
Elective course, Spring Semester '09:

Introduction to Maquette Sculpture

Maquettes have been used in the movie and toy industries for decades as prototypes and visualization tools, and their popularity is increasing in the game-development industry to assist in 3D visualization and as prototypes for 3D-scanning. This course covers basic skills in polymer-clay sculpture, including ortho preparation, armature construction, realistic sculpting techniques, and detail-finishing.

Course info for registration:

"Advanced Animation Workshop," Course #10-207-152

1 credit: Tuesdays, 5:30 to 7:20pm

Prerequisite: Drawing Fundamentals and permission of Instructor:
Ed Binkley - - cbinkley@matcmadison.edu

IMPORTANT NOTICE:

While Sculpey, Inc. certifies that the polymer-clay used in this course ("Super-Sculpey") is "non-toxic," some people have concerns that polymer-clays contain chemicals that are toxic.

Please read the article on polymer-clay's potential toxicity at

<http://matcanimation.info/notes/maq1.html>

if you have concerns.
