

iClone3

3D Movie Machine

Teaching Plan (Basic)
Chapter 1



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Introduction

Reallusion iClone3 provides the most accessible way for students of all skill levels to begin learning and creating 3D animation using simplified tools that enable educators to easily teach the concepts and creative techniques of character design, motion, scene production, and 3D filmmaking.

To facilitate teaching, the iClone3 Teaching Plan (Basic Version) presents the general guidelines for lessons and integrates iClone3 with image and video editing tools, allowing teachers to lecture iClone3 as one full course or part of the curriculum.

The iClone3 Teaching Plan (Basic Version) includes 3 Chapters and 15 Sections, covering topics from 3D actor creation, superimposing, and 3D movie production.

Chapter I

Creating a Custom 3D Avatar

In Chapter I, students will learn how to build a custom 3D avatar using iClone3 Standard/PRO. The chapter includes the following 5 sections:

1. **Creating a custom 3D head from a photo**
2. **Facial morphing and head style**
3. **Body transformation**
4. **Custom clothing design with CloneCloth**
5. **Export and applications**

In this chapter, students will also apply the image editor (e.g. Adobe Photoshop) with iClone for advanced image editing.

Before class, we suggest you visit [iClone Training Resource](#) where you can find video tutorials and other training materials to get familiar with the basics of iClone3. If you have any questions about the iClone3 Teaching Plan, please contact education@reallusion.com

Section I: Creating a Custom 3D Head from a Photo

In this section, students may create a custom 3D head using iClone to extract the face from a digital photo, saving a lot of time and effort from building a head model using 3D modeling software programs.

Before Class

- Please refer to the Online Help for step-by-step instructions:
 - a. [Creating a Head](#)
 - b. [The Texture of Face](#)

- Ask students to each prepare one photo with their own faces. The photo must meet the following criteria:
 - a. The frontal face preferred.
 - b. The person in the photo can slightly smile with the mouth closed.
 - c. No shading on the face.
 - d. No glasses on the face.
 - e. No bang covering the forehead.
 - f. High-resolution photo preferred (for a better result).

- The software programs required in this section:
 - a. Reallusion iClone3 Standard/PRO.
 - b. Image editor, such as Adobe Photoshop.

PROCEDURE (4 Steps)

STEP 1. Select an actor in iClone.



STEP 2. Click **Head > Load Image**.



Browse and select the photo you want to use to create a 3D head.



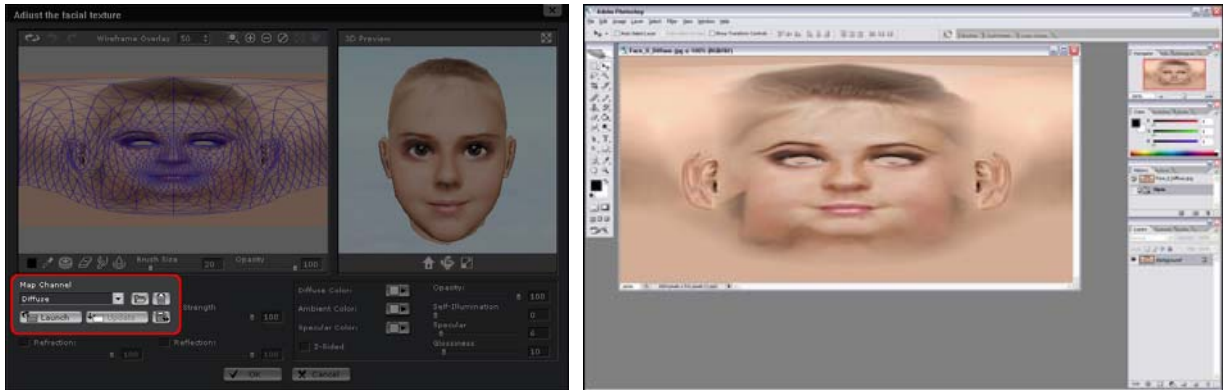
You then have a 3D actor in iClone with the face from your photo.



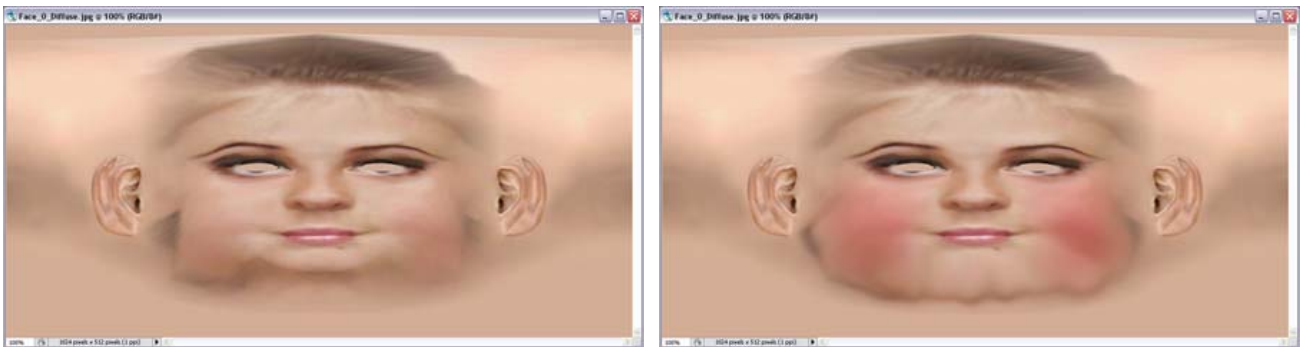
STEP 3. Click **Head > Texture** to apply make-up to the face of the actor.



It is highly recommended to select the **Map Channel > Diffuse** and click the **Launch** button to “apply make-up” using an image editor (such as Adobe Photoshop).



The illustrations below show the images “before and after” editing.



STEP 4. The illustrations below show the actor’s face “before and after” editing (without/with make-up).


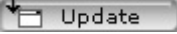


Hints & Tips

- **Fitting Feature Points of the Face:**

You may refer to the 3D window pane on the left of the dialog box while fitting the head contour in order to get the best result.

- **Editing Facial Texture:**

- a. You may define your favorite image editor via  **Preference > System > Texture Editor.**
- b. Always remember to click the **Update**  button once you finish editing the image from any map channels.
- c. **Shortcut:** You may click **Actor > Skin**, and in the **Modify** page, pick material ID – face from the **Select Material** drop-down list and edit images of the channels.

ASSIGNMENT: Creating a Custom 3D Head from a Photo

Ask students to create a 3D head from their own photo with face painting.

Example: The fans of the English soccer team.

(Refer to **Chapter_I/Project/Section_I/Assignment**)

