

Determine the

# Learning Objectives

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## Learning Objectives Chart

List the learning objectives below by completing the following statement on each line below:  
“By the end of this course, the learner will be able to...”

|             |                                                                                                 |
|-------------|-------------------------------------------------------------------------------------------------|
| Objective 1 | Grasp basic sculpting and the need for subdivision levels                                       |
| Objective 2 | Focus on polymesh editing                                                                       |
| Objective 3 | Master how to bring in models made in other 3d software, how to export, render and present them |

Clarify the

# Needed Details of Learning Objectives

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## Learning Objectives’ Detail Chart

What details or sub-steps do learners need to know for each learning objective?

|                                                                                  |                                                                                                                                 |
|----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| Learning Objective #1: Grasp basic sculpting and the need for subdivision levels |                                                                                                                                 |
| Detail 1                                                                         | Learning to use different sculpting brushes such as standard, smooth, move, inflat, elastic, displace, magnify, blob, and pinch |
| Learning Objective #2:Focus on polymesh editing                                  |                                                                                                                                 |
| Detail 1                                                                         | Learning to use the Tool menu to edit different points on an object                                                             |

|                                                                                                                        |                                                                           |
|------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|
| Detail 2                                                                                                               | Working with polymeshes created in other programs using the import button |
| Learning Objective #3: Master how to bring in models made in other 3d software, how to export, render and present them |                                                                           |
| Detail 1                                                                                                               | Learning to save models made in other programs as an .obj file            |
| Detail 2                                                                                                               | Learning to bring the .obj file into the Zbrush work area                 |
| Detail 3                                                                                                               | Learning to reposition the model in the work area                         |

Determine the

# Assessment Strategy

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## Assessment Strategy Chart

How will learners demonstrate whether or not they have achieved each learning objective?

| Objectives                                    | Assessment Strategy                                                                 |
|-----------------------------------------------|-------------------------------------------------------------------------------------|
| Grasp basic sculpting                         | Performance-based assessment with rubric: Grasp basic sculpting                     |
| Focus on polymesh editing                     | Performance-based assessment with rubric: Polymesh editing                          |
| How to bring models made in other 3D software | Performance-based assessment with rubric: bringing models made in other 3D software |

# Learning Strategy, Resources, & Course Outline

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## Instructional Strategies and Resources

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|------------------------------------------------|
| <b>Strategies: How learners will learn</b>     |
| 1. Learners will learn through a web-based ILT |
| 2. Learning will be asynchronous               |

|                                                                |
|----------------------------------------------------------------|
| <b>Resources: What will be created</b>                         |
| 1. Instructional videos will be created for participants       |
| 2. A slide deck will also be created to cover important topics |

## Course Outline Chart

| Lesson Number and Title               | Learning Objectives Covered                                                                                                                                                                |
|---------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lesson 1: Navigation                  | Learners will be able to properly navigate the interface using tools such as the lightbox, brush mode, undo/redo, cam view, and thumbnail view.                                            |
| Lesson 2: The Clay Brush              | Learners will be able to sculpt surfacing using alphas (grayscale intensity map) which is used to represent masking and intensity.                                                         |
| Lesson 3: Clay Polish                 | Learners will be able to use this feature to alter the topographical structure of a 3D model and move its edges.                                                                           |
| Lesson 4: Modular Structures          | Learners will be able to use array meshes inside of ZBrush for modularity. Then, they will learn how to sculpt believable stone and learn how to differentiate metal sculpting from stone. |
| Lesson 5: Masking & Selection         | Learners will identify a mask and how to create one over the 3D model, as well as using different masking brushes from the brush palette.                                                  |
| Lesson 6: Using the Knife Tool        | Learners will be able to use this tool to accurately cut and close a mesh along the precise line of the stroke.                                                                            |
| Lesson 7: Dynamesh                    | Learners will learn to use dynamesh to change a 3D model's shape, cut it apart, or reassemble it into different seamless configurations.                                                   |
| Lesson 8: Clay Tubes vs. Clay Buildup | Learners will be able to identify what each of these brushes do and how best to apply it to a 3D model.                                                                                    |