

# Creature Sculpture Workshop

**Creature Sculpting** is a specialized area of sculpture serving the film and video game industries. Creature Sculpting is one course in SoCalROC's 3D Animation and Video Game Design Career Pathway. It is also an excellent introduction to the science of human anatomy.

**Creature sculptors** work with game designers and film creators to design characters. All major films and games use sculptors in the initial development of their stories. Toy manufacturers and gift ware companies also employ creature sculptors.

**This course teaches** the basic skills needed to be a creature sculptor and/or develop a portfolio for entry into a college degree (This class is A-G approved and counts as college credit) program for film or video game development.