

1st Assignment /Sculptris

- + Create a humanoid creature in Sculptris.
- + Check out all the tools for modeling, get familiar with masking tool.
- + Finished model export - name of your model.OBJ.
- + Create UVW and paint the surface of your model in Sculptris.
- + Import your OBJ model into Mixamo (online Adobe application) and assign your favorite movement to your character. Save it – name of your character_move.FBX
- + Export - name of your model_UVW.OBJ
- + Also save texture map and normal map (if you created bump surface) as.png
- + Put it all in one file – Sculptris -and put it in the file with your name in Study Material.

Deadline is Tuesday, October 8th.