**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA102- Digital Sculpting C-1, P-4, Cr-3**

**Course Description:**

This course introduces digital sculpting techniques for creating characters. Emphasis is placed on human anatomy as well as stylized character design. In addition to digital sculpture, this course investigates approaches to the creation of 2D art for anatomy and character design. Students develop the knowledge and technical skills necessary to translate 2D concept art into 3D digital sculpture.

**Course Objectives:**

Upon successful completion of this course, the student will be able to:

* Create artwork influenced by gathered references and creative process
* Create proportional drawings that accurately represent multiple views of a single object
* Use additive and subtractive digital sculpting methods
* Translate 2D drawings into 3D digital sculpture
* Use simplified geometry as a foundation for complex organic sculpted form
* Create stylized characters that reference human anatomy

**Major Topics:**

* Artistic human anatomy
* Creative process for character design
* Digital drawing
* Turnaround drawings
* Digital sculpting

Reviewed July 2024