



3D DIGITAL SCULPTING BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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All published prices and syllabi are subject to change without prior notice. In such circumstances where we have to cancel you will be given as much notice as possible and either a free transfer to another course date or a full refund of fees paid. Bookings may be made by online or email or phone. Phone bookings must be confirmed in writing upon request. Please quote purchase order numbers where applicable. Student cancellation must be made in writing and received by Orange VFX Training and may attract additional charges School by the due date. If you do not attend a course, and you have not previously informed us in writing, the full course fee remains payable.

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Our mission is to provide a practical and affordable training experience that meets each student's interests, abilities and needs within a robust curricular framework while inspiring creativity.

Welcome to Orange VFX Training School

Dear Prospective Student,

Thank you for showing interest or applying for our training courses on: 3D Animation Jumpstart, 3D Character Design, 3D Character Acting, Motion Graphics, Video Editing, Broadcast Design, Cinematography and 3D Digital Sculpting.

You have made the right choice. Orange is Nigeria's leading provider of 3D animation, motion graphics, training and visual effects services. As our student you will enjoy the benefits of learning from seasoned professionals with lots of experience. We employ a practical hands-on approach to learning.

We strive to promote and support student development and organizational effectiveness by providing high-quality educational training. Our courses are practical and designed to meet individual, group or departmental, and institutional needs and objectives. We work hard to enhance individual learning and development as the means for creating a better workplace environment and for building a stronger industry in West Africa.

Once again thank you for choosing Orange. We hope you have an awesome learning experience.

Best regards,

Richard EO

Richard Oboh
Creative Director/Corporate Head



ABOUT

3D DIGITAL SCULPTING

In this 6 weeks Digital Sculpting course, you will learn 3D/2.5D modeling, texturing and painting. Zbrush uses a proprietary "pixol" technology which stores lighting, color, material, and depth information for all objects on the screen. The main difference between ZBrush and more traditional modeling packages is that it is more akin to sculpting.

This short Zbrush course is hands-on, instructor-led and classroom based. Few practical Zbrush 3D based projects at the end of the course will ensure that you can apply Zbrush on your 3D and animation projects.

Who is this course for?

This course is for you if you would like to take full advantage of the best software for all things in 3D and sculpting.

Duration

6 weeks

Price

N200,000

Days

Mondays to Fridays

Time

Morning(9am-11am, 11am-1pm)
Afternoon (1pm-3pm, 3pm-5pm)
Evening (5pm-7pm)

Study Mode

Full Time

Software

Zbrush



System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.



Windows® 8, Windows® 7, Vista or XP
32-bit/64-bit Intel or AMD multi-core processor
2 GB of RAM minimum (8 GB recommended)
16 GB of free disk space for installation
Qualified hardware-accelerated OpenGL® graphics card
3-button mouse

Other Requirements

Basic knowledge of Windows or Mac OS.

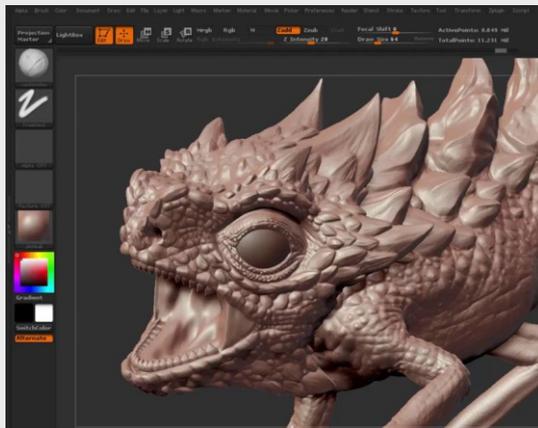
Will I get a certificate at the end of my training?

Students will qualify for a certificate of training only if they pass the assessment exam at the end of the training course. Final score is based on attendance (10%), tests (30%) and a final examination (60%) based on the standard grading system.

Course Outline

Cinema 4d is fast, intuitive and delivers dazzling imagery. This course is suitable for people in any industry looking to add 3D to their workflow. This course is aimed at people who are looking to add 3D to their portfolio of skills and also those who are interested in 3D motion design.

By the end of the course you'll be able to create your own 3D designs and animation and be ready to take on real briefs from clients.



01

MAIN CONCEPTS

- 2D and 3D
- The Pixel
- ZTools and Edit mode
- The Canvas Document
- Saving Your Work
- Lightbox
- ZBrush Projects
- 2D and 3D navigation
- Create concepts in 2D

02

2D ILLUSTRATION

- 2.5D Basics
- The Gyro
- Illustration Techniques
- Bamboo Scene Tutorial
- QuickSketch

03

3D MODELING

- Modeling Basics
 - Reference Images
 - Sculpting
 - Hard Surface
 - Painting Your Model
 - FiberMesh™
 - MicroMesh
 - NanoMesh
 - Array Mesh
 - Posing Your Model
 - Topology
 - Exporting Your Model
 - Undo History
-

Course Outline

04

MATERIALS, LIGHTS & RENDERING

- Materials
 - Lights
 - Background
 - Posterization
 - Rendering
-

05

ZBRUSH & OTHER PROGRAMS

- GoZ
 - ZAppLink
 - Maya file format
-

06

MOVIES

- TimeLine
 - Undo History Movies
-

07

ZBRUSH PLUGINS

- Decimation Master
 - Maya Blend Shapes
 - Multi Map Exporter
 - 3D Print Exporter
 - SubTool Master
 - Transpose Master
 - UV Master
 - Image Plane
 - PaintStop
 - Adjust Plugin
 - ZAppLink
 - FBX ExportImport
-

08

CUSTOMIZING ZBRUSH

- Hotkeys
- Navigation
- Macros
- User Content
- Scratch disk location
- Interface Operation
- Interface Layout
- Zscripting

Course Outline

09

KEYBOARD SHORTCUTS

- Shortcuts by Category
- Shortcuts by Palette
- Default Hotkeys file

10

FINAL EXAM, STUDENT ASSESSMENT AND GRADUATION

- Final Project
- Recapitulation & questions

Sample Student Work



Human Torso

When I started thinking about digital sculpting, I wanted to find a respected program that balanced creative ideas with practical skills. Learning here has helped launched my career!

Ebere, Zbrush graduate 2016

Brush Tools



Their ability to teach in a group of varying skills is great to see. The direct approach showed their strengths in adapting teaching to people from different art backgrounds

Molake, Zbrush graduate 2016



Zsphere armature

I had been struggling to grasp the fundamentals of Zbrush for years. All the questions I had I didn't even have to ask. Orange made it simple to understand and has given me the confidence now to delve deeper into the software!

Musa, Zbrush graduate 2016



irePointe: 1.889 Hd
alPointe: 2.152 Hd



LET'S START YOUR DREAM

CONTACT

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