

3D Modeling and Animation
Cptr.240 | Cptr.250 | Cptr.350

Fall 2020 | Southwestern College
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Assignment #5 "Portrait Bust"

Create a naturalistic portrait bust of someone. The choice of subject (the person you represent) is up to you, but you should make sure you have adequate photographic reference so as to be able to model the portrait from all sides; if desired, it is convenient to create a model of yourself. The model must be created in ZBrush (or ZBrush Core Mini), then imported into Blender.

CPTR250 students must also rig the model. CPTR350 students must rig the model using the Blender addon "Rigify" (use the full human model).

ZBrush is a very appropriate tool for creating details in our models. In this case, we will explore it in conjunction with Blender to do more than either can individually.

Roman portrait busts are considered by many to be the apogee or height of the art form itself; carved in marble, they represent naturalistic (realistic, specific) detail that resonates with us two millennia later.

