

**Title of Skill Course: Z-Brush Modeling Artist**

1. Sector: Media and entertainment
2. Subject : Animation Science
3. Year of implementation:2020

**Course Structure**

Skill Level	Theory Hours	Practical Hours	Total Hours	Credits	No. of students in batch
6	20	30	50	3	30

**Syllabus****Course Objectives:**

- 1) Understanding common workflow, the role of 2.5 vs 3 dimensions and navigating Z brush interface.
- 2) Grasp basic sculpting and the need for subdivision levels.
- 3) Focus on polymesh editing and understand the consequences of the different techniques.

**Theory Syllabus**

Credits (Total Credits 2)	Sub Points	No. of hours 20
<b>UNIT-I</b>	<b>Z Brush Introduction&amp; Sculpting Technique</b>	<b>(10)</b>
	Z Brush Introduction, Layout Working, Sculpting Technique, 2D & 3D Brush, Brush Palette, Dynamesh, Topology	
<b>UNIT-II</b>	<b>Paint and rendering technique</b>	<b>(10)</b>
	Paint Technique, Poly paint, Lights & Project transfer, Polishing Work, Render settings	

**Reference Books:**

1. ZBrush Characters and Creatures : by Kurt Papstein ,Mariano Steiner
2. Beginner's Guide to ZBrush – 3dtotal Publishing
3. ZBrush Digital Sculpting Human Anatomy: Scott Spencer
4. ZBrush Character Sculpting : Rafael Grassetti

**Practical Syllabus**

<b>Credits (Total Credits 1)</b>	<b>Practical</b>	<b>No. of hours 30</b>
	1. Working with Sculpting techniques in Zbrush. 2. Working with paint techniques in Zbrush. 3. Working with dyanamesh techniques in Zbrush. 4. Create a Fruit Model in Zbrush. 5. Create a Character props design in Zbrush. 6. Create a face modeling in Zbrush. 7. Create a Cartoon character in Zbrush. 8. Create a Human Character in Zbrush. 9. Create a Animal Character in ZBrush. 10. Create a Stylized tower house in Zbrush.	

**Course Outcomes:**

1. Be able to produce high quality digital sculptures utilizing Zbrush.
2. Be able to identify and utilize various workflows to achieve the desired goal.
3. Learn professional terms relating to digital sculpture.
4. Be able to retopologize high poly sculpts.

**1. BOS Sub Committee:**

<b>Sr. No.</b>	<b>Name of Member</b>	<b>Designation</b>	<b>Address</b>
1	Mr. Pawar M.B.	Chairman	YC, Institute of Science, Satara
2	Mrs. Bhambure R.V.	Member	YC, Institute of Science, Satara
3	Mr. Chavan A.S.	Academic Expert	Tiranga Animation College, Baramati.
4	Mr. Kotteswaran. N.	Industrial Expert	Image Infotainment Ltd., Hyderabad