Mentoring |
NPR LOOK DEVELOPMENT & CHARACTER SCULPT

TIME OF MENTORING

The NPR Lookdev Mentoring time will be 5 weeks and the Character Sculpt Mentoring time will be 7 weeks.

SOFTWARES

Maya , Blender & Zbrush

MENTOR

The mentor is Ruben Sotomayor Criado, with a background of more than 8 years working in the animation industry for companies such as Netflix, Blue Zoo, Line Animation among many other companies giving Mentorings on NPR and Sculpt for character look dev.

WHAT WILL YOU LEARN ?

The main objective of our mentoring is to adapt completely to your needs. In the case of COMPANIES you will receive support to the needs of the production and all the help required in the development and exploration of different NPR styles and tests with different character sculpts to create a report that will be of great help in Production design, Look dev, character design and 3D modeling. For INDIVIDUALS we focus completely on you and your progression. Our goal is not only to teach you the skills but to give you the guidelines that we have followed to enter the animation and teaching industry in an organic way. We firmly believe that it is not only about knowledge but also about learning how to move well in the networks, attitude and personal contacts of which we have many that can help you to follow your path in the right way to dedicate yourself to this.

CONTENT NPR LOOK DEV MENTORING

WEEK 1

* Introducction
* What's NPR ?
* Possibilities between Maya & Blender

WEEK 2

* Understanding NPR Shading with
  Nodes in Blender
* LINE ART SHADING
* OIL PAINTING SHADERS

WEEK 3

* NPR IN MAYA
* Learning a Maya NPR PLUG IN
* Composite alternatives with Maya and Nuke

WEEK 4

* Creating a Pipeline with Blender & Maya
* Creating a Project from Scratch 1
* Creating a Project from Scratch 2

WEEK 5

* Creating a Project from Scratch 3
* Creating a Project from Scratch 4
* Learn all the alternatives to get the
  most out of NPR and how to start
  becoming a professional artist.

CONTENT SCULPTING CHARACTERS MENTORING

WEEK 1

* Introducction to Zbrush
* Learning all the tools

WEEK 2

* Creating a creature bust

WEEK 3

* Creating all the body parts

WEEK 4

* Sculpting a symmetrical
  character

WEEK 5

* Discovering the art of
  sculpting any design

WEEK 6

* Sculpting Humans and Animals

WEEK 7

* Portfolio review
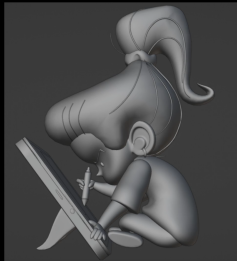 and future projection

KOROGI STUDIO

PRICE

Reservation Fee : 400 € (To be deducted from final price)

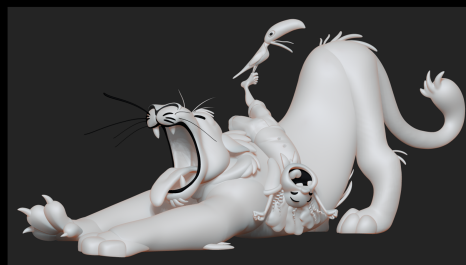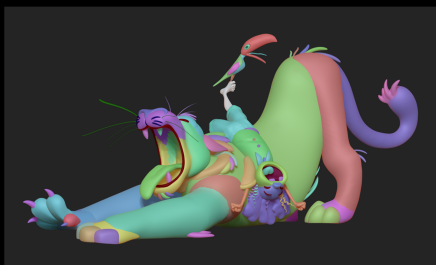### NPR LOOKDEV MENTORING
FOR COMPANIES : 1000 € / WEEK
FOR INDIVIDUALS : 1500 € / 5 WEEKS

DIGITAL SCULPTURE OF CHARACTERS
FOR COMPANIES : 800 € / WEEK
FOR INDIVIDUALS : 1500 € / 7 WEEKS

CHARACTER SCULPT + NPR LOOK DEV
FOR COMPANIES : 1000 € / WEEK
FOR INDIVIDUALS : 2500 € / 7 WEEKS

SINGLE MENTORING SESSIONS : 350 € / SESSION