

Advanced Creature Sculpting



School: SoCal ROC
Course ID: 638
Availability: Call 310-224-4200

Short Description

Course prepares the student for employment in the film and video game industries

Description

The course continues where the beginning class leaves off. Students will sculpt a larger character (approximately 18 inches) using a disassembling armature. Greater detail to accurate anatomical structure is stressed. Film and video studios hire sculptors for this task. Larger studios hire full time staff and smaller studios hire freelance talent. Sculptors are also employed by toy manufacturers and industry. Most animation schools require samples of creature/character sculpture as portfolio requirements. Coursework includes the study of vertebrate anatomy, character design skills, complex armature construction, and modeling techniques.

Prerequisites

Students must pass the Creature Sculpting for Games and Films course or have similar experience.

On the Job Training

No

UC Credit

UC/CSU Approved "f" requirement

Course Locations

SoCal ROC

Address: 2300 Crenshaw Blvd., Torrance, CA 90501 U.S.

Phone: 310-224-4200