EN843109 - 3D Modeling and Digital Sculpting - 2567/1

Syllabus

WARNING: some changes to this syllabus may be made during the semester.

Course Description:

Creating 3D model by sculpting technique, human anatomy, setting structure from basic sculpture model, setting structure and adding details from low-polygon model, retopology, 3D digital sculpting process

Prerequisites:

None

Students may have to bring their own laptop due to the limited resources of the classroom.

Class Meeting:

Wednesdays 14:30 - 17:30 Room **EN16201-S**

Google Classroom: https://classroom.google.com/c/NjkwMDUwODE0Njgz

Instructor:

Jakrit Pongpanich (jakrit.mjp@gmail.com)

Sarun Paisarnsrisomsuk (sarunpa@kku.ac.th)

Textbooks:

None

Grades:

•	Proje	ct		30%	
	0	Complete Digital Scu	llpting Workflow		
		Proposal			4%
		Base Mesh			5%
		Retopology			5%
		Detailed Scul	pt (Multires)		5%
		Image Texture	es		2%
		Norma	al Map		
		Color	Мар		
		Presentation			5%
		■ .blend File			4%
•	Assig	nments		60%	
	0	A1: Blender Basics			5%
	0	A2: Low-Poly Model			10%
	0	A3: Digital Sculpting			10%
		■ A3_P1:	Referenced Sculpt		5%
		■ A3_P2:	Personal Sculpt		5%
	0	A4: Retopology			15%
		■ A4_P1:	Base Mesh		10%
		■ A4_P2:	Retopology (Main Model)		5%
	0	A5: UV		5%	
	0	A6: Multires			10%
	0	A7: Final Model			5%
		A7-1 Image T	extures	2%	
		■ A7-2 Final Re	ender	3%	
•	Partic	ipation		10%	

^{***} Note: please review Academic Honesty Policy below ***

Class Schedule:

Week	Date	<u>DUE</u>	Topic
1 Introduction & Introduction	Jun 19	Introduction Assignment 1	 Discussion Introduction, About the Course, Various topics, etc. Practice

to Blender			Introduction to Blender
2 Introduction to Blender (continue)	Jun 26	Assignment 1 Project Talk	Discussion
3 Blender Basics & Editing	Jul 3	1. Assignment 2	 Discussion Wrap Up Introduction Blender: Basic Editing Practice Blender: Low-Poly Modeling
4 Week 3 + Introduction to Digital Sculpting	Jul 10	 Assignment 2 Assignment 3 	 Discussion Blender: Basic Editing Blender: Digital Sculpting Practice Blender: Low-Poly Editing Blender: Digital Sculpting
5 Introduction to Digital Sculpting	Jul 17	1. Assignment 3	 Discussion Digital Sculpting Project Proposal Discussion Practice Blender: Digital Sculpting
6 Introduction to Digital Sculpting (Continue)	Jul 24	1. Assignment 3	 Discussion Digital Sculpting (continue) Practice Blender: Digital Sculpting
7 Project Proposal <u>Cleanup</u>	Jul 31	 Project Proposal Review + Late Submissions 	 Discussion Project Proposal Assignment Cleanup Practice Anything prior (A01-A03 Late Submissions)
		Midterm Exa	m Week
Optional Session	Any Sat-Sun before Final	 Finishing up and remaining work Project Proposal Discussion (if able) 	DiscussionAnyPracticeAny
8	Aug 14	1. A04-1	Discussion

Review Base Mesh Sculpting			 Review after midterm Retopology Practice Blender: Retopology
9 Retopology	Aug 21	1. A04-1	 Discussion Retopology (continue) Practice Blender: Retopology (continue)
10 Retopology (Continue) UV Mapping	Aug 28	 Assignment 4 Assignment 5 	 Discussion Retopology (continue) Practice Blender: Retopology (continue)
11 Detail Sculpting Multires	Sep 4	1. Assignment 6	 Discussion Detail Sculpting Practice Blender: High-Poly Sculpting
12 Detail Sculpting Multires (Continue)	Sep 11	1. Assignment 6	 Discussion Detail Sculpting Practice Blender: High-Poly Sculpting
14 Baking Image Textures Texture Painting	Sep 18	1. Assignment 7	 Discussion Baking Image Textures & Texture Painting Practice Baking High-Poly Details Image Textures Normal Map Cavity Color
14 Baking Image Textures	Sep 25	1. Assignment 7	 Discussion Baking Image Textures & Texture Painting Practice Baking High-Poly Details Image Textures Normal Map Cavity Color
15 Final Cleanup	Oct 2	Submit any and all due assignments Project Discussion	 Discussion Submit any due assignments Practice Finish Assignments & Cleanup

16 Final Project Presentation	Oct 9	Final Presentation Requirements Low-Poly Model Base Mesh Main Model (Retopology)
		 High-Poly Model (Multires) Image Textures Normal Map Cavity Map (optional) Color Map Final Render

Academic Honesty Policy

Academic honesty is a fundamental principle of learning. A student deserves to be credited for and only the work that he/she has done. Academic dishonesty is an act that interferes with the evaluation of academic performance and creates a misrepresentation of one's knowledge.

Academic dishonesty includes (**but not limited to**) the following examples:

- Cheating: using or attempting to use unauthorized materials to aid in academic work
 - Copying another student's academic work
 - Unauthorized communication during exams
 - Unauthorized use of materials or sources of information, such as cheat sheets, phones, pre-programmed calculators
- Fabrication: Falsification of information, data, or citation in academic work
 - Changing laboratory data
 - Altering grades
 - Citing a reference in bibliography that was not used
 - Changing answers and/or exam solution without permission
- <u>Facilitation</u>: Helping or attempting to help another student to commit an act of academic dishonesty
 - Sharing test questions or answers from exams, homeworks, or labs with another student
 - Doing academic work for another student
 - Allowing another student to copy a solution to homework problems, exams, or labs
 - Making previously used academic work available to another student who intends to submit for credit
- **Plagiarism**: Using the words, ideas, data, code, or other forms of material of another person without providing proper citation
 - Misrepresenting the work of another as one's own
 - Paraphrasing without citation
 - Inaccurately or inadequately citing sources

In this class, any act of academic dishonesty will be taken very seriously. The instructor(s) reserves the right to fail a student who gets caught committing or attempting to commit academic dishonesty acts without giving any warning.