

## DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Digital Studies 3.
Name of the subject in English:	Digital Studies III.
Credit value of the subject:	5
The code of the subject in the electronic study system:	BN-DGSTU3-05-GY
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Practical, class per week: 4, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	[Digital Studies II. (fulfillment)]

### THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

During the semester, the digital design related knowledge will be further expanded and developed. Students will learn about the recommended workflow and designing principles used in specialized animation and modeling software. They will understand the logic of different digital designing pipelines, and will be able to connect them with other stages of animation related creative processes.

### SUMMARY OF THE CONTENT OF THE SUBJECT

#### Module A:

By accomplishing the course, the student will be able to independently work within a virtual sculpting environment. Will be able to set up the draft volumes and proportions according to a previously defined concept and may use subdivision surface modeling to achieve the desired level of details. In addition to organic sculpting may use geometric primitives in combination for building a base for sculpting non-organic or hard surface objects. As part of the workflow, material properties and appearance, including colors are managed by the students as well, just as the layout for the final image-based presentation and documented files.

#### Module B:

During the course, students will learn how to use Moho for the purpose of designing animatable 2D vector based objects, characters and backgrounds in the software. By completing the course, students will be equipped with the software skills of creating their own designed characters and backgrounds. They will also learn how to rig a functioning bone structure for the body and the face of cartoon characters for the purpose of animating movements and lip-syncing in Moho.

### STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

#### Module A:

Students will learn theory and use it in practice right away. By observing prepared files they are exploring design thinking in digital sculpting. Once initial features are practiced, we shift focus on individual projects and develop a concept for digital sculpting, using ZBrush and graphics tablets.

#### Module B:

During the 7 sessions, students will be assigned relevant weekly tasks for practicing each session's topic apart from the final project. From the 8th session, the focus of the class will

be solely shifted into putting the student's knowledge of the software to practice by creating their own designed characters in Moho and applying the complete combination of the skills they learned in each session in one whole project.

### **EVALUATION OF THE SUBJECT:**

Conditions for completing the course, assessment criteria:

- Regular attendance in class and the completion of extra-curricular activities are a prerequisite for receiving a grade.
- A presentation of the 3D sculpted figure concept is required for grading.
- A presentation of the rigged vector based figure, including background.

Criteria for grading:

- class activity, attendance, consultation
- thoughtfulness, quality, validity of the work produced, plans
- independent work
- content, documentation and quality of the presentation
- timely completion of assignments

Evaluation, rating:

Excellent (5): 91-100%

Good (4): 76-90%

Satisfactory (3): 61-75%

Pass (2): 51-65%

Fail (1): 0-50%

Components of the semester grade mark:

Professional, practical knowledge (30%)

- Use of tools
- Use of software
- Workflow planning

Theoretical knowledge (15%)

- Problem raising
- Conclusions

Creative skills (30%)

- Individual creativity
- Attention to details
- Commitment

Soft skills (25%)

- Cooperation
- Contributing skills
- Flexibility
- Communication
- Presentation
- Self-assessment

The assessment will be based on the work completed and the documentation and oral presentation of the work at the mid-term exam. The student receives a grade and an oral assessment, with self-reflection practices during the semester.

### **OBLIGATORY READING LIST:**

- 3D Total: Beginner's Guide to ZBrush, 3DTotal Publishing, December 26, 2017, <https://store.3dtotal.com/products/beginners-guide-to-zbrush>
- Chris Legaspi: Anatomy for 3D Artists: The Essential Guide for CG Professionals, 3DTotal Publishing, 2015, <https://www.3dtotalpublishing.com/2015/11/anatomy-for-3d-artists/>



- Scott Spencer: ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games, Sybex, 2012, <https://www.wiley.com/en-gb/ZBrush+Creature+Design%3A+Creating+Dynamic+Concept+Imagery+for+Film+and+Games-p-9781118236260>