

Nancey Fang
Clemson University
Digital Production Arts MFA

Writing Sample

The first artwork that I will critique is my 3D sculpt of the character I designed. I have included this in my portfolio. I created this first by drawing concept sketches of what I wanted the character to look like. I went through several ideas and iterations before drawing the turnaround reference image. Then I sculpted a high poly of the character based on my turnaround sheet in the software Zbrush. I looked up reference images of the human body to get my anatomy right. Once I finished the body without clothes, I retopologized the model in the software TopoGun. I redid the topology to make the model look cleaner and easier to sculpt on or animate, if I decide to do so. I also unwrapped the UVs in Headus UVLayout which will make the textures look better. After that, I sculpted on top of it again and added the clothes and accessories to my character. Once I finished with all the props and clothes, I painted and posed my character in Zbrush.

Certain aspects I would change now on this work is how I retopologized it. I only retopologized the body without doing the clothes or accessories. That made posing the character more difficult than it should have been. Also, the texturing and details could have been better. The helmet is very smooth, and I believe it would have been better if I added some scratches or some kind of detail. The same thing can be said about the character's spoon. However, I believe the face and hair are my favorite parts of the piece. They are well made and matches my concept art and reference well.

This work challenged me because this was my first completed project with Zbrush. I had no prior experience with digital sculpting. There was a lot to learn and pick up throughout this process. Most of the software I used were not too intuitive. It was a valuable experience because I learned how to make a concept and bring it to life. Even though I never 3D sculpted before, I enjoyed working on this and it made me realize that this is something I am heavily considering doing for my career.