



ANDREASALVATORI
3D ARTIST

HOW TO MAKE A CHARACTER

BASIC COURSE ON CHARACTERS CREATION FOR ANIMATION, VFX, AND 3D PRINTING



Junior Course for Production

My Masterclass "How to Make a Character" has been specifically designed for junior-level students interested in 3D modeling, including those who want to explore 3D printing of their creations. The course provides a solid foundation for character creation in ZBrush, covering all key steps from initial concept to final export.

My goal is to inspire maximum engagement from students, guiding them to complete a posed character, thus enriching their first portfolio a crucial element for starting to work in the field of 3D.

Course Duration: 40 total hours, 4 hours per class, twice a week.

Topic 1: Concept and Ideation

- Introduction to character creation.
- Analysis of visual references and sources of inspiration.
- Creation of sketches and concept art for the character.

Topic 2: ZBrush Interface

- Familiarity with the ZBrush interface.
- Navigation through tools and main functionalities.
- Creation of sketches and concept art for the character.

Topic 3: Anatomy and Blocking with ZSpheres and Using Primitives

- Study of basic anatomy necessary for modeling.
- Use of ZSpheres to create a basic structure.
- Blocking the character using primitives and ZSpheres.

Topic 4: Retopology in ZBrush

- Retopology techniques to create a clean and optimized mesh.
- ZBrush tools to streamline the retopology workflow.

Topic 5: UVs and How to Use Them for Sculpting

- UV mapping concepts.
- Application and management of UV coordinates for detailed sculpting.

Topic 6: Subdivision Levels and How to Use Them

- In-depth exploration of detail levels hierarchy in ZBrush.
- Use of subdivision levels to control mesh density.

Topic 7: Main ZBrush Brushes and Sculpting Techniques

- Exploration of main ZBrush brushes.
- Sculpting techniques to add details and features to the character.

Topic 8: Use of Layers

- Introduction to the concept of layers in ZBrush.
- Application of specific details on separate layers.
- Adjustment and management of layers for greater flexibility.

Topic 9: Character Posing and Mesh Export

- Use of tools like Transpose Master for posing.
- Configuration of export options in ZBrush.
- Exportation of the final mesh.

Topic 10: Supervision on Personal Projects

- Review of students' personal projects.
- Providing personalized feedback for improvements and future development

In the thrilling final lesson, we will explore fundamental strategies for entering the workforce, offering valuable advice on presenting your creations effectively. Additionally, we will delve into the art of creating a professional showreel, preparing you for a successful future in the 3D modeling industry. The personalized supervision session allows them to receive detailed feedback and practical advice to further enhance their work.

Junior Course "How to Make a Character"

- Duration: 40 total hours (4 hours per class, twice a week)
- Price: € 1199.00

Interview and Personal Consultation

- Duration: 6 hours
- Price: € 299.00

*For more information and reservations, contact via email:
info@andreasalvatori3d.com or join the Discord group
<https://discord.gg/G6ewfCqZap>, or call the number: **+39 3886153911**.*