

3D Character Design



Instructional

Handbook

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HOW ARE CHARACTERS DESIGNED

the idea



Writing a biography of your character is often a great way to start!

A “Character Sheet*” helps.

**You can find one on our class web site.*



the sketch

Oh no! Do I have to know how to draw?

**For this class... no.
But if you're serious
about designing
characters, you
should try.**



**We have a
sketching room.
I encourage
you to use it.**



the tools

What software should I use to model my character? In this class we use *3D Max* and *Sculptris*.



3D Max is a great for what modelers call "Box Modeling". You can quickly build "low poly" characters. see below.



Sculptris is great for modeling "hi-poly", characters with lots of detail. see below.



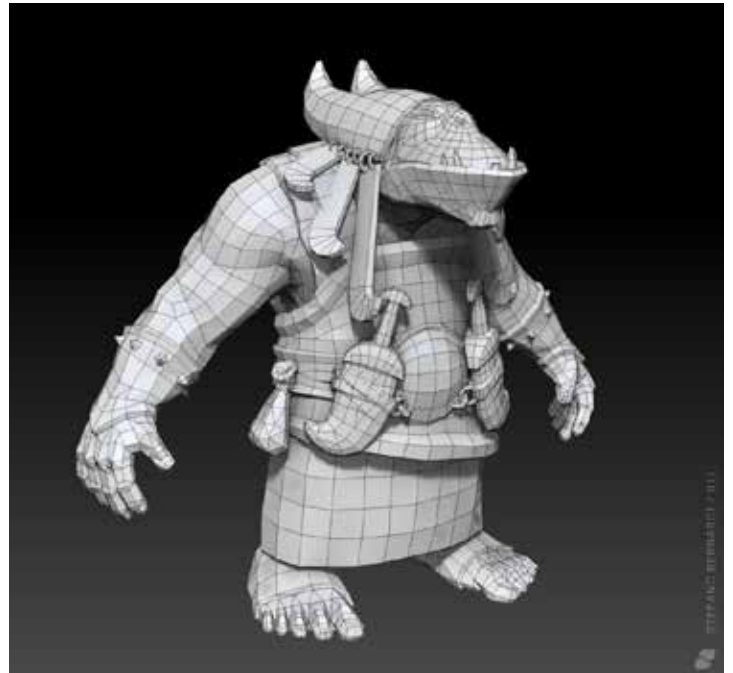
Both of these programs are free to students and can be downloaded onto your home computers



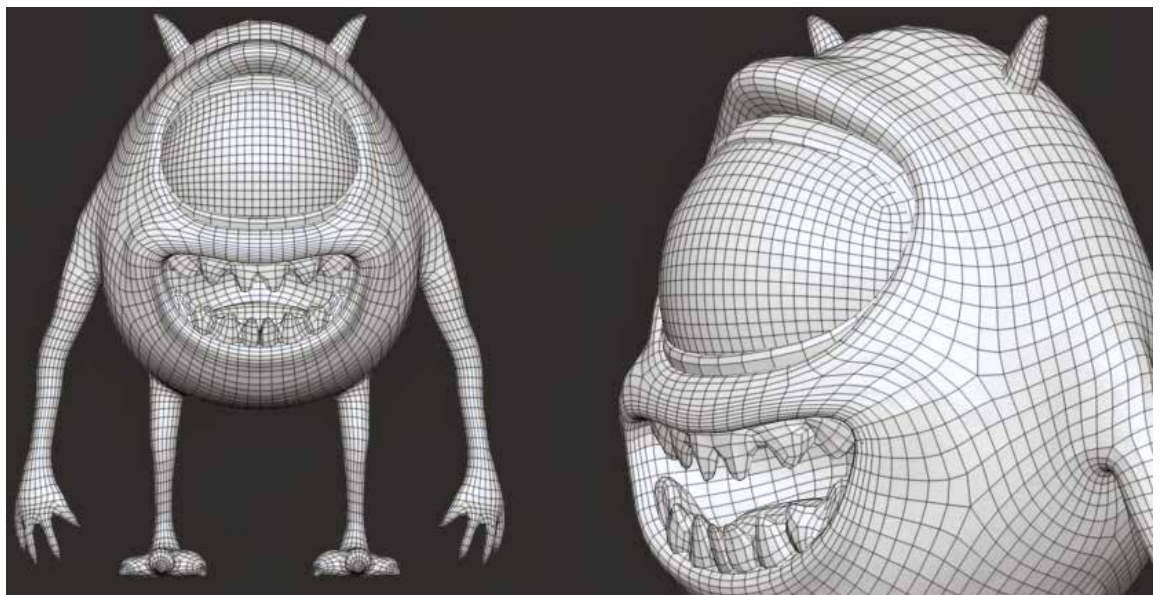
Poly who?

Poly is short for polygon. Character models are built with polygons.

Low-poly models have less detail than hi-poly models. They're often used in video games. Video games run in "real-time" and too many polygons slow the game down.



Hi-poly models are typically used for a movie or TV shows because TV's and films are pre-recorded and don't run in real-time.



MODELING TECHNIQUES

Low Poly Box Modeling in 3D Max

The simplest way to learn Box Modeling is to, well, start with a box. Boxes are found on the "Create" panel, under "Standard Primitives".

Next, apply the "Edit Poly" modifier found on the drop down "Modifier List".

Open the Edit Poly modifier and select "Polygon".

Then select "Extrude".

Finally, click on one of the sides of the cube, hold the mouse button down and move the mouse. A new set of polygons will appear.

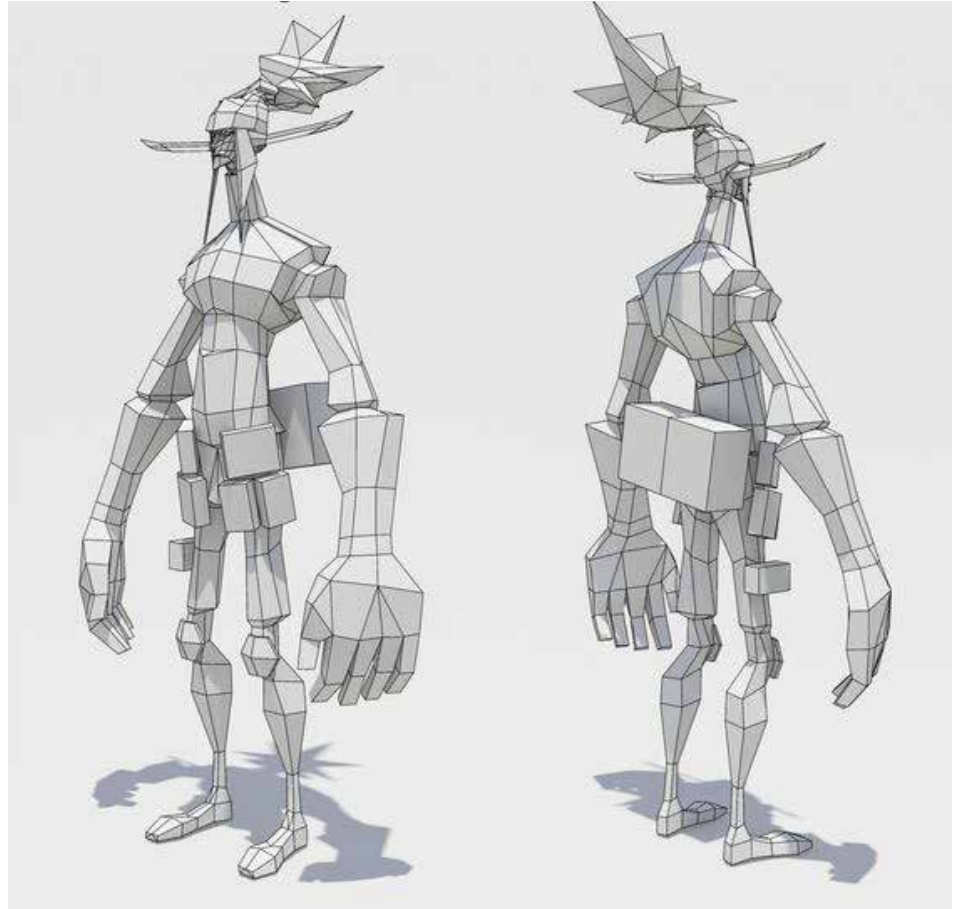
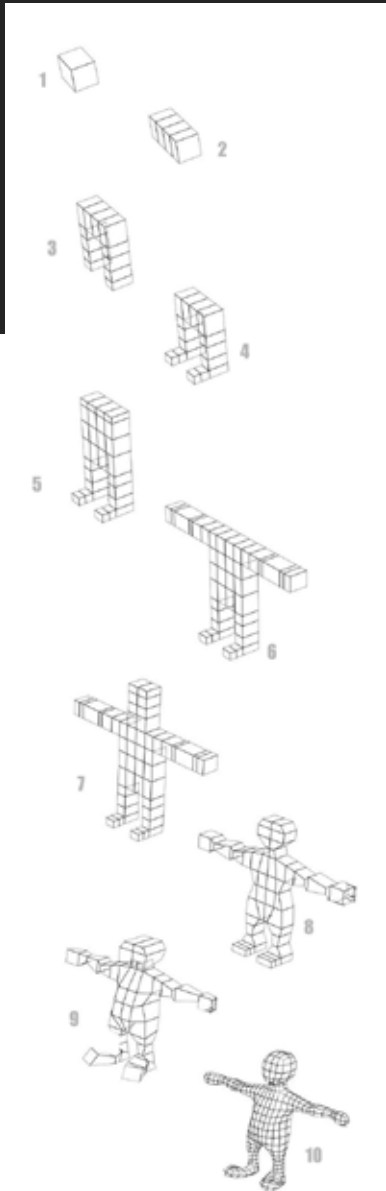
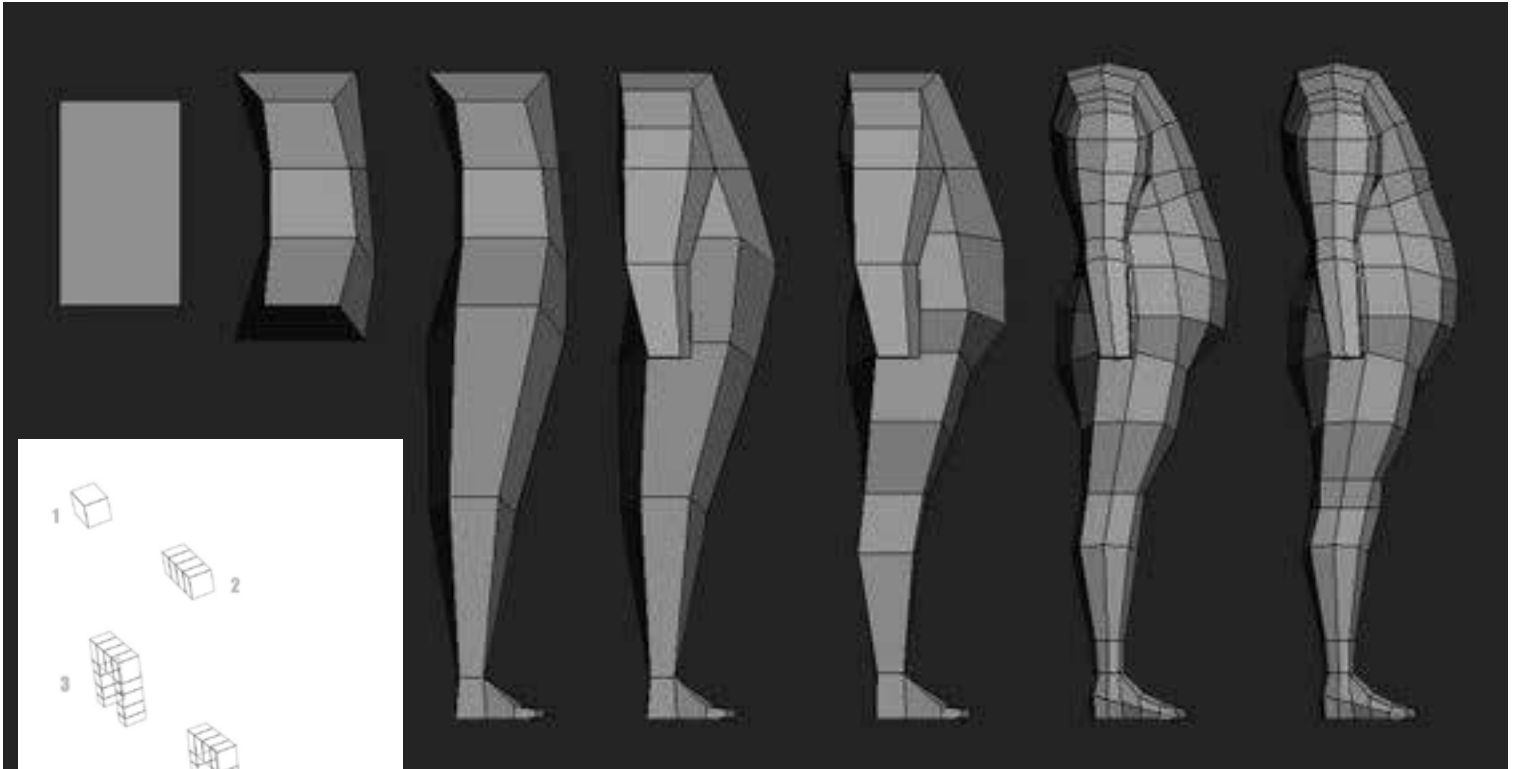
Continue clicking sides of the cube to make a more complex shape.

Try the "Bevel" tool. This tool with extrude and resize the face of the polygon.

Experiment with the other tools on the panel.

Use the "Move" tool to move the vertices, Edges & Polygons to sculpt your design.

EXAMPLES



Hi Poly Box Modeling in Sculpttris

