



# SYLLABUS

## **COURSE LEARNING OUTCOMES:**

Students will be able to:

- Navigate the ZBrush interface to create high-end models and details.
- Create polygonal and subdivisional modeling, and workflow between Maya and ZBrush.
- Create material using Zbrush's intuitive texture painting.
- Develop a portfolio of exercises that demonstrate their understanding of polygon weight, and both realistic and artistic textures. (Technological Literacy, Critical Thinking, Creative Expression)

## **GRADING STANDARD:**

<u>Grades</u>		<u>Grade Points</u>
A	Excellent	4
A-	A-	3.67
B+	B+	3.33
B	Good	3
B-	B-	2.67
C+	C+	2.33
C	Satisfactory	2.0
P	Satisfactory or better	2.0
D	Marginal	1.0
F	Failing	0
AUD	AUDIT	
W	Withdrawal	

Please see the individual Instructor Addendum for grading guidelines.

## **Grading Requirements for DIGM 126: Digital Modeling ZBrush**

Course grading is based upon:

### **Critiques/Assignments/Skills                      65% of grade:**

- Successfully completing all assignments
- Assignments ready for participation in class critiques  
(Grade will be lowered for not participating in scheduled critiques)
- Attitude and willingness to experiment
- Aesthetics/Quality of work
- Evaluation of Core Competency skills
- Final Project: 3D Models

### **Software Proficiency                                      25% of grade**

- being able to demonstrate a proficiency with the ZBrush software

### **Attendance    10% of grade**

- being prepared and attending all classes
- Attendance Policy: One absence will be excused, however each additional unexcused absence will adversely affect your grade in this course.

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## COURSE CONTENT:

### Unit I: ZBrush basics, navigating the interface

- Students will identify the components in the ZBrush interface.
- Students will be able to explain the projects file structure and create a new project.
- Students will become familiar with the Wacom tablet as used in 3D modeling.
- Students will demonstrate how to change the layout and the interface to improve modeling maneuverability.

Students should refer to the weekly handout for the reading assignment and homework.

### Unit II: Working With ZSpheres

- Students will use ZBrush's inherent primitive, the ZSphere to begin their understanding of high-end subdivision surface modeling.
- Students will familiarize themselves with ZBrush sculpting.
- Students will gain an understanding of different ZBrush tools and brushes.

Students should refer to the weekly handout for the reading assignment and homework.

### Unit III: Workflow into and out of ZBrush

- Students will learn how to import and export files from other 3D packages for detailing in ZBrush.
- Students will complete a series of exercises to complete their understanding of ZBrush's edit mode – masking capabilities, and adding and subtracting to create more detailed models.
- Students will gain an understanding of bump maps, displacement maps, luminance maps in order to work more easily between Maya and ZBrush.

Students should refer to the weekly handout for the reading assignment and homework.

### Unit IV: Texture Painting

- Students will gain an understanding of UV layout and tiles in 3D space.
- Students will create new textures for painting their existing models.
- Students will utilize Projection Master to work with detail brushes and alpha brushes for highly detailed texture painting.
- Students will complete a series of exercise to help them differentiate between realistic texture painting and painting for cartoon-style animation.
- Students will learn to how to export textures for use in Maya and other 3D packages.

Students should refer to the weekly handout for the reading assignment and homework.

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## **Department Policies:**

### **Art Department Policies**

#### **Attendance Policy:**

Students may receive a failing grade in Art Department courses after three absences.

#### **Lateness Policy:**

Students will not miss more than 15 minutes of a class. This includes arriving late to a class or leaving class early. If a student misses more than 15 minutes of a class he/she will be considered absent.

#### **Grading Policy for Art Department Programs:**

A student enrolled in an Art Program must maintain a grade of C or better for all courses required in that program. If a student receives a D grade in a required course within a program, that course must be repeated.

## **College Policies:**

As an academic institution, Brookdale facilitates the free exchange of ideas, upholds the virtues of civil discourse, and honors diverse perspectives informed by credible sources. Our College values all students and strives for inclusion and safety regardless of a student's disability, age, sex, gender identity, sexual orientation, race, ethnicity, country of origin, immigration status, religious affiliation, political orientation, socioeconomic standing, and

veteran status. For additional information, support services, and engagement opportunities, please visit [www.brookdalecc.edu/support](http://www.brookdalecc.edu/support).

For information regarding:

- Academic Integrity Code
- Student Conduct Code
- Student Grade Appeal Process

Please refer to the [student handbook](#) and [catalog](#).

## **Notification for Students with Disabilities:**

Brookdale Community College offers reasonable accommodations and/or services to persons with disabilities. Students with disabilities who wish to self-identify must contact the Accessibility Services Office at 732-224-2730 (voice) or 732-842-4211 (TTY) to provide appropriate documentation of the disability and request specific accommodations or services. If a student qualifies, reasonable accommodations and/or services, which are appropriate for the college level and are recommended in the documentation, can be approved.

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## **Mental Health:**

24/7/365 Resources:

- Monmouth Medical Center Psychiatric Emergency Services at **(732) 923-6999**
- 2nd Floor Youth Helpline – Available to talk with you about any problem, distress, or hardship you are experiencing. Call or text at **888-222-2228** or visit the website at <https://www.2ndfloor.org/>

Faculty Counselors:

- Students who need to make an appointment with a faculty counselor can do so by calling 732-224-1822 (non-emergency line) during business hours. Faculty counselors are licensed mental health professionals who can assist students and refer them to other mental health resources.

## **Diversity Statement:**

Brookdale Community College fosters an environment of inclusion and belonging. We promote a safe and open culture, encourage dialogue respecting diverse perspectives informed by credible sources, and uphold the virtues of civil discourse. We celebrate all identities with the understanding that ultimately, diversity, equity, and inclusion cultivate belonging and make us a stronger Brookdale community.

*\*The syllabus is intended to give student guidance in what may be covered during the semester and will be followed as closely as possible. However, the faculty member reserves the right to modify, supplement, and make changes as the need arise.*