

COURSE CONTENT

Course Code	DT5000 (DT2003)
Course Title	Digital Sculpting
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 Contact Hours

Course Aims

This introductory level course will familiarise you with a range of digital modelling and sculpting techniques which you will be able to employ for animation, special effects, cinema and digital gaming. The processes learned in this course are essential for character and asset creation for a wide range of more advanced courses in media art.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Identify and discuss techniques used to create digitally created forms.
2. Employ a range of modelling and sculpting techniques to create 3D objects.
3. Apply digital modelling and sculpting techniques to create a digital character or major asset.
4. Present 3D modelled concepts, stages and finished work in a clear and cohesive manner.
5. Contribute to discussion around peer's 3D modelling techniques and approaches in a constructive manner

Course Content

This course is a practical course that focuses on learning techniques and processes to create digital 3d models. There are two main types of digital modelling – constructed and sculpted. Both approaches will be learned and explored as to their suitability for a range of outcomes. A wide range of mechanical and organic shapes will be developed, using a variety of techniques and level of detail. Surface colouring and lighting will be examined, as well as other surface attributes such as reflectivity, shininess, dullness, glow, wetness, as well as some discussion into complex surface textures such as hair.

The course will also cover a range of export and linking options in order to integrate into a production scenario for animation, special effects, cinema or digital gaming.