

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) ¾ 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!