3D Character Design

Introduction Handbook

Career Technical Education
SoCal ROC

Southern California Regional Occupational Center

Instructor: Robert Schuchman

? the idea

Where will I begin?

Writing a biography of your character is often a great way to start!

A "Character Sheet*" helps.

*You can find one on our class web site.

the sketch

Oh no! Do I have to know how to draw?

For this class… no. But if you're serious about designing characters, you should try.

We have a sketching room with paper and pencils I encourage your using it.

the tools

What software should I use to model my character?

In this class we use 3D Max and Sculptris.
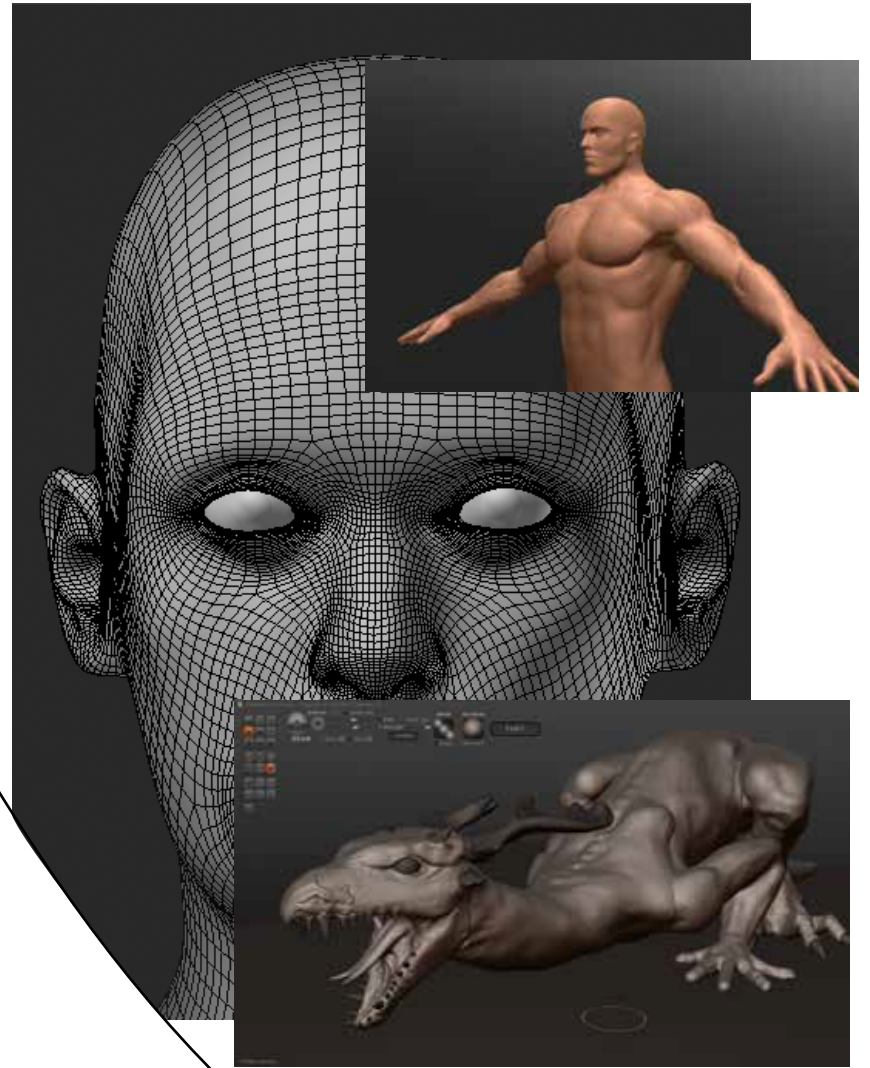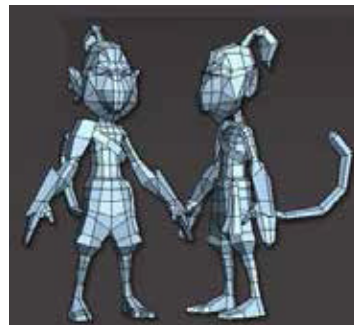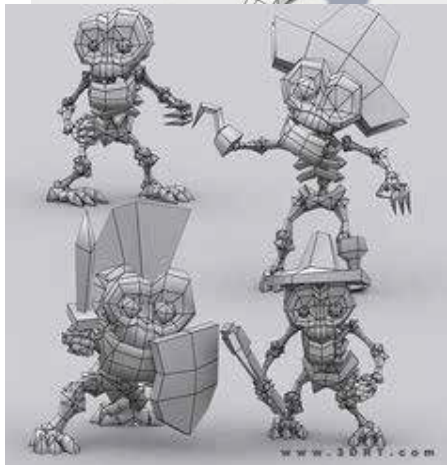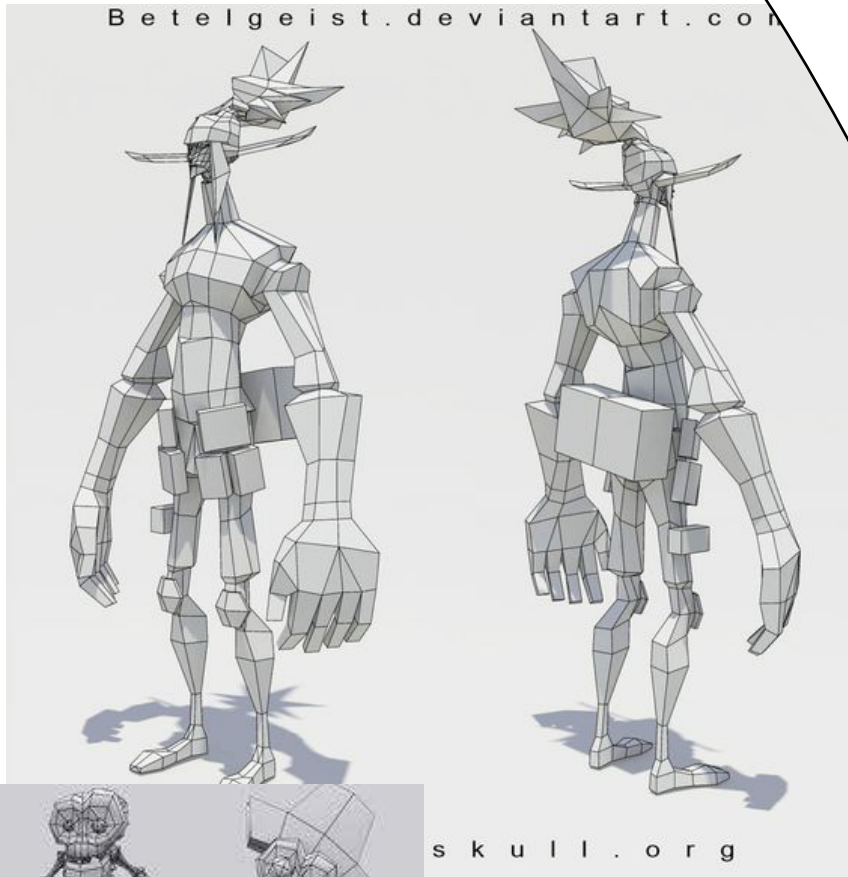**We integrate the work flow so each program supplements the other.**

3D Max is a great for what modelers call "Box Modeling". You can quickly build "low poly" characters.

Sculptris is great for modeling "hi-poly", characters with lots of detail.

Both of these programs are free to students and can be downloaded onto your home computers

Low Poly Characters

High Poly Characters

the result
What will I get from this class?

By the end of the course you will have:

Designed and modeled high and low poly characters

Animated a character with motion capture

Rendered several scenes

Assembled the scenes in a program called *After Effects*

Added a music track and credits

and

Produced your first "reel"