



# 3D ARTS WITH FORGER



## Workshop Description

After exploring the theories and application of color as it relates to both print and screen, students will be introduced to the principles of three-dimensional computer graphics. Working in groups, students will use modeling and texturing techniques to animate a character, all while following a real-world production pipeline utilized by animation.

## Workshop Length

This workshop experience can be adjusted to accommodate **45 - 90 minute** class schedules.

## Learning Goals

At the close of this workshop, participants will be able to:

**Identify** core fundamentals of 3D modeling that **support** the production pipeline for video game, film and tv industries

**Create** a 3D model for a novel and tv show franchise using industry concepts by completing the following **3 Objectives**:

1. Use concept art to create the foundation of the character
2. Navigate Forger application to model the bust
3. Texture the bust by adding features and color

## Set-up & Preparation

All supplies, including iPads and white boards, will be provided by our facilitator for this presentation and we can present throughout the day to accommodate multiple classes. Teachers are also welcome to select a different workshop experience for each class.

## Helpful Links

<https://www.fullsail.edu/area-of-study/art-design> - Art & Design Programs

<https://hub.fullsail.edu/related-topics/art-and-design> - Informational content