

## 2D3D Organic Sculpting and Creature Design By Ehsan Bigloo (Advanced)

Highly recommend:

The Brainstorm School Course guide, (Strong knowledge in art foundation is MUST): perspective, drawing, form Design/Language, figure drawing, human/animal anatomy  
Knowledge- fluent of 2D packages: Photoshop, painter, procreate is Must!  
Familiar-Upper Intermediate with 3D packages: ZBrush is Must!

### WK1

Welcome/ Introduction

Recommendations/Materials/Film/Videogames etc

How to study gather references, mood boards, what is organic forms 2D to 3D and reverse!

History of Creature/Character/Monster effects in entertainment Industry

### HW-1:

1. 3 Pages Direct Study from Human/Animals/Nature: Plants/rocks/tress/deep sea/shells

mushrooms: Organic forms

2. 2 Page drawing Only Insects.

### HW-2:

1 Page direct studies 10 different animal Skulls! (Apes, Canine, Horse, Feline, Horned, turtle, Birds,...)

1 Page 5 direct studies from full Skeletons: Horse, Canine, Feline, Human, Bat

1 Page Muscle up a Horse (side view), Human Front and Back

1 Page 3 different Odd-Organic form-drawings from Nature(Tree, Rock formation, ocean waves, clouds, microphotography)

Turn one Form to your creature -All 2D.

### WK3

Homework Critiques

Study & Sketch & Sculpt Demo

Open and Close:Reveal

### HW-3:

1 Ref Board (related to Creature)

2. ZBrush Students: "3" Different insectoid busts No color!

3. 2D: "2" Different Busts (chest up: neck and head)  $\frac{3}{4}$  front view front and side view

### WK5

Homework Critiques

Study & Sketch & Sculpt Demo

### HW-5:

**Sci-fi or sci-fi horror- sci-fi space opera, post-apocalyptic, alien invasion,**

1. Gather refs and Have one reference board-like the Relevant to Genre:

2. 1 Page (2D Sketches-at least 10), doodling and sketching your ideas for design you are about to do in ZB 1

3. 2 ZBrush Creature Design Busts Based on the genre,

For 2D Students: pick one of your doodles and finish it (No color) - 3/4 Front, Front and Side views must be drawn

### WK6

Homework Critiques

Study & Sketch & Sculpt Demo

### HW-6:

Horror- Supernatural- Full Body

1. Gather refs and Have one reference board-like the Relevant to Genre:

2. 1 Page (2D Sketches-at least 10), doodling and sketching your ideas for design you are about to do in ZB 1

3. 2 ZBrush Creature Design Full Body Based on the genre,

For 2D Students: pick one of your doodles and finish it (No color) - 3/4 Front, Front and Side views must be drawn

### WK7

Homework Critiques

Study & Sketch & Sculpt Demo

### HW-7:

Watch one Giant Monster film pick you favorite creature o your versions

Page refs of that Monster

1 page 7 sketch of the Monster

Pick one finish in 3D

### WK8

Homework Critiques

Study & Sketch & Sculpt Demo

### HW-8:

Pichk genre you like:

1. 1 Ref Board (for the creature)

2.1 Ref Board (environments that you can imagine you r creatures in)

3. 10 sketches .page 2D

4. Pick 1 creature from your sketches -Start developing your full body creature either in 2D or ZBrush

### WK9

Homework Critiques

Study & Sketch & Sculpt Demo

### HW-9:

. Continue working and developing your creature/Start the color!

### WK10

Warp! Conclusion, Industry Insights. Good Luck!