



Southern California Regional Occupational Center and City Honors Preparatory

COURSE SYLLABUS

COURSE TITLE: Creature Sculpting for Film and Video Games
COURSE#: 636
INSTRUCTOR: Robert Schuchman
EMAIL: Bob@schuchman.com
TIME: Tues, Thursday, Friday - Periods 02 and 04
LOCATION: City Honors
BOOKS/SUPPLIES: Provided

COURSE LENGTH: School Year - 108 Classroom Hours

COURSE DESCRIPTION: Creature Sculpting is a specialized area of sculpture serving the film and video industries. Creature sculptors work along with game designers and film creators to design characters. All major films and games use sculptors in the initial development of their stories. This course introduces you to the basic skills needed to be a creature sculptor.

COURSE OBJECTIVES:

1. Develop a working knowledge of traditional figurative sculpting.
2. Understand fundamentals of vertebrate anatomy.
3. Communicate using anatomical and sculpting terminology.
4. Learn proper workplace behavioral skills.

GRADING: Is based on the quality of your work and work habits. Individual projects have different amounts of value. See the "Projects Overview" posted at: www.schuchman.com/

Work habits include the ability to complete projects on time, focus on work, respectfulness towards others in the class and the ability to maintain a proper workplace demeanor.

CLASSROOM RULES OF CONDUCT: You attend my class at my discretion and approval.

At anytime, you may be dismissed for improper behavior and/or poor work habits.

Print Student's Name

Student Signature

Date

Print Parent's Name

Parent's Signature

Date

HAVE PARENTS SIGN AND RETURN TO MR. SCHUCHMAN