

Glasgow School of Art Course Specification
Course Title: Digital Sculpting with ZBrush

Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the 2024-2025 Academic Year.

Course Code:	HECOS Code:	Academic Session:
PELC253		2024-25

1. Course Title:
Digital Sculpting with ZBrush

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2024	School of Innovation and Technology	This course is available to students on PGT programmes which include a Stage 2 elective.

5. Credits:	6. SCQF Level:	7. Course Leader:
20	11	Danny Buksh

8. Associated Programmes:
This course is available to students on PGT programmes which include a Stage 2 elective.

9. When Taught:
Semester 2, Taught online only

10. Course Aims:
<p>The overarching aims of the cross-school electives are to:</p> <ul style="list-style-type: none"> • Encourage interdisciplinary, critical reflexivity from within an open set of choices; • Foster deep investigative approaches to new or unfamiliar areas of practice and theory; • Cultivate self-directed leadership and initiative-taking in both applied and abstract modes of practice/ study not necessarily associated with a student's particular creative specialism; • Enable flexible, ethical exploration and connection of diverse knowledge and understanding within a specialist programme of study. <p>The practice-based and skill focussed course provides a thorough and intensive introduction to digital 3D sculpting, allowing students to obtain a high-level of proficiency in this technically challenge discipline. Students will work with a range of techniques and practices through which a digital sculpture can be produced and distributed. The main focus of the course is on:</p> <ul style="list-style-type: none"> • Introducing students to fundamental principles of Digital Sculpting. • Reviewing hardware, tools, practices and techniques related to Digital Sculpting production. • Providing students with experience relevant to commercial and creative applications of

- digital sculpting, enabling the creation of detailed digital sculptures according to the students own interests and aspirations.

11. Intended Learning Outcomes of Course:

On successful completion of the course the student will be able to:

1. Apply knowledge skills and understanding using a range of the principal professional skills, techniques and practices that are informed by forefront developments in digital sculpting
2. Demonstrate and work with a critical understanding of the principal theories, concepts and principles of digital sculpture
3. Plan and execute a digital sculpting project through to the preparation of a digital sculpture
4. Use a range of specialised computer-based digital sculpting techniques, informed by forefront developments

12. Indicative Content:

This course is for students who already have an interest in digital sculpting and/or 3D modelling applications. Students will develop knowledge and expertise on a range of principles, techniques and methods for effective digital sculpting and 3D modelling

The course will cover the following, indicative topics:

- Digital requirements for the production of digital sculpting (hardware, software, files, formats)
- Understanding digital images
- Transferring sculpting methods to 3D digital productions
- Digital sculpting tools (i.e. sculpting brushes, strokes, masks, reference planes etc.)
- Digital sculpting software (e.g. ZBrush, MudBox, Sculpttris)
- Digital production pipeline
- 3D Layering
- Rendering and lighting for digital distribution
- Introduction to post-processing and digital display

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Individual Journal	Review of written critical reflection	30	Week 11, Stage 2
Individual Assignment	3D Digital Sculpture model and 2D renders	70	Week 11, Stage 2

13.1 Please describe the Summative Assessment arrangements:

For this course, students must submit two components:

- Coursework 1 weighting: 30% (assessing LO1 and LO4)
A 1000 word critical reflection on the project, its production pipeline, techniques and methods
- Coursework 2 weighting: 70% (assessing LO1-4)

A highly detailed, complex, textured and well rendered digital sculpture ready for digital distribution and display

Students will be given a range of choices and options for subjects, to allow them to situate the projects within their own disciplines and domains.

Coursework: 100%

14. Description of Formative Assessment Methods:

Engagement with formative assessment is a mandatory requirement. Individual and cohort feedback is available during online tutorials in order to provide formative assessment. Individual written work can be formatively reviewed by submission of draft text or work in progress. Specific sessions are schedule for assessing student work progress at key stages of the course (Week 2 and 7).

14.1 Please describe the Formative Assessment arrangements:

Formative feedback will be provided regularly at tutorials. All students will have at least one formative assessment peer review on week 5 of the course.

15. Learning and Teaching Methods:

Formal Contact Hours	Notional Learning Hours
20	200

15.1 Description of Teaching and Learning Methods:

Timetable: Course is offered over 10 weeks, 2 hours a week. Delivered on Wednesdays or Fridays.

16. Pre-requisites:

Successful completion of Semester 1

17. Can this course be taken by Exchange/Study Abroad students?	Yes
18. Are all the students on the course taught wholly by distance learning?	Yes
19. Does this course represent a work placement or a year of study abroad?	No
20. Is this course collaborative with any other institutions?	No
20.1 If yes, then please enter the names of the other teaching institutions:	
N/A	

21. Additional Relevant Information:

3D computer graphics are an inherently visual medium, involving working with visual display units. As such, this course may not be suitable for some visually impaired students. Students for whom this is a concern may contact the course tutor for further discussion.

22. Indicative Bibliography:

1. 3DTotal Publishing. , 2015. Anatomy for 3D artists - 3dtotal Publishing - ISBN-10: 1909414247
2. Kelle, E., 2012. Introducing ZBrush (Serious Skills). -Sybex; 3rd Revised ed. edition - ISBN- 10: 1118244826

3. Johnston, O., Thomas, F., 1997. *The Illusion of Life: Disney Animation*. Hyperion; 1st Hyperion Ed edition. ISBN-10: 0786860707
4. Spencer, S., 2010. *ZBrush Digital Sculpting: Human Anatomy*. Sybex; Pap/DVD edition. ISBN-10: 0470450266
5. Linda.com, 2017. Available at: <<https://www.lynda.com>> [Accessed 8 March 2017]