**City Honors 3D Animation/Modeling Program**

**Week 1-2 ASSIGNMENT 1** – **Create three complex character portraits using Sculptris**. **One will be used as the face in the next project (1 week)**

1. Intro to SoCalROC Classroom Rules
   1. Agreement Forms
   2. Computer Procedures – passwords, file storage system and back up
2. Programs overview (find videos for each of these and/or make PowerPoints)
   1. Sculptris
   2. 3D Max
   3. Mixamo
   4. Unreal 4
   5. PhotoShop
   6. AfterFX
3. Sculptris – High Poly Organic Modeling
   1. Demonstration of simple portrait modeling
   2. Adding eyes, masking etc.
   3. Student Practice – not to be graded
      1. Create a simple character faces with eyes, nose, mouth and ears.
   4. Facial Anatomy PowerPoint on overhead –
   5. Poster –Anatomy and variety
   6. Demonstration of complex portrait modeling
   7. Painting

**Week 2-4 ASSIGNMENT 2 – Model examples of all 8 Modeling Techniques**

1. 3D Max – The Eight Basic Modeling Techniques
   1. 3D Geometry – Simple Assembling
   2. Compound Geometry
      1. Booleans
      2. Scattering
   3. Modifiers for 3D Geometry
   4. 2D Shapes
      1. Extruding
      2. Lathing
      3. Lofting
      4. Rendering Splines
   5. Pre-mades – Door, Stairs, Trees etc.
2. Rendering Skills

**Weeks 5-7** **ASSIGNMENT 3 – Model an interior scene using all techniques**

1. Materials
   1. Practice – Create a of spheres with all types of materials
      1. Metallic
      2. Shinny
2. Camera
3. Lights