



3D DIGITAL **SCULPTING** BROCHURE



www.orangevfx.com/training

FEBRUARY 2026

A portrait of Richard Oboh, a Black man with a short beard and mustache, wearing a light-colored t-shirt with a patterned tie. He is looking slightly to the left of the camera with a neutral expression. The background is dark. The portrait is partially overlaid by a large orange and white graphic element on the left side of the page.

WELCOME SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

A handwritten signature of Richard Oboh in black ink, written in a cursive style. The signature is positioned above a thin horizontal line.

Richard Oboh

Richard Oboh
CEO and Managing Director
Orange Seed Academy

2026

ABOUT ORANGE SEED



OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.



OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity





CERTIFICATION TIERS

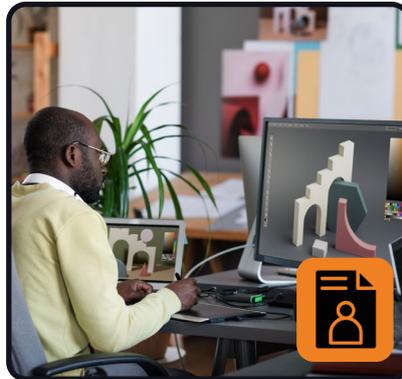


Tier 1: Foundation

Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- ▶ 2+ Weeks Duration
- ▶ Basic Training Required
- ▶ Proof Of Participation
- ▶ Limited Placement
- ▶ Free



Tier 2: Intermediate

Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- ▶ 2+ Months Duration
- ▶ Mentorship & Showreel Required
- ▶ Moderate Placement Potential
- ▶ Featured on Student Portal
- ▶ N10,000.00 (\$10)



Tier 3: Professional

Diploma

The highest level of certification, signifying full professional readiness across a complete job module.

- ▶ 4 - 6 Months Duration
- ▶ Full Job-Role Module Required
- ▶ 80%+ Placement Rate
- ▶ Direct Trainee Role Eligibility
- ▶ N20,000.00 (\$20)





HOW IT WORKS

01

SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

IMMERSIVE TRAINING

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

02

03

ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

REAL-WORLD ASSESSMENT

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

04

05

GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

DISCOVER YOUR CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.



1 Animation 

2 Modelling 

3 Games 

4 Design 

5 Film/VFX 

6 Arch Viz 



COURSE OUTLINE

3D Digital Sculpting



Duration: 8 Weeks



Software: ZBrush



Time: 9am- 12pm, 12pm- 3pm



Mentorship: 1 month free



Level: Beginner

Transform digital clay into high-fidelity sculpts in our intensive 8-weeks course

Use ZBrush, Gemini AI, and a graphics tablet to sculpt, detail, and paint pro characters. After the 8-week course, enjoy a month of 1-on-1 mentorship to polish your portfolio using 10 curated briefs and graduate with high-quality ZBrush turntables.

What you'll Learn

- Generate anatomy briefs and references using Gemini AI
- Sculpt organic forms and muscle mass with digital clay
- Construct precision hard-surface props using ZModeler
- Apply high-frequency skin pores and textures using Alphas
- Render high-quality BPR turntables for your 3D portfolio

This course includes:

-  1 Month of private 1-on-1 expert mentorship
-  24/7 Seed LMS Student Portal access
-  Interactive quizzes, assignments, and practice files
-  Official Certificate of Completion



Week 1: Digital Clay – Interface & Dynamesh

Topic A: The 2.5D Canvas & Navigation

- 👉 The "LightBox": Loading projects and tools.
- 👉 **Navigation:** Mastering Rotate, Zoom, and Pan (Right-click vs. Alt-click logic).
- 👉 **The Canvas:** Clearing the canvas (Ctrl+N) and dropping models into 3D mode (T).

Topic B: Dynamesh & Resolution

- 👉 **The Concept:** Why topology doesn't matter (yet). Stretching clay infinitely.
- 👉 **Resolution:** Managing polygon counts for rough blocking vs. detailing.
- 👉 **Symmetry:** Activating and centring symmetry (X).

Topic C: The Primary Brushes

- 👉 **Move:** Manipulating large forms (The "Grab" tool).
- 👉 **Clay Buildup:** Adding volume and muscle mass.
- 👉 **DamStandard:** Cutting creases and sharp lines.
- 👉 **Smooth:** Relaxing the mesh (Shift).



Week 2: Subtools & Hard Surface Basics

Topic A: Subtools (The Layer System)

- **Appending & Inserting:** Adding eyes, teeth, or armour plates.
- **Split & Merge:** Separating parts of a mesh (e.g., cutting off a head).
- **Gizmo 3D:** Moving, scaling, and rotating individual subtools accurately.

Topic B: Masking & Selection

- **Masking (Ctrl):** Painting areas to protect them from sculpting.
- **Polygroups:** Grouping faces for easy selection (Ctrl+W).
- **Clip & Trim Curves:** Slicing through clay to create flat surfaces.

Topic C: ZRemesher (Basic)

- **Auto-Retopology:** Cleaning up messy Dynamesh geometry with one click for cleaner sculpting.

Week 3: Organic Anatomy – The Skull

Topic A: Primary Forms (The Block-out)

- **Proportions:** The "Rule of Thirds" for the face.
- **Landmarks:** Zygomatic arch (Cheekbone), Nasal cavity, and Mandible (Jaw).

Topic B: Secondary Forms (Muscles)

- **Clay Tubes Brush:** Layering muscle strips.
- **Orbicularis Oculi/Oris:** Understanding the muscles around the eyes and mouth.

Topic C: Refinement

- **HPolish & TrimDynamic:** Planar sculpting to define bone planes.



Week 4: ZModeler – The Hard Surface Machine

Topic A: ZModeler Brush

- **QMesh:** Extruding faces (similar to Maya/Blender Extrude).
 - **Bevel & Insert Loop:** Adding support edges.
- Points, Edges, Polygons:** Hover-based context actions.

Topic B: Dynamic Subdivision

- **Creasing:** Extruding faces (similar to Maya/Blender Extrude).
- **Live Boolean:** Combining shapes non-destructively (Add/Subtract).

Topic C: Primitives

Initialise: Creating perfect cubes and cylinders with specific divisions.

Week 5: Advanced Detail – Alphas & Noise

Topic A: Alphas & Stencils

- **DragRect:** Placing specific details (e.g., a scar or button).
 - **Spray & Colour Spray:** Randomising scatter for skin pores or dirt.
- Importing Alphas:** Using custom black/white images as brushes.

Topic B: Surface Noise

- **Noisemaker:** Applying procedural noise (weave, concrete) to the entire model.
- **Masking by Noise:** Applying noise only to specific areas.

Topic C: Layers

- **Non-Destructive Detail:** Sculpting details on layers so they can be faded up/down (similar to Photoshop layers).



Week 6: Polypaint – Digital Painting

Topic A: RGB & Materials

- **RGB Intensity:** Controlling opacity.
- **Material Fill:** Filling the object with a base material (e.g., SkinShader or Metal).
- **Standard Brush (RGB):** Painting colour without sculpting height (ZAdd off).

Topic B: Painting Techniques

- **Cavity Masking:** Automatically masking the cracks to paint dirt in the crevices.
- **Skin Variation:** Painting "Zones of the Face" (Yellow forehead, Red cheeks, Blue chin).

Topic C: Texture Map Generation

- **Creating Texture from Polypaint:** Converting the painted vertex colour into a UV texture map.



Week 8: AI Workflow, Posing & Final Sprint

Topic A: Innovative AI Workflow (Using Gemini)

- 👉 **The Concept Artist:** Using Gemini to describe creatures or props to generate detailed text briefs for sculpting.

Prompt Example: "Describe the anatomy of a Swamp Monster that is a hybrid between a man and a crocodile. Focus on the texture of the skin and the shape of the jaw."

- 👉 **Anatomy Reference:** Asking Gemini for specific muscle attachments.

Prompt Example: "Where does the Sternocleidomastoid muscle attach on the skull and clavicle?"

- 👉 **Troubleshooting:** Pasting ZBrush interface questions into Gemini.

Topic B: Transpose Master

- 👉 **Posing:** Moving the character from a T-Pose to a dynamic action pose without breaking the subtools.

Topic C: Turntable Render

- 👉 **BPR (Best Preview Render):** Creating high-quality renders inside ZBrush with shadows and ambient occlusion.
- 👉 **Turntable Movie:** Exporting a spinning video of the model.

The Project Sprint

- 👉 **Dedicated Studio Time:** Finalising the two required projects.
- 👉 **The "Greybox" Review:** Instructor reviews the silhouette and anatomy of the final sculpts.



Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.
- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.
- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.



Week 7: Optimisation & The Pipeline

Topic A: ZRemesher

- 👉 **Guides:** Drawing curves to tell ZRemesher where to place edge loops (e.g., around the eyes).
- 👉 **Polycount Targets:** Reducing a 5 million poly sculpt to a 10k low-poly mesh.

Topic B: UV Master

- 👉 **Unwrap:** Automatically creating UVs inside ZBrush.
- 👉 **Control Painting:** Protecting the face from UV seams.

Topic C: Map Baking

- 👉 **Normal Maps:** Baking the high-detail sculpt onto the low-poly mesh.
- 👉 **Displacement Maps:** Exporting height data for rendering in Maya/Arnold.





HOW TO GET STARTED

1. Visit our website: orangevfx.com/training
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

Get In Touch



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