

# DES303 Digital Sculpting: Creatures and Characters

**School:** School of Business and Creative Industries

2026 Semester 1

UniSC Sunshine Coast

**BLENDED  
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

**ONLINE**

You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to [unisc.edu.au](http://unisc.edu.au) for up to date information on the teaching sessions and campuses where this course is usually offered.

## 1. What is this course about?

### 1.1. Description

In this course, you will study the anatomy of real animals and people to invent plausible creatures and characters. You will then learn contemporary workflows to digitally sculpt those creatures and characters and prepare them for use in animation, games and visual effects production.

### 1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
<b>BLENDED LEARNING</b>			
<b>Lecture</b> – 1 hour online lecture content for 12 weeks (or equivalent).	1hr	Week 1	12 times
<b>Laboratory 1</b> – On campus laboratory for 12 weeks (or equivalent).	2hrs	Week 2	12 times
<b>ONLINE</b>			
<b>Online</b> – 3 hours online content for 12 weeks (or equivalent).	3hrs	Week 1	12 times

### 1.3. Course Topics

- Reference
- Blocking
- Sculpting
- Retopology
- Texturing

## 2. What level is this course?

300 Level (Graduate)

Demonstrating coherence and breadth or depth of knowledge and skills. Independent application of knowledge and skills in unfamiliar contexts. Meeting professional requirements and AQF descriptors for the degree. May require pre-requisites where discipline specific introductory or developing knowledge or skills is necessary. Normally undertaken in the third or fourth full-time study year of an undergraduate program.

## 3. What is the unit value of this course?

12 units

## 4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Apply design thinking to produce an anatomically correct character.	Empowered
2 Analyse and critically evaluate the mechanics and components of an animation ready model.	Creative and critical thinker
3 Apply structured approaches to create emotional expressions and dynamic poses.	Empowered
4 Demonstrate a critical understanding of industry knowledge and practice related to character modelling, professional planning strategies and production of character modelling.	Knowledgeable

## 5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

### 5.1. Pre-requisites

Not applicable

### 5.2. Co-requisites

Not applicable

### 5.3. Anti-requisites

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### 5.4. Specific assumed prior knowledge and skills (where applicable)

Assumed prior knowledge and skills in 2D and 3D design.

### 5.5. Microcredential Information

Not applicable

## 6. How am I going to be assessed?

### 6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

### 6.2. Details of early feedback on progress

Formative feedback will be provided via discussions in workshop.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative	Individual	20%	Weekly Blog Post	Throughout teaching period (refer to Format)	Online Blog, Wiki or Journal
All	2	Artefact - Creative	Individual	40%	Turntable render showing progress through the creative workflow - reference, blocking, sculpting, retopology and texturing.	Week 7	Online Blog, Wiki or Journal
All	3	Artefact - Creative, and Written Piece	Individual	40%	Turntable render showing progress through the creative workflow - reference, blocking, sculpting, retopology and texturing.	Week 13	Online Blog, Wiki or Journal

All - Assessment Task 1: Portfolio of Preliminary Works

<b>GOAL:</b>	You will create a portfolio of anatomical studies, sketches and 3D sculptures.		
<b>PRODUCT:</b>	Artefact - Creative		
<b>AUTHORSHIP STATEMENT:</b>			
<b>FORMAT:</b>	An online portfolio of experimental works, sketches and reference images that inform the design and creative process for assessment 2 and 3. Submitted online weeks 2-13.		
<b>CRITERIA:</b>	<b>No.</b>		<b>Learning Outcome assessed</b>
	1	Regular blog posts that demonstrate ongoing anatomical studies for the purpose of 3D sculpting.	
	2	Creature studies: experimental works, sketches and reference images.	
	3	Character studies: experimental works, sketches and reference images	
	4	Assessment criteria are mapped to the course learning outcomes.	1 2 3 4
<b>GENERIC SKILLS:</b>			

### All - Assessment Task 2: Creature Study

<b>GOAL:</b>	You will create a detailed and realistic creature from reference images.	
<b>PRODUCT:</b>	Artefact - Creative	
<b>AUTHORSHIP STATEMENT:</b>		
<b>FORMAT:</b>	Digital video and supporting 3D files.	
<b>CRITERIA:</b>	<b>No.</b>	<b>Learning Outcome assessed</b>
	1	Creature reference
	2	Creature blocking
	3	Creature sculpting
	4	Creature retopology
	5	Creature texturing
<b>GENERIC SKILLS:</b>		

### All - Assessment Task 3: Character Study

<b>GOAL:</b>	You will create a detailed and realistic character from reference images.	
<b>PRODUCT:</b>	Artefact - Creative, and Written Piece	
<b>AUTHORSHIP STATEMENT:</b>		
<b>FORMAT:</b>	Digital video and supporting 3D files.	
<b>CRITERIA:</b>	<b>No.</b>	<b>Learning Outcome assessed</b>
	1	Character reference
	2	Character blocking
	3	Character sculpting
	4	Character retopology
	5	Character texturing
<b>GENERIC SKILLS:</b>		

## 7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

## 8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

### 8.1. Prescribed text(s) or course reader

There are no required/recommended resources for this course.

## 8.2. Specific requirements

Nil

## 9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

## 10. What administrative information is relevant to this course?

### 10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

### 10.2. Assessment: Additional Requirements

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying: The final mark is in the percentage range 47% to 49.4% The course is graded using the Standard Grading scale You have not failed an assessment task in the course due to academic misconduct.

### 10.3. Assessment: Submission penalties

Late submission of assessment tasks may be penalised at the following maximum rate: - 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task. - 10% (of the assessment task's identified value) for the third day - 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task. - A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task. Weekdays and weekends are included in the calculation of days late. To request an extension you must contact your course coordinator to negotiate an outcome.

### 10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

### 10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

### 10.6. General Enquiries

#### In person:

- **UniSC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **UniSC Moreton Bay** - Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **UniSC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **UniSC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **UniSC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **UniSC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

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