**VV036 course Character Modeling - Overview**

**1. Introduction, Eyes**

 Introduction – course overview. First assignment – creating eyes.

 **2. Blend / Morph, Teeth**

Blend Shapes – morphing – facial expression and transition in-between them.

 Adding mouth cavity, teeth and gums.

 **3. UVW Texture Map Generating, Texture Painting**

Unwrapping and texture making, maps

 **4. Animation**

 Animation of Blend Shapes transition, including texture and light animation

 **5. Hairs**

Creating Hair

***Submission head + animation - by Sunday for all groups***

 **6. Head Presentations – animation and head with hair rendering, Introduction**

 **to Sculpting**

Students will present their projects. blend animation and head with hair

 rendering.

 **7. Anatomy, Developing Concept, PureRef**

Human anatomy, developing concept, mood board, drawings, using PureRef

 for organizing references

 **8. Sculpting Base Mesh**

Overall shape development

 **9. Sculpting Details**

 Sculting details on the previously developed base mesh

**10. Accessories, Cloth - Marvelous Designer (hopefully)**

 Adding accessories and cloth creation

***Submit high poly – each group different deadline date***

**11. Retopo, Instant Meshes, Export Map, Texture Baking**

Retopology, creating low poly version of the high poly model – creating

 normal maps

**12. Environment**

 Creating environment for the character

**13. Photoshop - Composing the Final Render**

Composition of the render, tweaking the final renders in Photoshop

**14. Consultations**

 **Anything you need ☺**

***Submit final by the end of May + presentation – we will get together (present or online and you will present your character!***

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Note:

(15. 4. is Easter Holiday – Friday group will be one week behind from 9th session)

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Tuesday group 12:00 – 13:50: Jiří Chmelík, Hana Pokojná

Thursday group 14:00 – 15:59: Helena Lukášová, Hana Pokojná

Friday group 12:00 – 13:50: Helena Lukášová, Filip Opálený