Creation of Characters From 2D to 3D By Matias Zadicoff
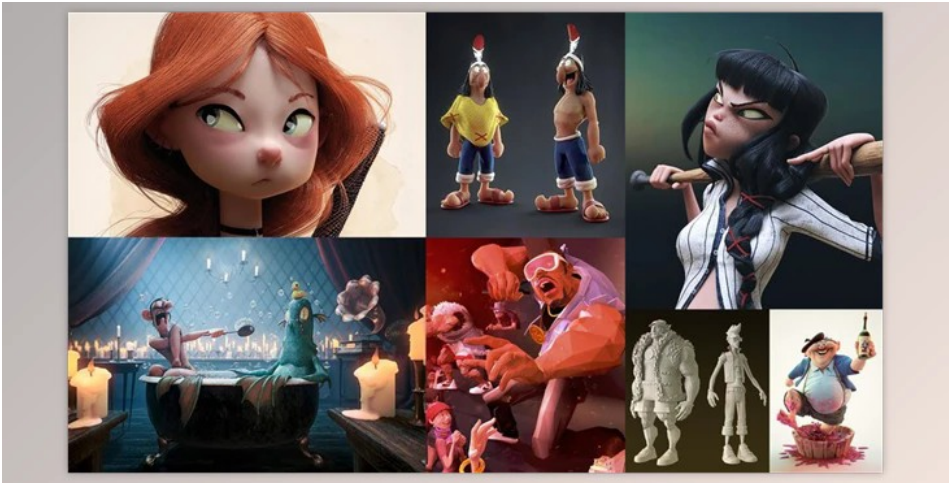
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Learn the techniques needed to create, texture, render and print 3D characters using Substance Painter, V-Ray, and ZBrush

Matias Zadicoff has been dedicating himself to design modeling, modeling, and 3D character animation for more than two decades. His keen observation of every character's characteristics--facial features and gait, body language -- has brought him into collaboration with clients such as Marvel and Disney and his work is also able to be featured in video games, commercials, and VR apps.

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In this class, you'll learn the methods to transform an sketch into the form of a 3D character. Whatever your design style Matias will guide you through steps of creating an individual character, beginning with the initial sketches and ending with 3D printing and rendering using Substance Painter, V-Ray, or KeyShot as well as ZBrush.

Learn more about the teacher Matias and learn more about his work as well as the artists who have inspired him.

Begin by selecting the character you want to transform into the 3D model. You can then look up examples that share the same style to aid you in the final design. Matias shows you the different configurations that he employs in ZBrush and some tips for an easier and faster workflow.

Then, he teaches you how to model the first volume beginning by modeling the head, then going on to shape the body with blocking.

Take a close look at topology as well as your character's posture. Learn how to make realistic facial expressions in order to communicate different emotions. The next step is to start working on Substance Painter where you can make materials and textures.

After you're satisfied with the design, Matias will show you how to make a quick render using KeyShot and an even more professional render using V-Ray.

Get your model ready for 3D printing.

What is the course's goal?

Create, model, and render an illustration to be printed in 3D.

Who does it serve?

Illustrators, designers, animators, and anyone who is interested in learning how to create 3D characters from drawings.

What do you need

A basic drawing skill and a basic understanding of human anatomy can assist you in getting more from your course but are not by any means required.

For the materials, you'll require tablets and a mid-priced PC with ZBrush, Substance Painter, and KeyShot or V-Ray installed.

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