

Here's your 5-week syllabus for the BSTech 3D program, formatted cleanly and professionally. It also includes prerequisites and assignments for clear structure.

BSTech – 5-Week 3D Character Creation Intensive

Prerequisites

Basic working knowledge of:

Autodesk Maya

ZBrush

Mari

Xgen

Arnold

Week-by-Week Breakdown

Week 1: Introduction & Base Modeling (FOX Character Project)

Overview:

Quick recap & brush-up on:

Maya interface and modeling tools

ZBrush sculpting essentials

Mari overview for texturing

Arnold lighting intro

Xgen basics

Main Focus: Modeling (Part 1)

Assignment: "FOX Character"

Collect fox animal references (poses, fur, textures, environment)

Study fox anatomy and muscles

Create base mesh in Maya

Sculpt details and refine form in ZBrush

 **Week 2: Modeling Finalization & Texturing**

Focus: Modeling (Part 2) + Basic Texturing

Retopology of sculpted mesh in Maya

UV unwrapping and layout optimization

Texture baking and initial texturing in Mari / Maya

 **Week 3: Hair & Fur – Xgen Module**

Focus: Hair Grooming with Xgen

Xgen core principles and grooming types

Advanced grooming techniques

Applying Xgen to fox model (fur layering, direction, density)

Groom optimization for render

 **Week 4: (Optional catch-up week or deeper grooming refinement)**

You can use this week to reinforce grooming or move to lighting if students are on schedule.

Week 5: Lighting, Rendering & Presentation

Focus: Final Output & Portfolio Assembly

Arnold lighting setup for character rendering

Lighting techniques specific for fur (Xgen + Arnold compatibility)

Render passes: Ambient Occlusion, Wireframe, Beauty

Final image composition in Photoshop/Nuke

Demo Reel Presentation techniques (camera, turntable, breakdowns)

Deliverables by Course End

Fully groomed and textured FOX character

High-quality render outputs

Breakdown sheet

Turntable video (optional)

Demo reel / Portfolio project