

Introduction to 3D Sculpting with Zbrush

Instructor: Kenneth Garcia

May 13, 20, 27 & June 3, 2017 | 9:00 AM – 5:00 PM

Materials Innovation Centre (MATIC)

DOST 7 Banilad S&T Complex, Gov. M. Cuenco Ave
Banilad, Cebu City

TOPIC OUTLINE:

Day 1: INTRODUCTION

- Intro to 3D Sculpting
- Basic Concepts
- Interface and Navigation

Day 2: EXERCISE 01: Planes of Head

- Modeling Basic
- Basic Brushes
- Reference Images
- Sculpting

Day 3: EXERCISE 02: Skull Sculpting

- Blocking
- Brush Control
- Using Alphas and Texture
- Masking Techniques
- Intro to Noise Maker

Day 4: EXERCISE 03: Final Project

- Intro to Zsphere
- Using Transpose tool
- Concept Exploration
- Zsphere to Sculpting
- Lighting and Rendering

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