

# ANGD 1314 - 03 | Organic Modeling

## Syllabus and Outline

### University of the Incarnate Word

Classroom: AD 406

Fall 2024 | TH 6:00pm - 8:45pm

Professor Alessandro Dady ([dady@uiwtx.edu](mailto:dady@uiwtx.edu))

Office Hours: M-Th 5:00pm – 6:00pm AD 419

### Course Description

This beginner-level studio course offers an overview of character sculpting and modeling techniques, laying the foundation for creating detailed, production-ready 3D character sculptures. It blends traditional art principles with a technical approach to mastering industry-standard software for both organic and hard surface techniques.

### Outcomes

Upon completing this course, students will gain a comprehensive understanding of digital sculpting principles, transform 2D concept art into captivating 3D assets, confidently navigate industry-standard software, and demonstrate proficiency in creating professional bipedal characters.

### Course Items Needed

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

### Audience

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

Date	Topic	Assignment Due
8/27	<b>Course Overview</b> We will take a deep dive into the course syllabus and outline. The goal is to gain a better understanding of the classroom expectations and to give y'all a preview for what y'all will be learning this upcoming semester.  <b>ZBrush Made Simple</b> A quick and practical guide to help y'all get started with the industry-standard digital sculpting software.	<b>None</b>
8/29	<b>Embracing Reference</b> Recognizing its importance in comprehending complex subject matter and enhancing creativity.  <b>From Reference to Digital Sculpture</b> Transforming collected references into captivating Alien Busts through the art of digital sculpting.	<b>Personal Introductions</b> Make a submission on the UIW3D Forums
9/3	<b>The Significance of a Block-in</b> Discover how a well-thought-out Block-in lays the foundation for precise character proportions and aids in managing project timelines and resources effectively.	<b>Alien Bust</b> PureRef Reference Board
9/5	<b>Organic Sculpting Tips</b> Discover essential techniques and insights for mastering organic sculpting in ZBrush. Learn to create lifelike, detailed characters and creatures with expert tips on anatomy, texture, and form.	<b>Alien Bust</b> Work in Progress
9/10	<b>Hard Surface Tips</b> Explore key techniques for mastering hard surface sculpting in ZBrush. Gain expertise in creating precise, detailed mechanical and architectural models with tips on form, texture, and workflow efficiency.	<b>Alien Bust</b> Work in Progress

9/12	<p><b>PolyPainting and Materials</b> Adding Color and different Materials to your Alien.</p> <p><b>Every Picture Matters</b> Capturing appealing images through Best Preview Render (BPR). Understanding the impact of each pixel and discovering how to create visually stunning images through thoughtful composition and lighting choices.</p>	<p><b>Alien Bust</b> Funko Pop - In Class Exercise</p>
9/17	<p><b>Tpose Master and Posing</b> We explore the efficient techniques of Transpose Master, empowering you to create dynamic and expressive poses for your digital characters.</p>	<p><b>Alien Bust</b> Posed Mesh</p>
9/19	<p><b>Alien Bust Postmortem</b> We will analyze the project's outcome, share valuable insights, and discuss the lessons learned while sculpting our unique alien characters.</p> <p><b>Golem Elemental Project Kickoff</b> We will introduce the assignment's objectives, scope, rubric, and will address any questions or concerns to ensure a successful learning journey.</p>	<p><b>Alien Bust</b> Final Deliverables</p>
9/24	<p><b>Create Base Assets Part 01</b> Learn the foundational techniques for creating the base assets of your Rock Skull Diorama, focusing on initial shapes and forms.</p>	<p><b>Golem Elemental</b> PureRef Reference Board</p>
9/26	<p><b>Create Base Assets Part 02</b> Continue building your base assets, refining shapes and preparing them for detailed sculpting.</p>	<p><b>Golem Elemental</b> Work in Progress</p>
10/1	<p><b>DynaMesh to Subdivision Sculpting</b> Discover the capabilities of subdivision sculpting and obtain the highest level of fidelity in your digital sculptures. An introduction to the world of production ready sculpting.</p>	<p><b>Golem Elemental</b> Work in Progress</p>
10/3	<p><b>Tertiary Detailing</b> Utilizing alpha textures and surface noise, we will dive into how these powerful tools elevate the level of detail in your digital sculptures.</p>	<p><b>Golem Elemental</b> Work in Progress</p>
10/8	<p><b>Finalizing the Diorama</b> Bring your Rock Skull Diorama to completion by integrating all elements, refining details, and preparing the final presentation.</p>	<p><b>Golem Elemental</b> Rock &amp; Skull Diorama – In Class Exercise</p>
10/10	<p><b>Golem Elemental Postmortem</b> We will analyze the project's outcome, share valuable insights, and discuss the lessons learned while sculpting our unique alien characters.</p> <p><b>Nerf Gun Project Kickoff</b> We will introduce the assignment's objectives, scope, rubric, and will address any questions or concerns to ensure a successful learning journey.</p>	<p><b>Golem Elemental</b> Final Deliverables</p>
10/15	<p><b>IMM &amp; Curve Brushes, Panel Loops</b> Essential techniques for using IMM &amp; Curve Brushes and Panel Loops in ZBrush to create detailed hard surface models.</p>	<p><b>Nerf Gun</b> PureRef Reference Board</p>
10/17	Fall Break – No Class	

10/22	<b>Hard-Surface ZModeler Methods</b> A breakdown of ZModeler with techniques, tips, and tricks to streamline the modeling process to achieve crisp clean hard-surface sculptures.	<b>Nerf Gun</b> Work in Progress
10/24	<b>Hard-Surface Modeling with ZModeler Cont'd</b> A breakdown of ZModeler with techniques, tips, and tricks to streamline the modeling process to achieve crisp clean hard-surface sculptures.	<b>Nerf Gun</b> Work in Progress
10/29	<b>Dynamic Subdivision Workflow</b> We'll explore the capabilities of dynamic subdivision, focusing on a crease workflow to ensure uniformity and eliminate surface irregularities, resulting in high-quality and wobble-free surfaces.	<b>Nerf Gun</b> Work in Progress
10/31	<b>Dynamic Subdivision Workflow Cont'd</b> We'll explore the capabilities of dynamic subdivision, focusing on a crease workflow to ensure uniformity and eliminate surface irregularities, resulting in high-quality and wobble-free surfaces.	<b>Nerf Gun</b> Among Us – In Class Exercise
11/5	<b>Nerf Gun Postmortem</b> We will analyze the project's outcome, share valuable insights, and discuss the lessons learned while sculpting our unique alien characters.  <b>Bipedal Character Project Kickoff</b> We will introduce the assignment's objectives, scope, rubric, and will address any questions or concerns to ensure a successful learning journey.	<b>Nerf Gun</b> Final Deliverables
11/7	<b>Landmarks of the Human Form</b> Discover the intricacies of anatomical landmarks and explore important reference points, aiding you in sculpting convincing and anatomically correct characters.	<b>Bipedal Character:</b> PureRef Reference Board
11/12	<b>Anatomy of the Human Face: Skull and Planes</b> Simplify the anatomy of the human face, focusing on the skull and key plane changes to enhance your understanding of facial proportions and landmarks.	<b>Bipedal Character</b> Work in Progress
11/14	<b>Anatomical Features Sculpting</b> A simplified anatomical breakdown of the eyes, nose, and lips empowering you with techniques to create lifelike and expressive faces.	<b>Bipedal Character</b> Work in Progress
11/19	<b>Anatomical Features Sculpting</b> A simplified anatomical breakdown of the ears, neck, and eyebrow ridge, empowering you with techniques to create lifelike and expressive faces.	<b>Bipedal Character</b> Work in Progress
11/21	<b>Sculpting Hair</b> Techniques for sculpting stylized hair using IMM Brush, brute force, and the gizmo in ZBrush.	<b>Bipedal Character</b> Work in Progress
11/26	<b>Exploring the Anatomy of Cloth</b> Techniques to help you understand the intricacies of cloth behavior and effectively apply your understanding of tension, compression, memory folds, and more to your digital sculptures.	<b>Bipedal Character</b> Likeness Bust – In Class Exercise
11/28	Thanksgiving Holiday – No Class	
12/3	<b>Character Accessories</b> Techniques for sculpting detailed character accessories in ZBrush, including leather, straps, and bolts through bracers. This lecture covers methods to achieve realistic textures and intricate details.	<b>Bipedal Character</b> Work in Progress
12/5	<b>Character Accessories Cont'd</b>	<b>Bipedal Character</b>

	Techniques for sculpting detailed character accessories in ZBrush, including leather, straps, and bolts through bracers. This lecture covers methods to achieve realistic textures and intricate details.	Work in Progress
12/10	Finals Week– No Class	
12/12	Bipedal Character Submit Due – 12/12	

**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.uiw3d.com>. Your grades will be posted on Canvas.

Points will be awarded as follows:

- 10 points – In-Class Exercises and Attendance
- 20 points – Alien Bust
- 20 points – Golem
- 20 points – Nerf Gun
- 30 points - Bipedal Character

### ANGD Course Policies

**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.

**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.

**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.

**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.