

# Creature Sculpting for Games and Films



**School:** SoCal ROC

**Course ID:** 636

**Availability:** Call 310-224-4200

**Weight:** 0.00kg

**Dimensions:** 0.00cm x 0.00cm x 0.00cm

## Short Description

Course prepares the student for employment in the film and video game industries

## Description

Course prepares the student for employment in the film and video game industries. Typically, the development of a video game or film includes the sculpting of the major characters and creatures. Film and video studios hire sculptors for this task. Larger studios hire full-time staff and smaller studios hire freelance talent. Sculptors are also employed by toy manufacturers and industry. Most animation schools require samples of creature/character sculpture as portfolio requirements. Students will learn the fundamentals of sculpting characters and creatures. The coursework includes the study of vertebrate anatomy, character design skills, armature construction, and modeling techniques.

## Prerequisites

None

## On the Job Training

No

## UC Credit

UC/CSU Approved "f" requirement with completion of Creature Sculpting and Advanced Creature Sculpting

## **Course Locations**

**SoCal ROC**

**Address:** 2300 Crenshaw Blvd., Torrance, CA 90501 U.S.

**Phone:** 310-224-4200