP
10/14	Look-Development Discussion on presentation of your work. Rendering Tricks	Full Char WIP Textures & Shaders Groom
10/16	Studio Session	Full Char WIP Textures & Shaders Groom
10/21	Develop Thick Skin, Let Critiques Begin RT Char kick-off	Final Submission
10/23	No Time to Refresh. Starting from a Base Mesh Start building a character with a head start	PurRef Board - Hero Prop, RT Char
10/28	RT Light Rig Demo Frankenstein Series: Animal Skulls Start studying anatomy of animals which is an essential toolkit for aspiring creature artists. We'll look at similarities and differences to human anatomy before diving into a sculpt session.	Char Blocking Prop Blocking
10/30	Frankenstein Series: Animal Torso Continuation of animal anatomy study	Prop WIP Char WIP

11/4	Character Crafting: Real-Time Refinement Reduce polycounts while maintaining detail, optimizing textures and UV maps, Frankenstein Series: Wings	Light Rig Prop WIP Char WIP
11/6	Frankenstein Series: Animal Legs Continuation of animal anatomy study	Prop High Poly cutoff Char WIP
11/11	Develop Thick Skin, Let Critiques Begin Prop Texture Demo v2	Hero Prop GEO Due
11/13	In The Loop Series: God of War Taking a deep dive look and discussing ideas and intentions in character design from a professional piece of work with an emphasis on enhancing narrative. Studying peers and professionals can be proven to be great stimuli and enhance personal knowledge. Frankenstein Series: Animal Feet Continuation of animal anatomy study	RT Face WIP
11/18	Frankenstein Series: Head/Torso Gender swap! Sculpting a different gender than your previous.	RT Head/Torso WIP Clothing WIP
11/20	Frankenstein Series: Arms/Legs Gender swap! Sculpting a different gender than your previous.	RT Arms/Legs WIP Clothing WIP
11/25	RT Hair Real-Time hair creation, optimization, shading, and rendering	None
11/27	Thanksgiving Holiday – No Class	
12/2	Professional Development Talking portfolio, resumes, and job search	Professional Development
12/4	Professional Development Talking portfolio, resumes, and job search	Professional Development
12/9	Finals Week– No Class	
12/11	RT Char Final Submit Due – 12/11	

Grading Activities: Your final grade will be based upon Attendance, Assignments and Participation. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below = F. All assignments will be given and collected on the forums. <http://forums.uw3d.com>. Your grades will be posted on Canvas.

Points will be awarded as follows:

- 20 points – Frankenstein Series
- 25 points – Fullbody Offline Character Final Pixel
- 25 points – Fullbody Realtime Character Final Pixel
- 15 points – Offline Process
- 15 points – Real-time Process

ANGD Attendance Policy: Attendance is mandatory. After one absence, each additional absence will result in a letter drop in your final grade. If you are late three times, that counts as an absence. Illnesses or doctor's appointments are excused but try to avoid appointments during class time. If you miss 30% of class for any reason - even if medically excused - you will need to withdraw; the class needs to be retaken.

ANGD Late Work Policy: No late assignments accepted. All assignments are due before the beginning of class on the day they were due. If you are sick or miss class, the assignment is still due. There are no redoes. Make every project you turn in count.

ANGD Academic Integrity Policy: Self Plagiarism: No work previously completed in another section, or another course can be turned in. All use or downloaded content is prohibited in all coursework, unless otherwise specified by your instructor.

ANGD Phone/Device Policy: When in class, no phones or devices. Keep them put away unless otherwise specified by your instructor. Phone usage in class will be considered a tardy. Three phone uses in class equals an absence and thus a letter drop in grade.

UIW Course Policies, Guidelines and Accommodation: This course complies with all UIW academic policies and federal guidelines, including but not limited to academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.

<https://www.uiw.edu/academics/academicpolicies.html>

*Please note that due to the dynamic and distinct nature of each class, this syllabus and outline should be treated as a living document in response to feedback and student engagement. This document may undergo revisions to address the specific needs and progress of the students in each class section.