

VV036 course Character Modeling - Overview

1. Introduction, Eyes

Introduction – course overview. First assignment – creating eyes.

2. Blend / Morph, Teeth

Blend Shapes – morphing – facial expression and transition in-between them.
Adding mouth cavity, teeth and gums.

3. UVW Texture Map Generating, Texture Painting

Unwrapping and texture making, maps

4. Animation

Animation of Blend Shapes transition, including texture and light animation

5. Hairs

Creating Hair

Submission head + animation - by Sunday for all groups

6. Head Presentations – animation and head with hair rendering, Introduction to Sculpting

Students will present their projects. blend animation and head with hair rendering.

7. Anatomy, Developing Concept, PureRef

Human anatomy, developing concept, mood board, drawings, using PureRef for organizing references

8. Sculpting Base Mesh

Overall shape development

9. Sculpting Details

Sculpting details on the previously developed base mesh

10. Accessories, Cloth - Marvelous Designer (hopefully)

Adding accessories and cloth creation

Submit high poly – each group different deadline date

11. Retopo, Instant Meshes, Export Map, Texture Baking

Retopology, creating low poly version of the high poly model – creating normal maps

12. Environment

Creating environment for the character

13. Photoshop - Composing the Final Render

Composition of the render, tweaking the final renders in Photoshop

14. Consultations

Anything you need 😊

Submit final by the end of May + presentation – we will get together (present or online and you will present your character!

Note:

(15. 4. is Easter Holiday – Friday group will be one week behind from 9th session)

Tuesday group 12:00 – 13:50: Jiří Chmelík, Hana Pokojná

Thursday group 14:00 – 15:59: Helena Lukášová, Hana Pokojná

Friday group 12:00 – 13:50: Helena Lukášová, Filip Opálený