VV036 – 3D Character Modeling
Homework: References

Semester: spring 2022

Summary

Create a moodboard and references for the characters you will develop for the rest of your semester. Bringing this HW to class is essential for you to start working on your character, so make sure you put time and effort into researching your character.

Detailed description:

The assignment following this homework will span over several weeks. The aim is to create a detailed, high quality character in 3D. In order to create such a character, whether it be realistic human, stylised human, monster, robot or whatever else, you will need references.

1) Create a mood board with main concepts that define your character. You can include colour scheme, body shape, anatomy references, clothes, iteams, skin, even environment, and other characters that inspire your character. Try reading up on some of the historical and cultural aspects of your character, for example the meaning of certain jewellery, clothes, weapons, makeup/ war paint…Know the story of your character. Feel free to look at other 3D models of characters to check out the topology, proportions, style...
   Here is an example of a simple moodboard created in PureRef with a description of character Shrek, it shows colour scheme, body type, facial expressions, the antenna that reminds one of snail eyes, clothes and where he lives.

2) Create reference images that can be imported into blender. These will be used to model the base mesh against. This means that you need to have the physiology of your character done. These should be proportional and in equal measures to one

another (check document about using references in Blender from Week 8). Have at least the front view and side views. You are very likely to need a back view reference of your character. Your character should be modeled in an A or a T pose so it is easy to rig later on. Make sure you make the images the size that you want your character to be and apply the scale. Here's an example of a human male set of reference images.

Reference: https://i.pinimg.com/originals/1b/e8/d1/1be8d137ce7fa3857b651ce794e3e6de.gif
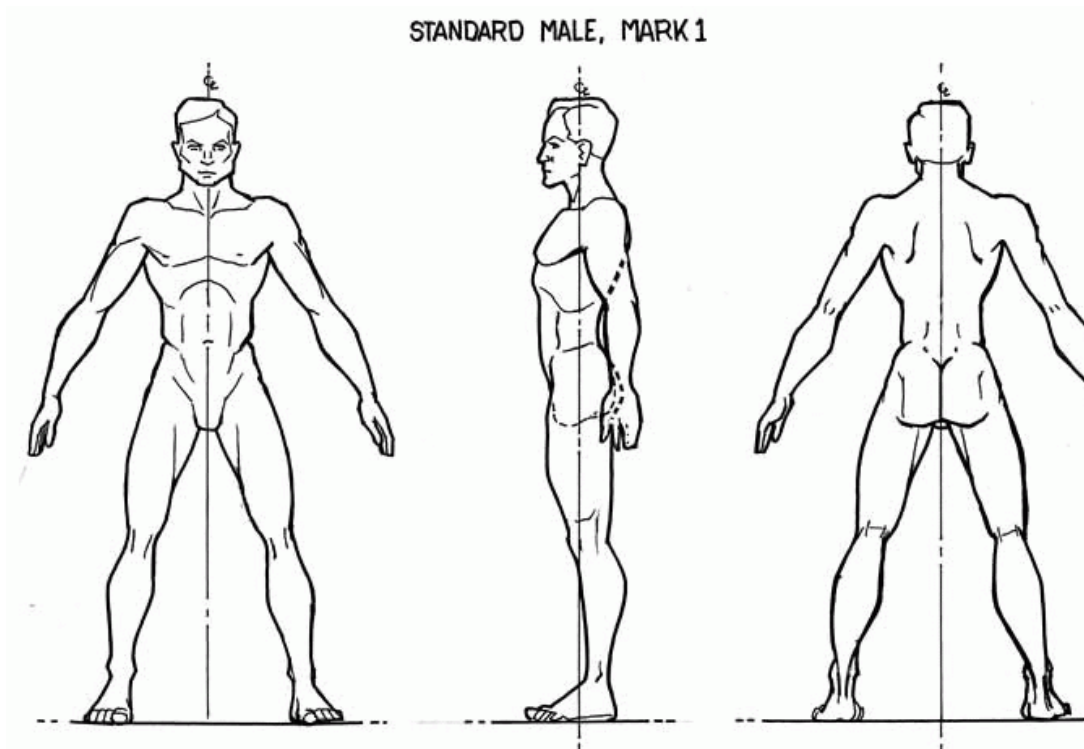
Example of reference image set and how to put them into Blender:

Setup Image Planes in Blender 2.8

Deliverables

1) mood board, can be in PureRef (recommended), Photoshop or other application
2) At least 2 reference images (front and side view) that you will import to Blender or a .blend file with images already imported. Make sure you have the images in a folder with a .blend file, otherwise they may appear purple.

Deadline: Week 9 seminars - have deliverables in class, they will be used anc checked then. No need to upload to HW Vaults.