ANDREA**SALVATORI**
3D ARTIST

HOW TO MAKE A **CREATURE**
MASTERCLASS ON CREATURE CREATION IN ANIMATION AND VFX PRODUCTION

Medium Advanced Course for Production

My Medium Advanced course provides a solid foundation for creating creatures in ZBrush for VFX - Animation - Gaming, covering all key steps from the initial concept to the final export.

"How to Make a Creature" has been divided into 12 fundamental topics to convey the essential basics needed for excellence in this craft to my students.

My main goal is to train true professional artists ready to excel in the world of work, providing comprehensive and in-depth training that prepares students for challenges and opportunities in the VFX - Animation - Gaming industry.

Course Duration: 60 total hours, 4 hours per lesson, twice a week.

Topic 1: Concept and Ideation

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

Topic 2: Blocking in ZBrush - Fundamentals of Anatomy

- Importing the concept into ZBrush.
- Creating a basic form using primitives and DynaMesh.
- In-depth exploration of fundamental anatomy concepts, focusing on the correct structure and proportion of the creature.
- Analysis of key anatomical elements to ensure a solid foundation for character development.

Topic 3: Retopology in Maya

- Importing the decimated model into Maya.
- Retopology techniques to create a clean and optimized polygonal mesh.
- Considerations on the workflow between ZBrush and Maya.
- We will delve into the theoretical understanding of the skeletal and muscular system of a character and, for the more adventurous, also on a practical level.

Topic 4: UV Mapping in UDIMs

- Creating an efficient UV set using UDIMs.
- Application of UV coordinates and professional organization of the UV editor.

Topic 5: The 3 Levels of Sculpture in ZBrush

- In-depth exploration of the hierarchy of detail levels in ZBrush.
- Use of subdivision levels to control mesh density.
- Application of higher-level details on the model.

Topic 6: Layer Usage - Dividing a Creature into Sections to Maximize Resolution

- Introduction to the concept of layers in ZBrush.
- Application of specific details on separate layers.
- Adjustment and management of layers for greater flexibility.
- Optimization and Management of Geometric Components: Subdivision and Organization of Character Sections for Improved Resolution and Detail Management.

Topic 7: Creation and Use of Brushes and Alpha in ZBrush

- Introduction to creating custom brushes in ZBrush.
- Study of the characteristics of different alpha and how they influence sculpture.
- Use of alpha to add specific details and texture to the creature's surface.
- Customization of brushes to fit project needs.
- Tips on efficient and creative use of brushes and alpha for optimal results.

Topic 8: Posing with Transpose Master and Blendshape Creation

- Introduction to the Transpose Master system for model posing.
- Using Transpose Master to create dynamic and engaging poses for the creature.
- Discussion on how posing can influence the final presentation of the project.
- Development and Application of Blendshapes: Theoretical Aspects and, for the Adventurous, Practical Implementation.

Topic 9: Mesh Export, Maps

- Configuration of export options in ZBrush.
- Exporting the final mesh.
- Generation and export of maps such as Normal Maps, Displacement Maps, Texture Maps, etc.

Topic 10: Texturing in ZBrush

- Use of polypaint and/or substance to apply base colors to the creature.

- Addition of texture details using various sculpture brushes.
- Creation of displacement and normal maps to emphasize specific details.
- Work on stylistic coherence and integration of textures with the overall shape of the creature.
- Optimization of textures for a high-quality final render.

Topic 11: Final Project - LookDev and Turnaround

- Preparation of the model for the final rendering.
- Configuration of lights and shadows to achieve maximum detail and emphasis on creature features.
- Application of advanced materials and textures to achieve realistic look development.
- Creation of a 360-degree render to present the creature from various perspectives.
- Discussion on how to effectively present the project, including details on composition and angles.
- Collective review of students' final renders, with feedback and suggestions for improvements.

Topic 12: Supervision on Personal Projects and Creation of a Professional Showreel

- Collective review of students' personal projects.
- Provision of personalized feedback for improvements and future developments.
- Discussion on the iteration and refinement process.
- Introduction to creating a professional showreel.
- Tips on organizing and presenting work in video format.
- Selection and editing of significant clips to highlight skills and achievements.
- Insights into the industry and key companies in the market.

This final lesson allows students to apply what they have learned during the course to their personal projects. Creating a professional showreel gives them the opportunity to showcase their skills effectively and prepare for future opportunities in the industry. The personalized supervision session allows them to receive detailed feedback and practical advice to further enhance their work.

Medium Advanced Course "How to Make a Creature"

- Duration: 60 total hours (4 hours per class, twice a week)
- Price: € 2499.00

Interview and Personal Consultation

- Duration: 6 hours
- Price: € 299.00

For more information and reservations, contact via email:
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__https://discord.gg/G6ewfCqZap__, or call the number: __+39 3886153911__.