**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA203- Character Creation C-1, P-4, Cr-3**

**Prerequisites:** GA103 Digital Sculpting, GA104 Modeling 1

**Course Description:**

This course introduces modeling and character setup for 3D characters. Various modeling and character setup techniques will be used to prepare animation production-ready characters. Emphasis is placed on constructing characters that include proper mesh topology, UVs, textures, and rigging.

**Course Objectives:**

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

* Demonstrate appropriate topology for characters
* Retopologize a high poly model
* Produce a character mesh ready for animation production
* Determine proper joint placement for good deformation
* Bind a character mesh to a skeleton and adjust skin weights for good deformation
* Create appropriate UV layout and textures for characters

**Major Topics:**

* Topology for characters
* Polygon Mesh Retopology
* Unwrapping and laying out UVs for characters
* Character rig setup
* Skin weighting
* Texture development for characters

Reviewed July 2024