



Learn Squared – Organic Sculpting with Arsen Asyrankulov

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Lesson Information

It's not just food that needs to be organic, but your sculpts could be organic too! Jama will share how to create creatures by using voxel as well as surfaces in the 3D coat. Learn ways to create characters in 3D such as the use of curves, stencils, and much more.

Homework

Assignment

Place the scene in the environment you like, design and organic shape using 3D-Coat.

Lesson 1

3-D, 2D Techniques and more

Deciding on which dimension to work with isn't an easy decision. In the beginning, Jama will walk you through the benefits and drawbacks of working in 2D instead of. 3D, as well as the benefits of combining them. We will then take you on an overview of 3D-Coat which includes how it works and the software Jama utilizes to create sketch concepts.

Lesson 2

Hardsurface for sculpting

The first step is typically the most difficult. In this article, Jama will teach you how to create different objects using voxels within 3D-Coat. You will be taught the various techniques and tools necessary to create objects such as vehicles, props, as well as environments.

Lesson 3

advanced Hard surfaces

In this course, Jama will demonstrate how to sketch concepts in 3D-Coat by using various tools for array and hard surfaces.

Lesson 4

Organic Sculpting

It's not just food that needs to be organic, but your sculptures could be organic too! Jama will show how to create creatures by using voxel as well as Surface modes within 3D-Coat. Learn ways to create the character in 3D such as the use of curves, stencils, and much more.

Lesson 5

Textures and Smart Materials Textures

The right textures can add life and vibrancy to your models. Learn Jama's method of creating an image for texturing along with an overview on the use of smart materials. Learn about different techniques for texture painting as well as everything you have to know about making custom materials.

Lesson 6



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Tutorial

The design of the shot

Utilizing 3D, Jama will explain the basic principles of cinematography and shooting design. In this course, you'll learn how to create an entire scene with all the objects you've created in 3D-Coat. You'll also learn how to prepare a final rendering using Keyshot 5 and Marmoset. Keyshot 5 and Marmoset

Lesson 7

Advanced Keyshot Techniques

In the final phase in your 3D process, Jama will show you how to create production-ready render passes and settings. By using texture projection workflows you'll be taught how to create unique designs for characters as well as environments.

Lesson 8

Final Composite using Photoshop

Rejoice in your triumphant return to 2D! In this last tutorial, Jama will teach you the best ways to combine paint over, composite, and add extra effects and special effects 3D renders with Photoshop. We'll wrap up by reviewing all of the techniques and content you've learned and will use in the future.



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