



DT5000 Digital Sculpting

Eligibility: ADM

Bryan Ngui (Part-Time Faculty)

G01 (63317): Wednesdays, 1930 to 2220 at ART-B1-5F



Student Assignment: **Ronald Fong - Piggy**



Student Assignment: **Ceraph Chan**

Course Aims

This introductory level course will familiarise you with a range of digital modelling and sculpting techniques which you will be able to employ for animation, special effects, cinema and digital gaming. The processes learned in this course are essential for character and asset creation for a wide range of more advanced courses in media art.

Content

This course is a practical course that focuses on learning techniques and processes to create digital 3d models. A wide range of mechanical and organic shapes will be developed, using a variety of techniques and level of detail. Surface colouring and lighting will be examined, as well as other surface attributes such as reflectivity, shininess, dullness, glow, wetness, as well as some discussion into complex surface textures such as hair.

To find out more, please contact: ADM_Undergrad@ntu.edu.sg