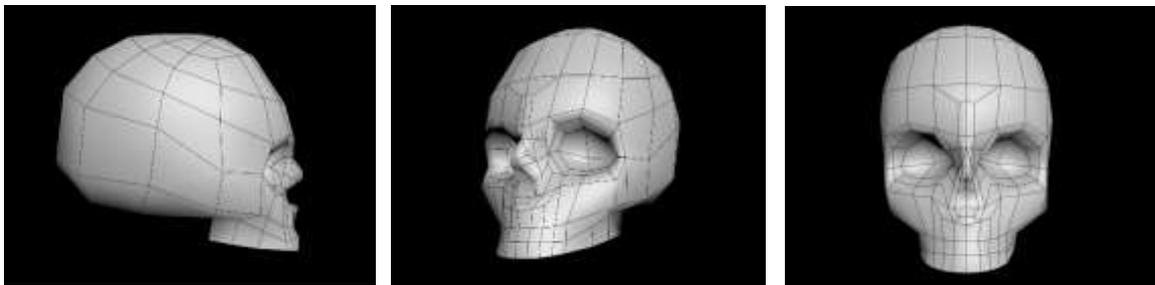


# Final Assignment / Skull-Digital Sculpting

*This assignment is the final project for 3D Character Modeling I course VV035. There is following course 3D Character Modeling II there we will of course continue to build the 3D skills and knowledge.*

In the attached file you find the base mesh in OBJ, FBX, 3ds Max of the skull. Without the lower jaw to make it easier. Your task is to model higher details according to anatomical references. Try your best!

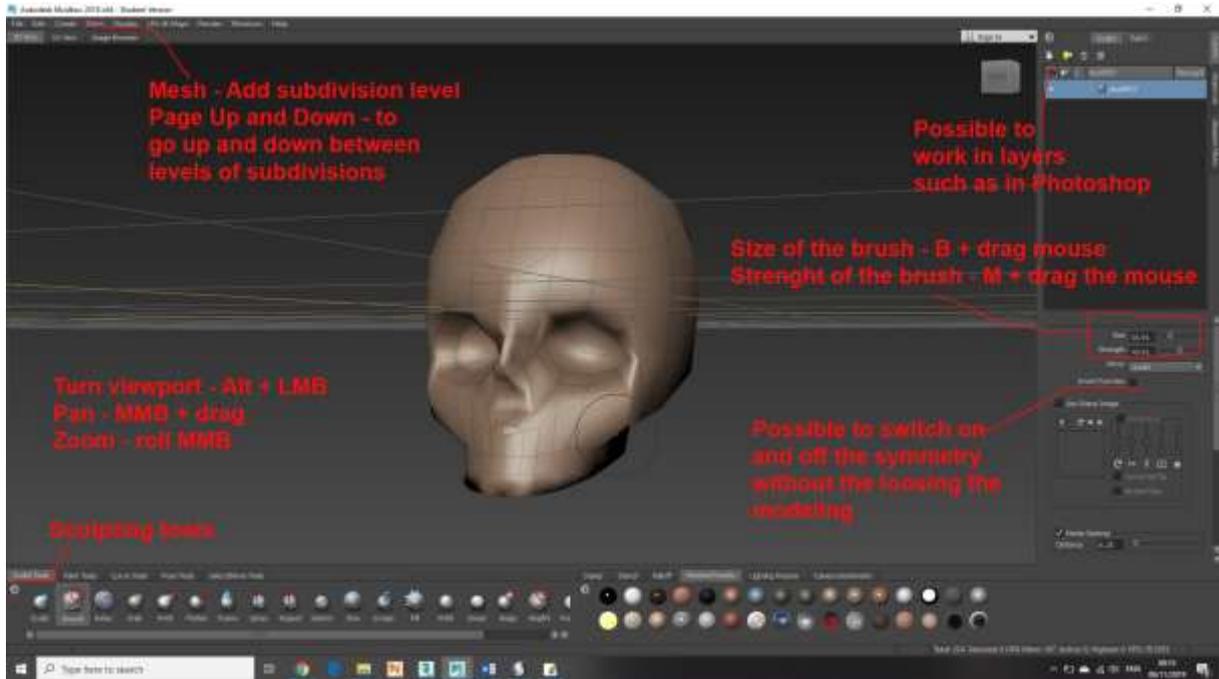


You can use any program you like to work on modeling. Look for sculpting / freeform modeling tools

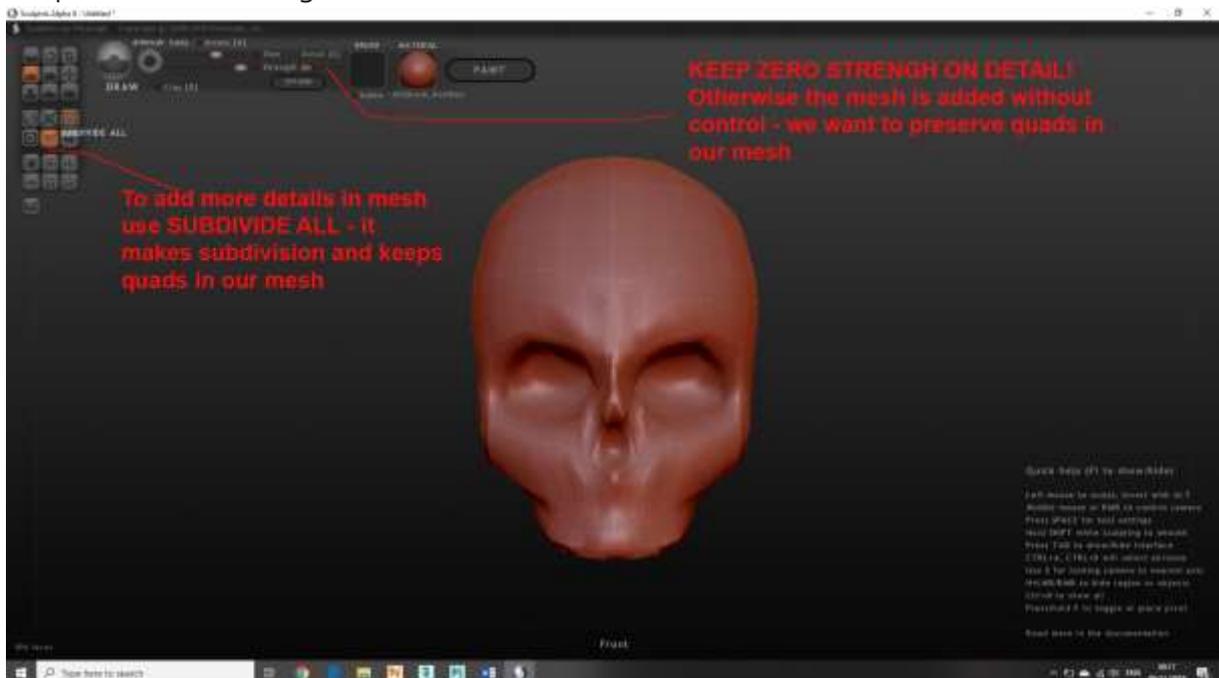
I would recommend sculpting digital programs. The ideal is MUDBOX, you can also work in SCULPTRIS. You find more about these programs in the study materials files.

**FIND ANATOMIC AND PHOTO REFERENCES!!!!**

## Advantages of MUDBOX:



## Keep in mind if working in SCULPTRIS:



Submit the final model in OBJ, and source file. Also make three renderings from different angles.

**Deadline is next year! January 31st 2020.**