WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE NUMBER: ANI 327

COURSE TITLE: **Introduction to 3D Digital Sculpting**

I.   MAJOR INSTRUCTIONAL OBJECTIVES :

Objective A: Learn the basic concepts of working in a 3D digital sculpting application

A-1.   Demonstrate the ability to navigate the Zbrush interface
A-2.   Demonstrate the ability to use the powerful sculpting brushes
A-3.   Demonstrate the knowledge of menu items such as subtools, geometry and layers

Objective B: Learn primitive modeling

B-1.   Learn to build complex objects from basic geometry
B-2.   Learn to use zspheres to create fast geometry that can be used for sculpting
B-3.   Learn the proper workflow from start to finish to create stunning models
B-4.   Learn project management

Objective C: Learn how Zbrush can be used with other 3D packages

C-1.   Demonstrate ability to retopologize geometry before sending to other 3D software
C-2.   Demonstrate ability to create texture, normal, and displacement maps
C-3.   Demonstrate how to render final models to create a final image for your portfolio

SUPPLEMENTAL OBJECTIVES:

Become familiar with other 3D applications that could be used along with Zbrush.
Use existing skills from other classes and apply them to Zbrush modeling techniques.
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EXTERNAL STORAGE REQUIREMENT:

Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.) See Course Canvas page   Memory cards are NOT supplied with cameras and video equipment.