

# CHARACTER SCULPTING

Sasha Rogers/Sasha.Rogers@asu.edu

/ Vizproto- ART 494/598 / Digital Culture / Spring 2017

## Abstract

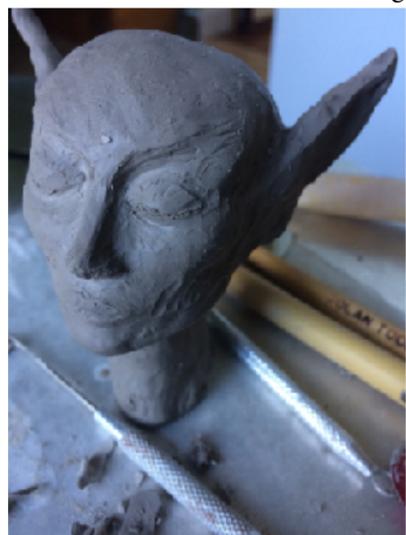
Using both traditional and digital methods a model was sculpted for future possible use as a character for games or to be animated. Both were created with fantasy worlds in mind. Blender for the digital model and self drying clay for the traditional. Future research will focus on the pros and cons of both methods and which would potentially yield the most pleasing results.

## Research Question

Is it more time productive to sculpt figures for games and or animations traditionally or digitally? Which produces the best results? Which was more satisfying?

## Precedents and Prior Research

- Disney animation, claymation.
- I viewed many digital sculpting videos and took inspiration from the people who create clay models for claymation
- I chose to do this project because I'm planning on a career in animation and/or game design.



## Process

To begin the project I started brainstorming possible character designs. Once I had a basic idea I began modeling the character from scratch in Blender using Dynamic Topology Sculpting. Then, using self drying clay, I modeled a similar character with traditional methods.

## Equipment that was used

A computer able to handle Blender, which is an open source 3D imaging software, and a three button mouse. If you already have a decent computer then this process is free.

Self drying clay (\$11), water, and clay sculpting tools (varying price about \$10-\$60 I already had mine). You need a space where you can be messy and access to a laser scanner or the ability to bring it to the digital world which may not be feasible.

## Results

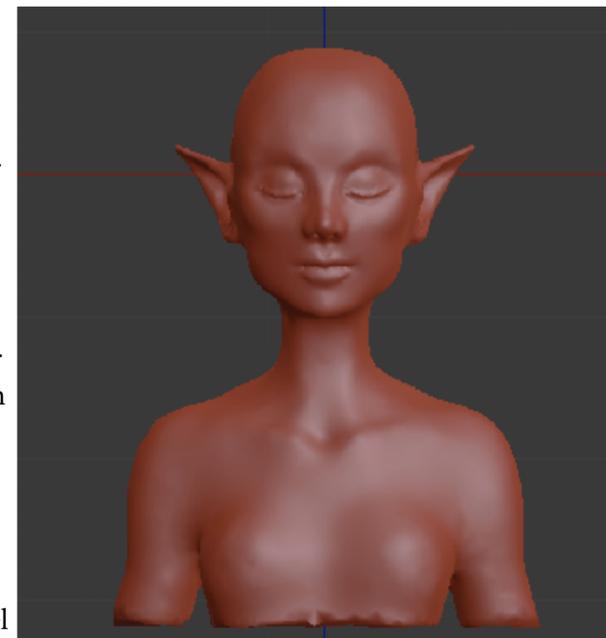
Both processes resulted in a finished model bust of a fantasy character. But I was unable to bring the clay model into the digital software.

## Conclusion

Both are great ways to model characters and both have their drawbacks. Digital modeling takes a very long time to learn and there is a disconnect because you can't actually touch your work. Since it is digital it's very easy to save and come back to, there's no cleanup necessary. You can easily save different versions without worrying about making a change you might not like. And since it's already in a digital platform there's no extra work to bring it there. Traditional modeling for me was easier because I have more experience, but it also is a skill that would take a long time to learn. You can touch your work and easily see flaws but the cleanup is a hassle and putting it away to work on later can be tricky. Once dried you would have to scan the model into a computer and deal with any problems that arise. The digital model took me about 12 hours (that's just sculpting time, not learning) while the traditional model took only 3. Because of time constraints I was unable to scan the clay model. I felt more satisfaction when I completed the clay model, it probably has to do with the fact that it seems more "real" since I can touch it. But because not everyone has access to a laser scanner, digital modeling would be better for the average person.

## What is Blender?

Blender is an open source 3D software package. It can be used for modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation.



## References

[WWW.BLENDER.ORG](http://WWW.BLENDER.ORG)

Cirila: Blender Sculpting Timelapse.

Dyntopo - Ismael Fuentes

Blender Sculpting Quick Start - Grant

Abbitt