Sculptris Course Outline

This is a module within the 3D Computer Design course. It is an overview of high poly, organic modeling. The software used is Sculptris.
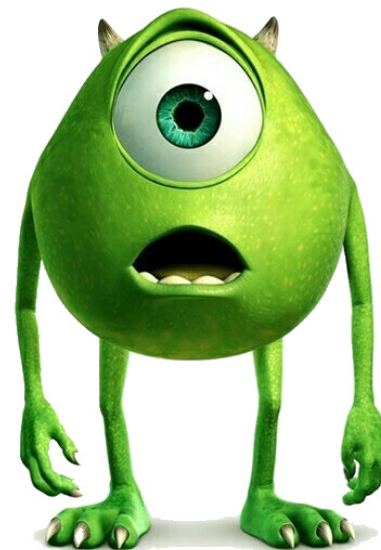
There are 3 subject catagories:
1. Comic
2. Animal Skulls
3. Human Anatomy

Student must complete at least 2 images from the comic and animal skull catagories and one model of the human hand.

Projects are to be submitted to the instructor as JPEG's placed in their computer "Documents" folder, inside a folder labeled with the students name, and labeled with an appropriate title.

COMIC PORTRAITS

ANIMAL SKULLS

HUMAN ANATOMY