POWER OF AR AND VR

SCULPT

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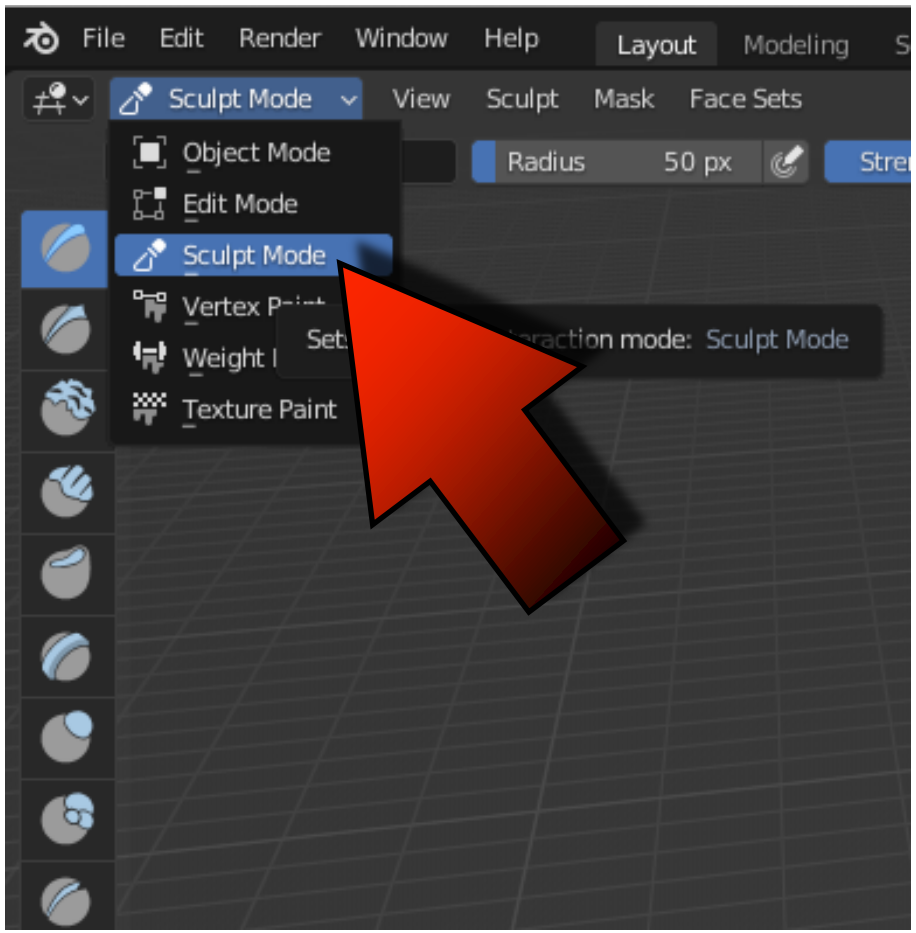
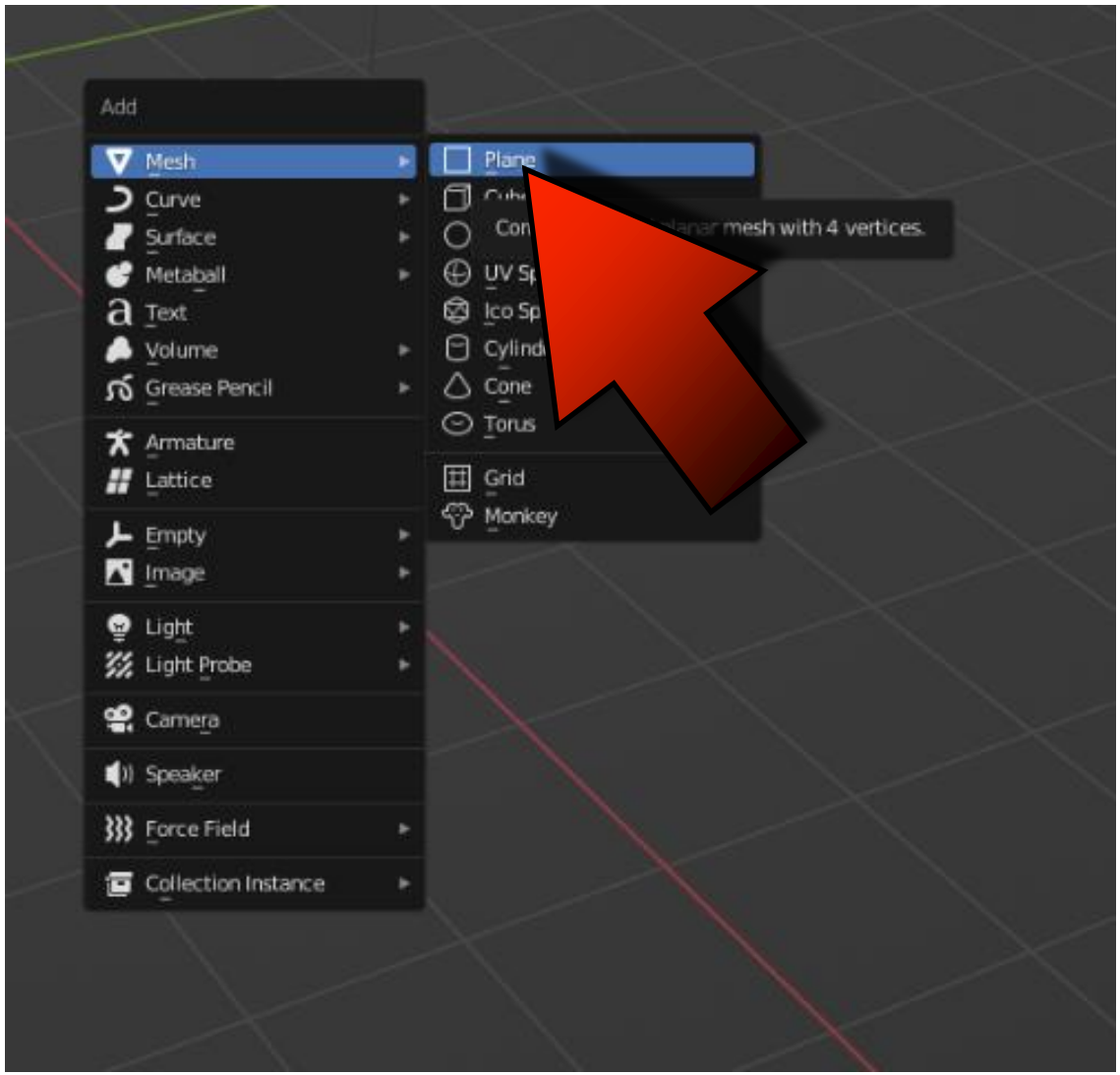
JACEK KAWAŁEK

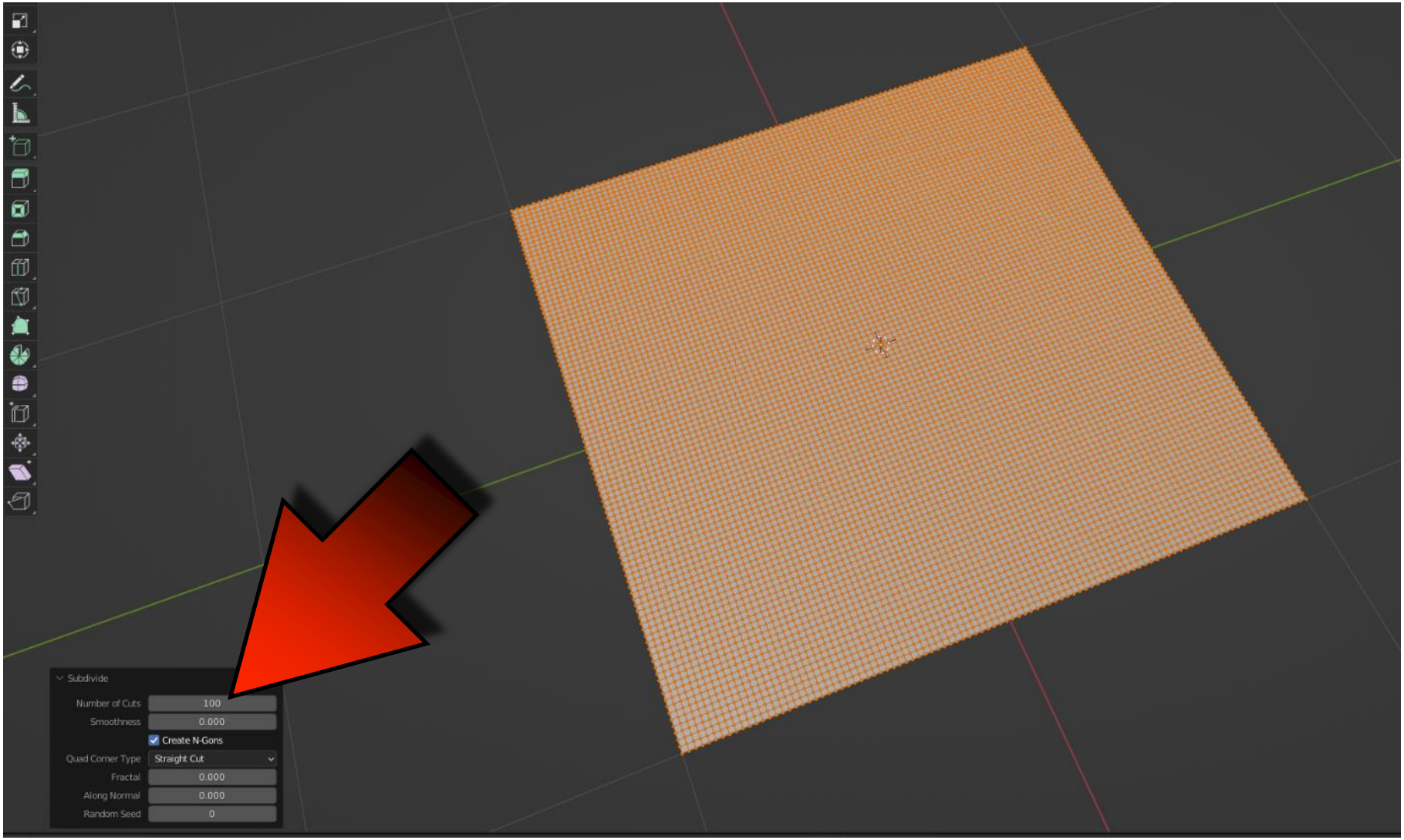
WE WILL SEE THE POSSIBILITIES OF SCULPT MODE



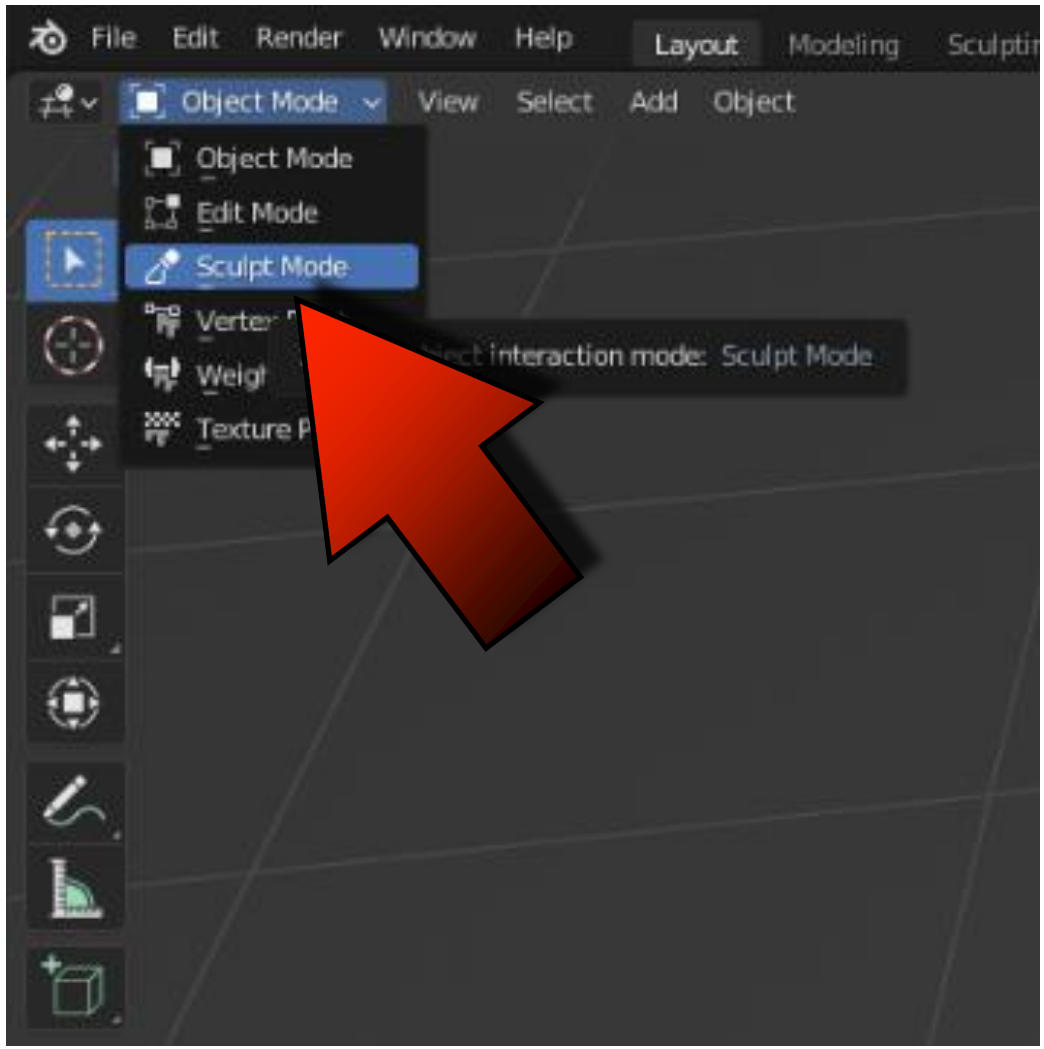
INSERT PLANE



IN EDIT MODE DIVIDE IT INTO 100

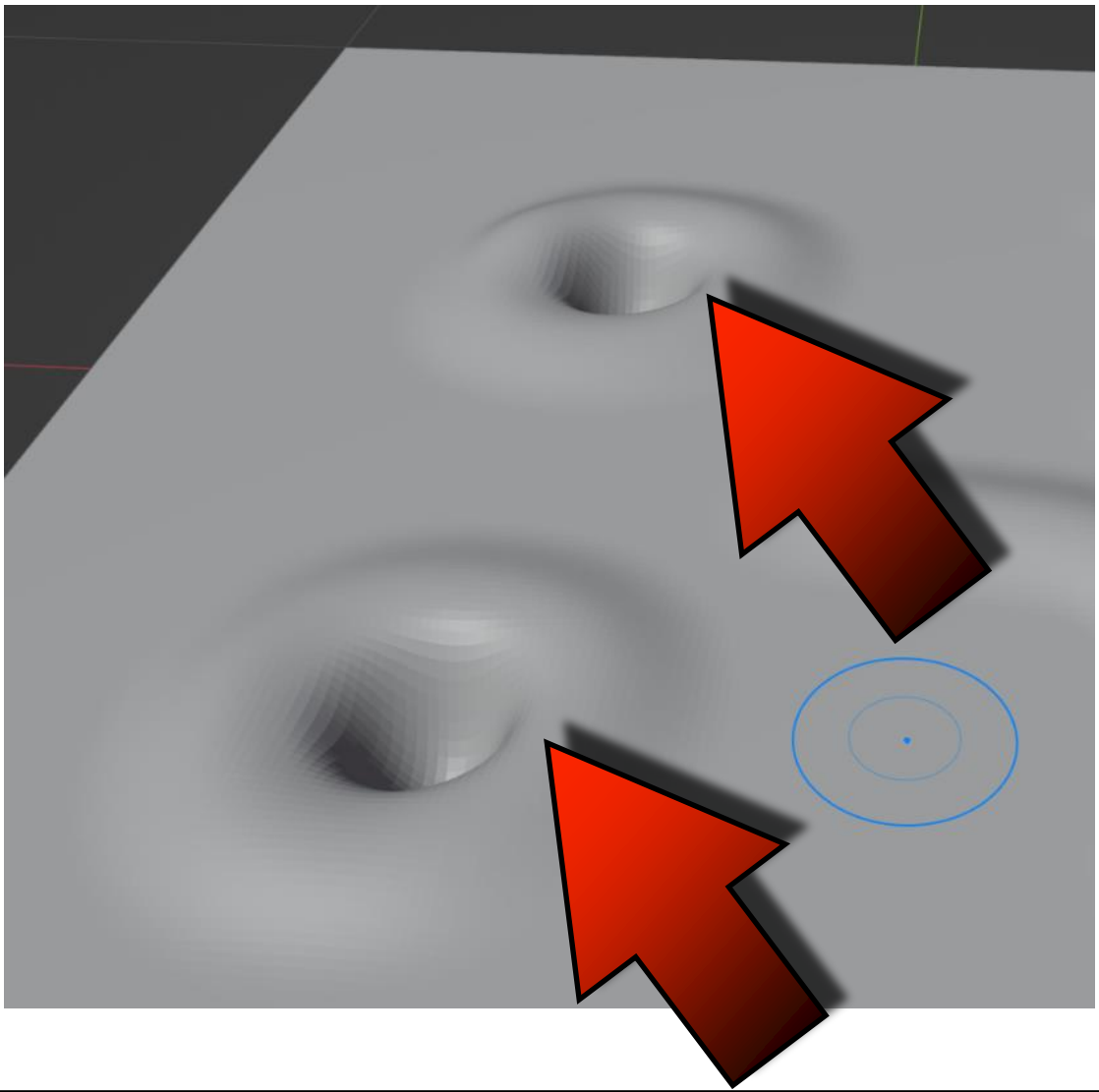


GO TO SCULPT MODE

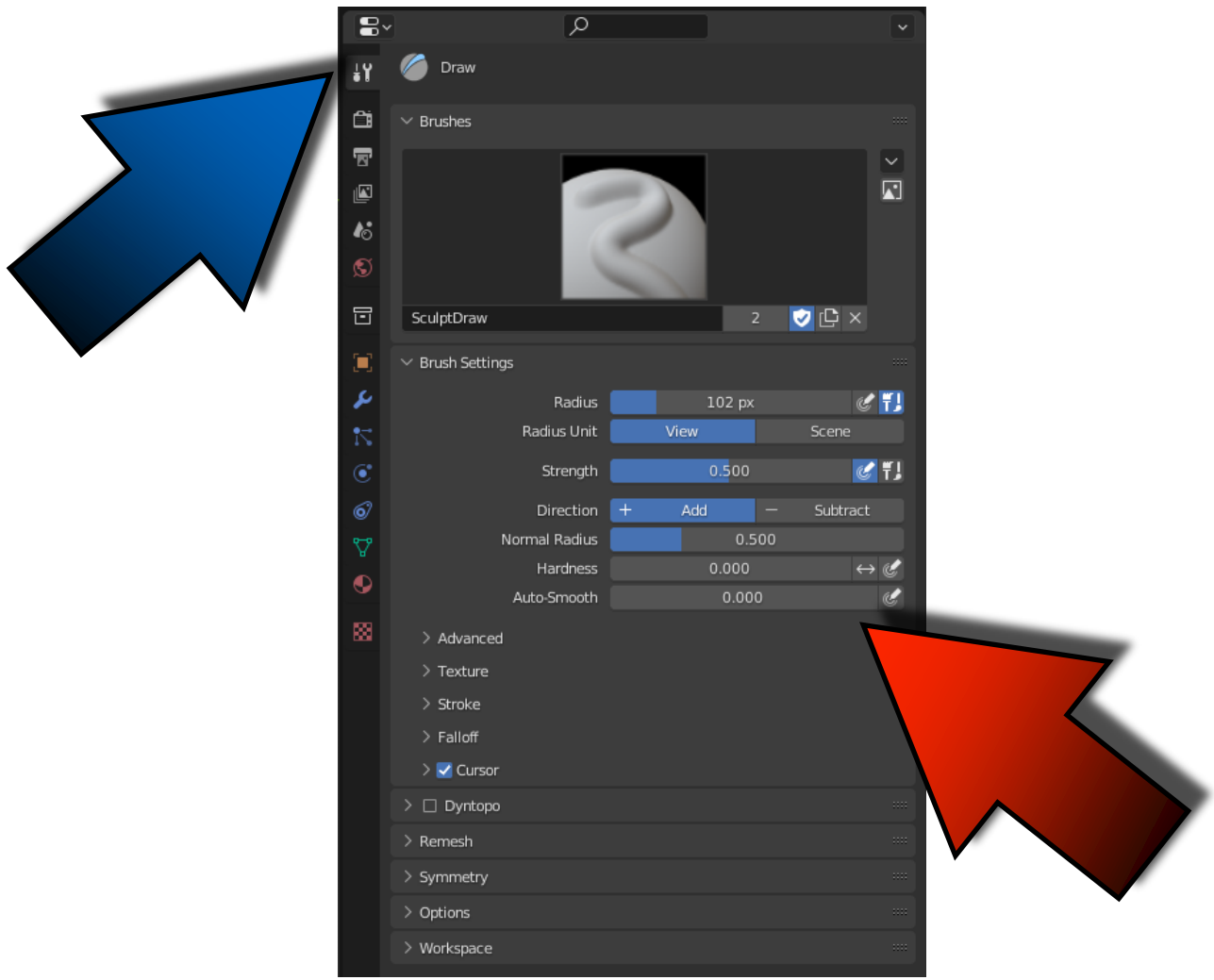


WITH THE RIGHT MOUSE KEY YOU CAN CHANGE THE PARAMETERS OF THE BRUSH

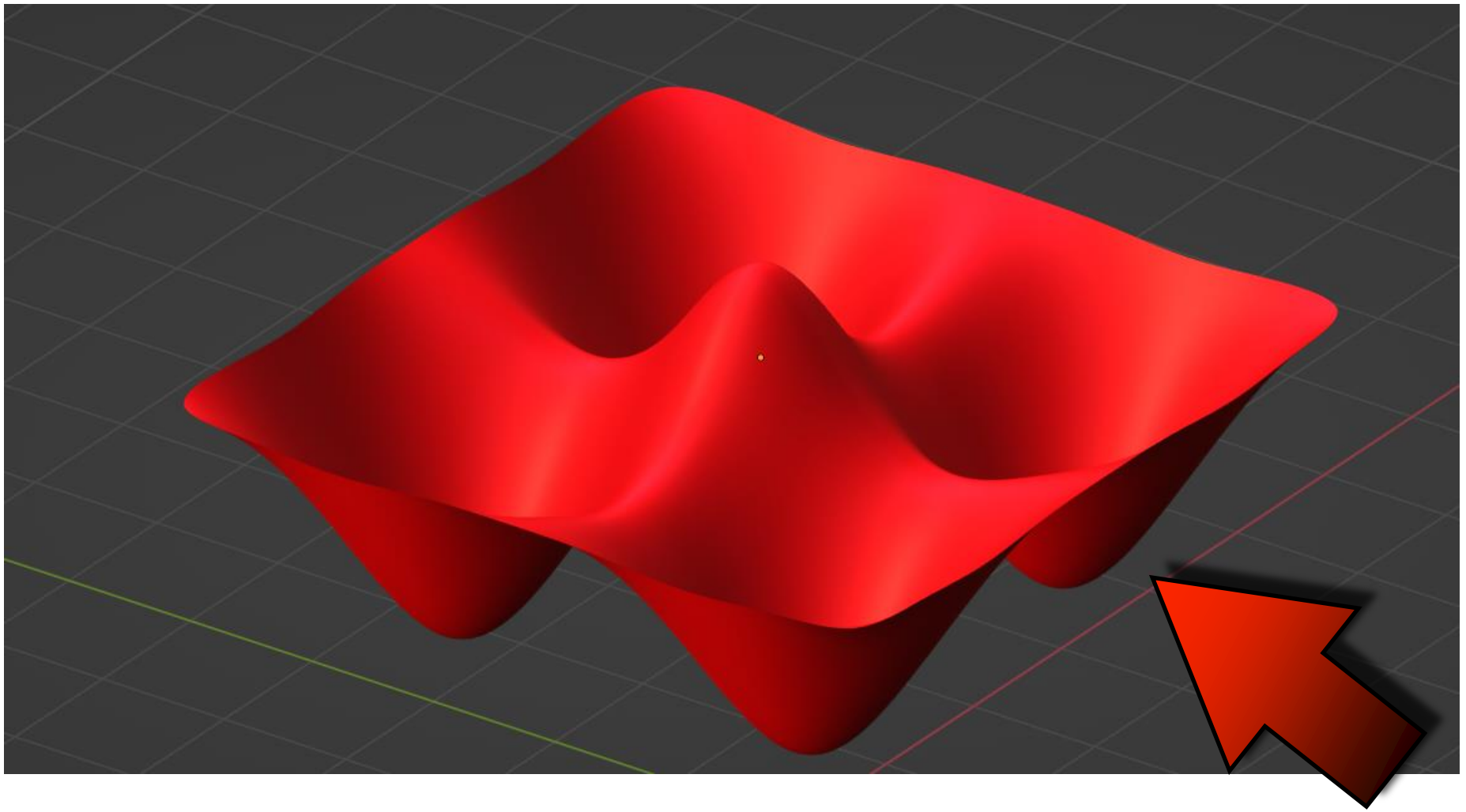
SCULPT DOWN WITH CTRL KEY



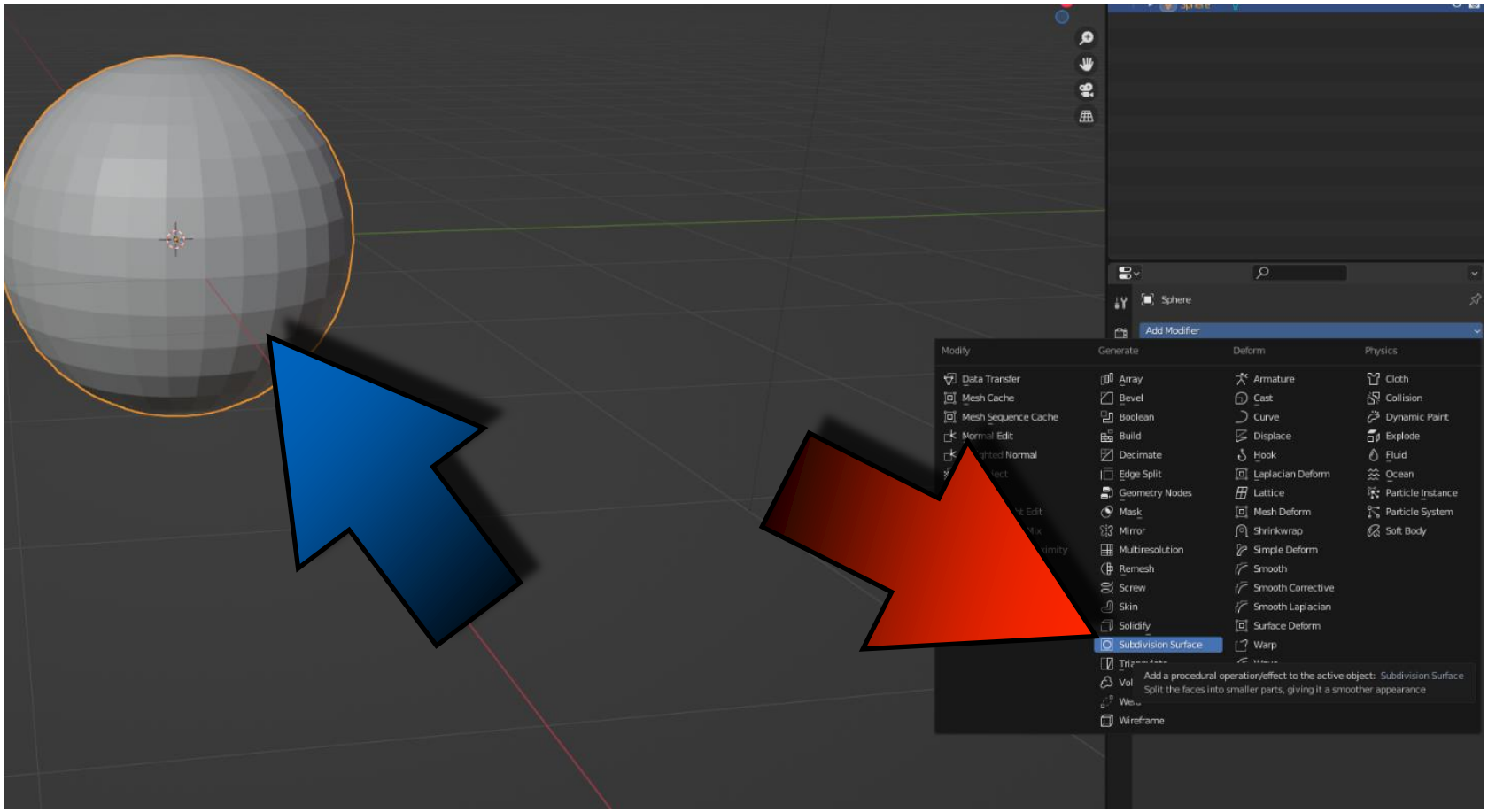
IN THE PROPERTIES YOU CAN SET THE BRUSH PARAMETERS



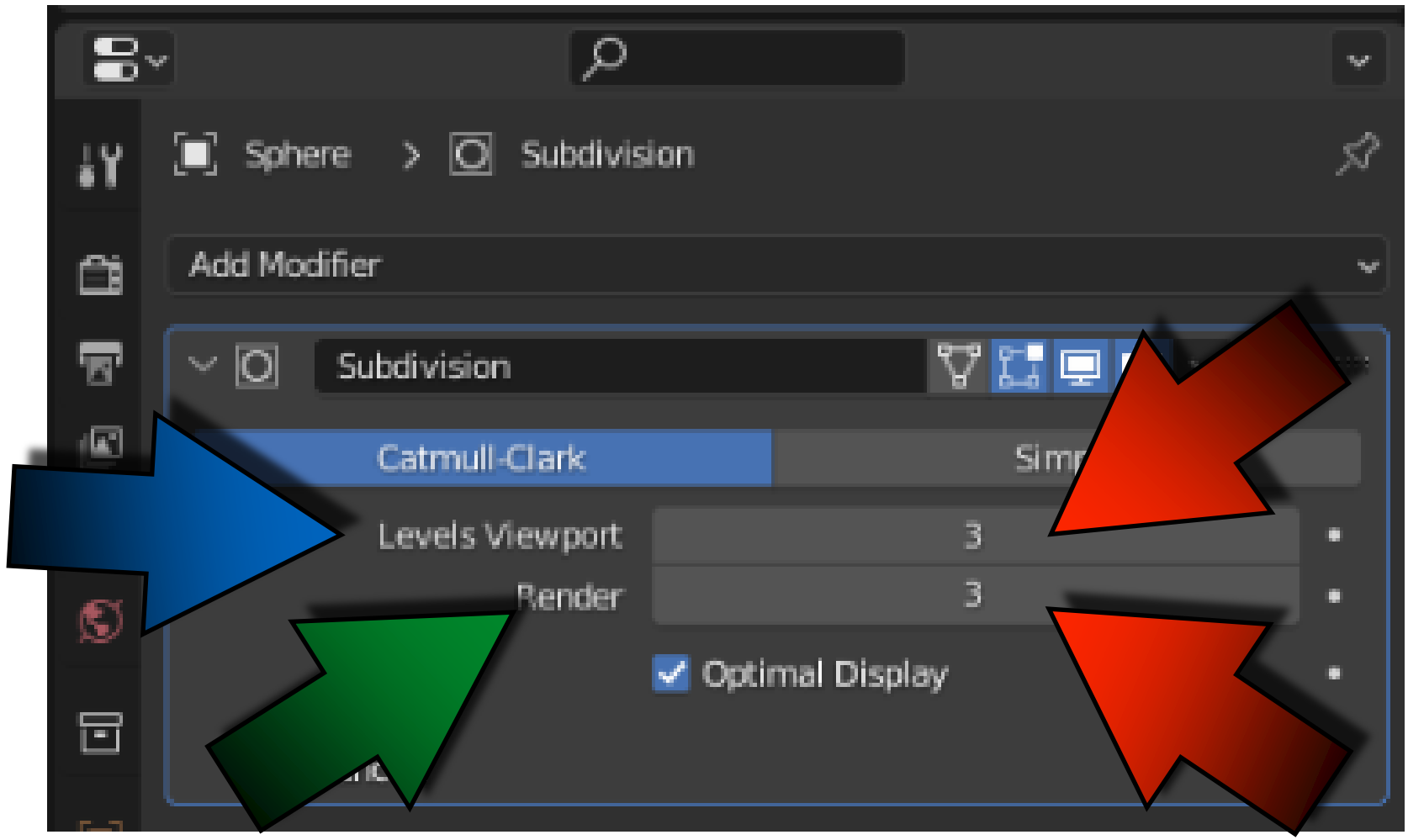
INSERT NEW PLANE AND CREATE THIS MODEL



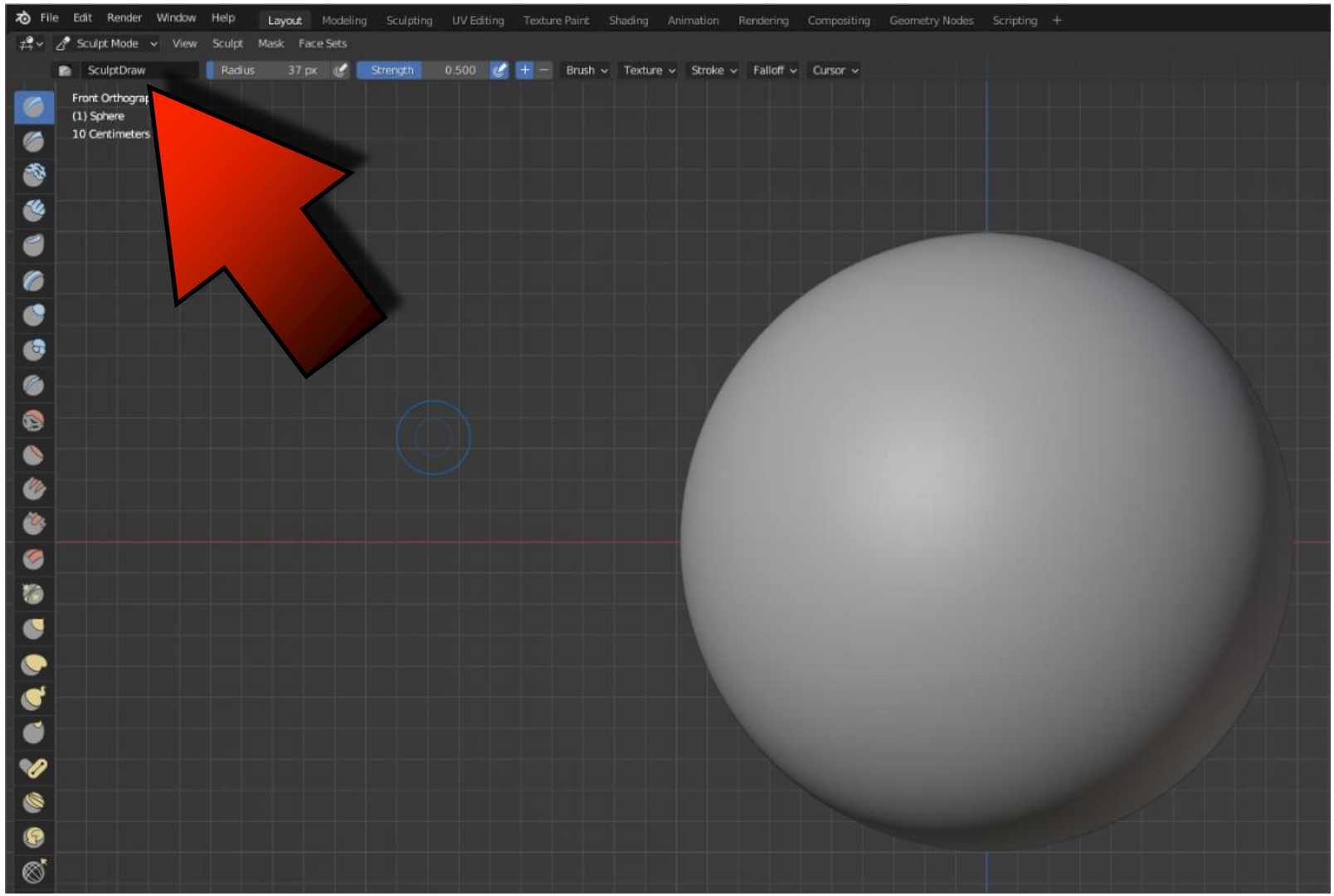
INSERT UV SPHERE AND CHOOSE SUBDIVISION MODIFIER



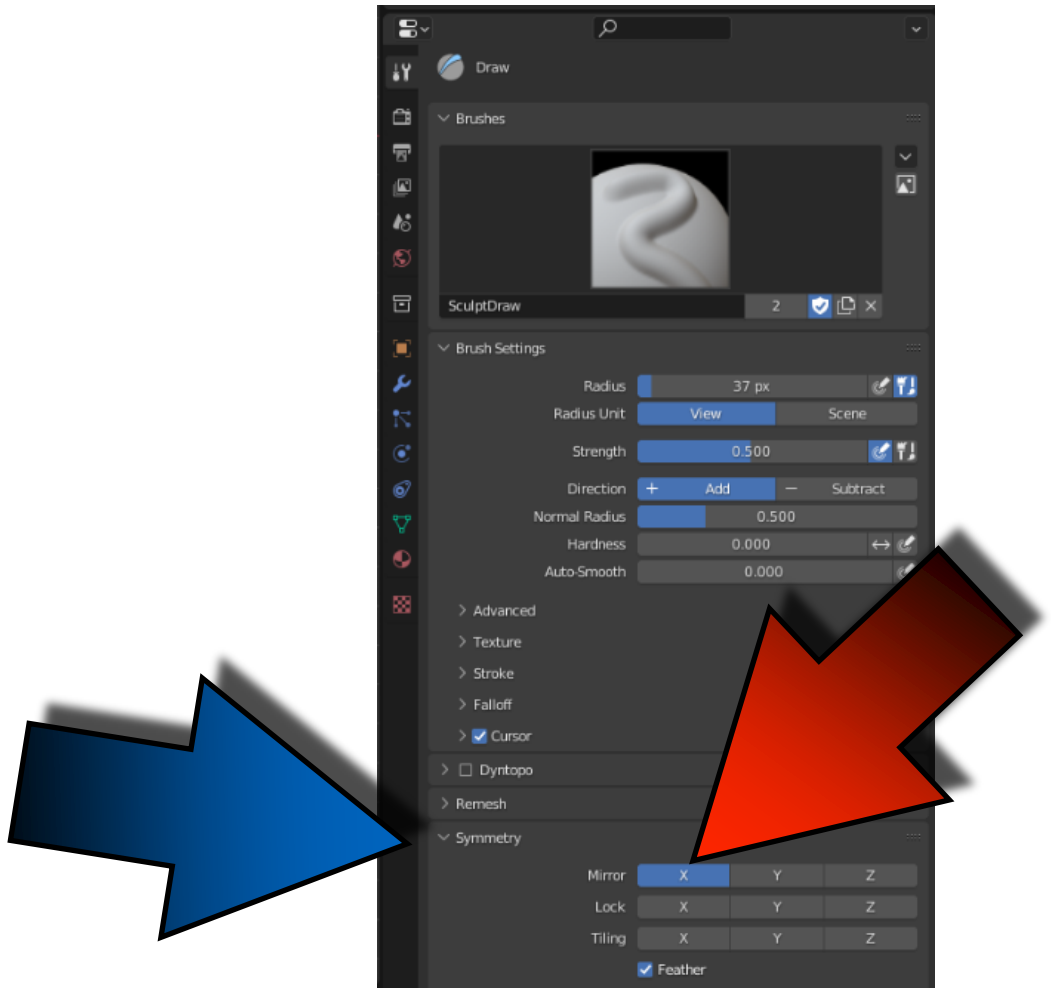
LEVELS VIEWPORT AND RENDER SET ON 3



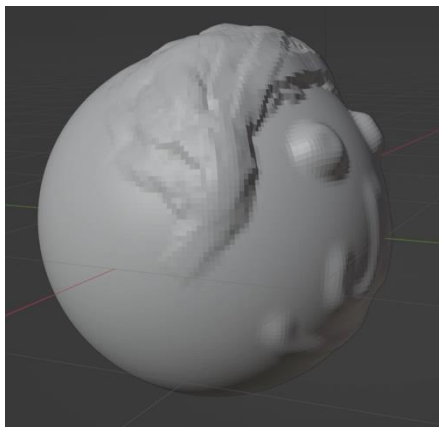
GO TO SCULPT MODE

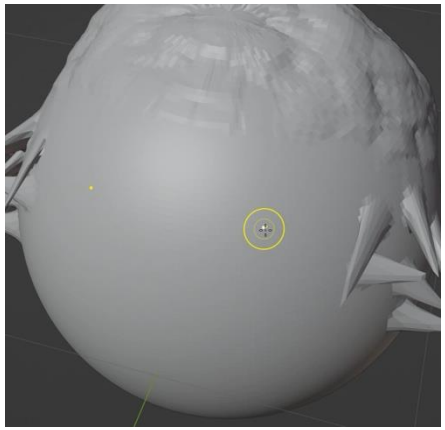


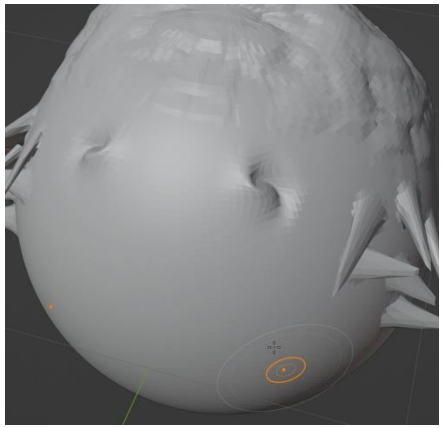
GO TO SYMMETRY AND TURN ON THE MIRROR ON THE X-AXIS



EXPERIENCE YOURSELF WITH AVAILABLE TOOLS

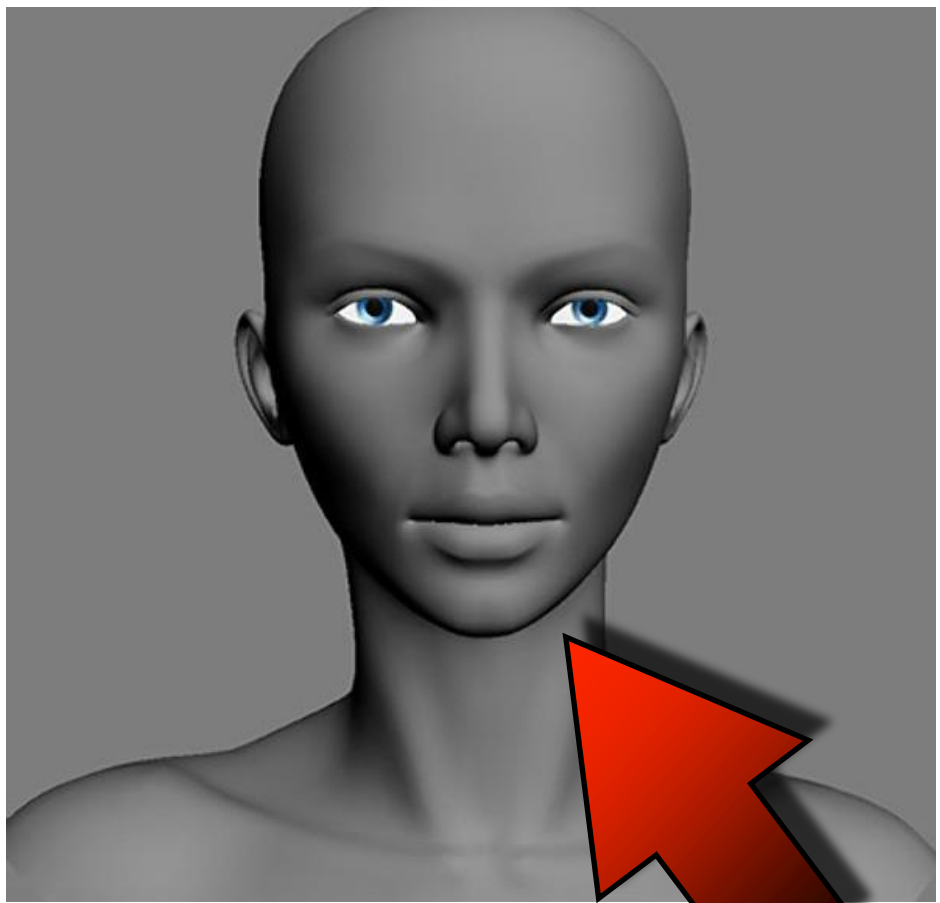


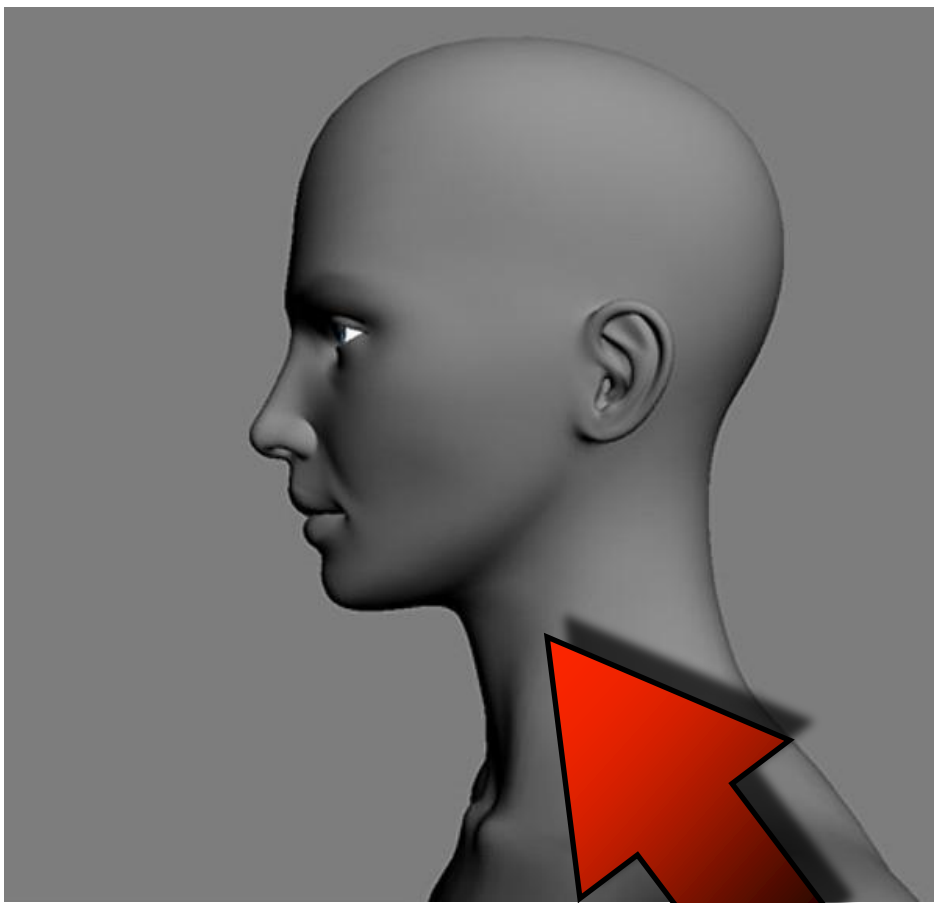




WITH SCULPTING MODE YOU CAN MODEL THE MESH MADE FROM A 3D SCANNER

WE TAKE TWO PHOTOS





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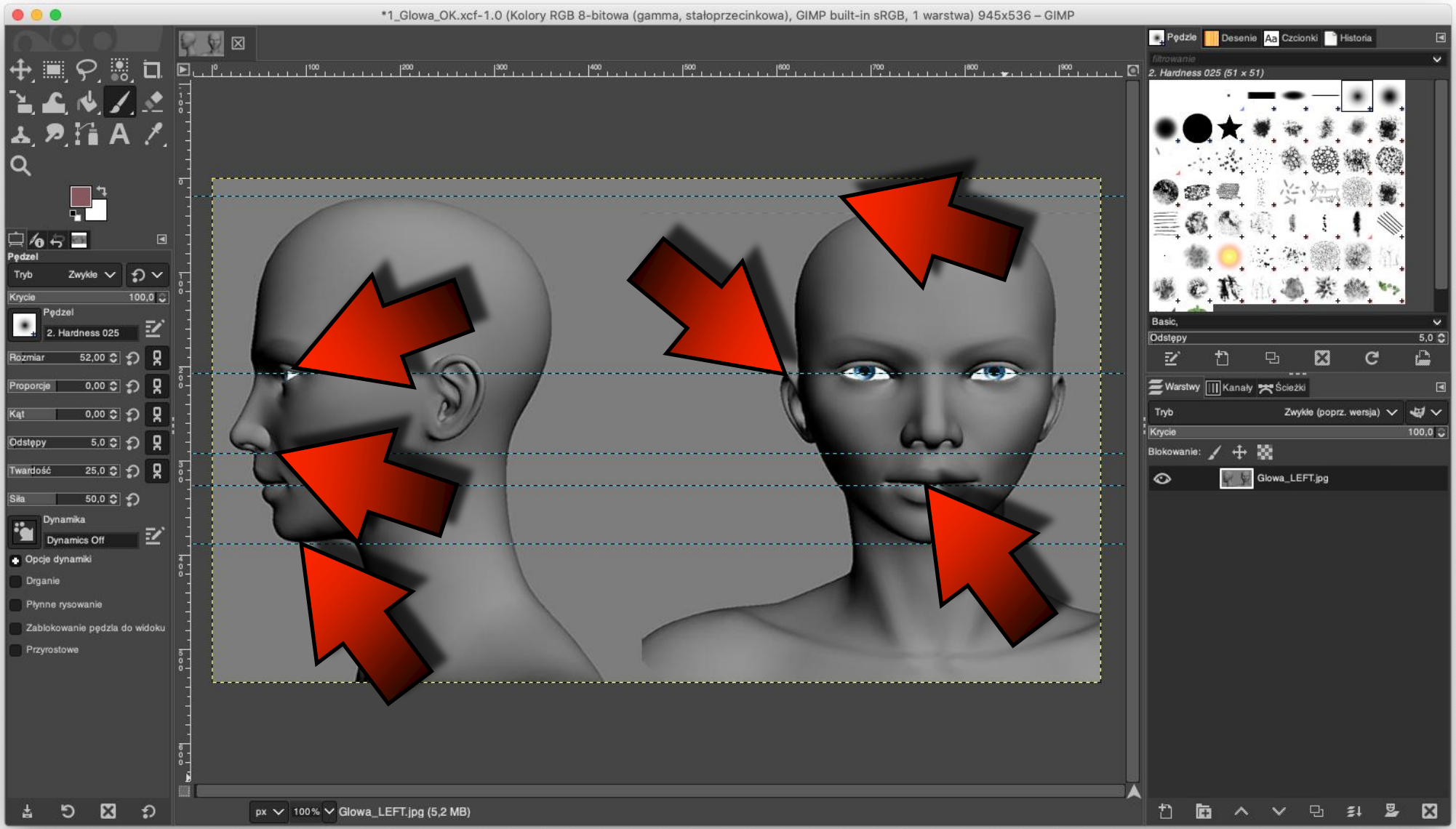
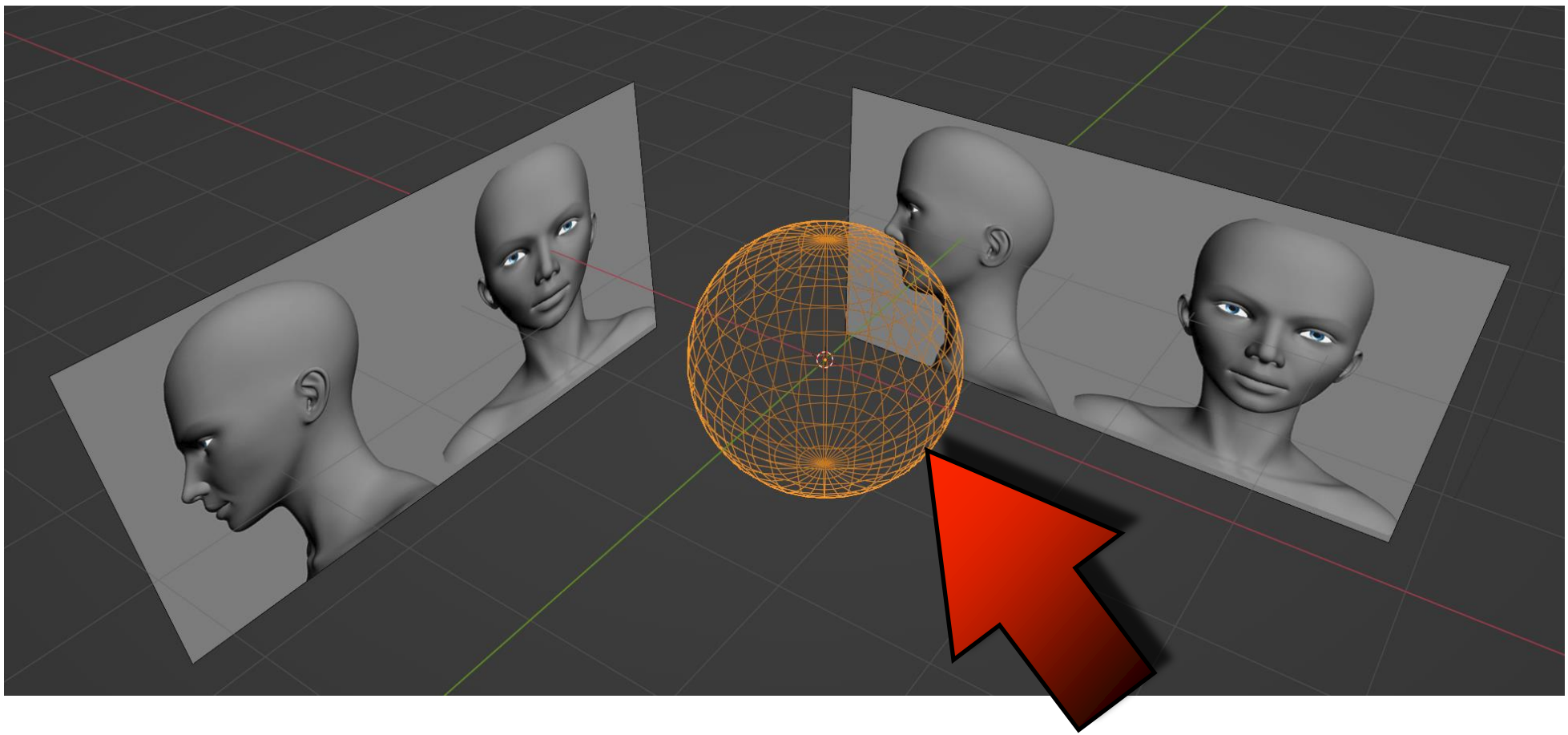
IN GIMP WE SET THEM SO THAT

THE FACIAL ELEMENTS ARE AT THE SAME HEIGHT

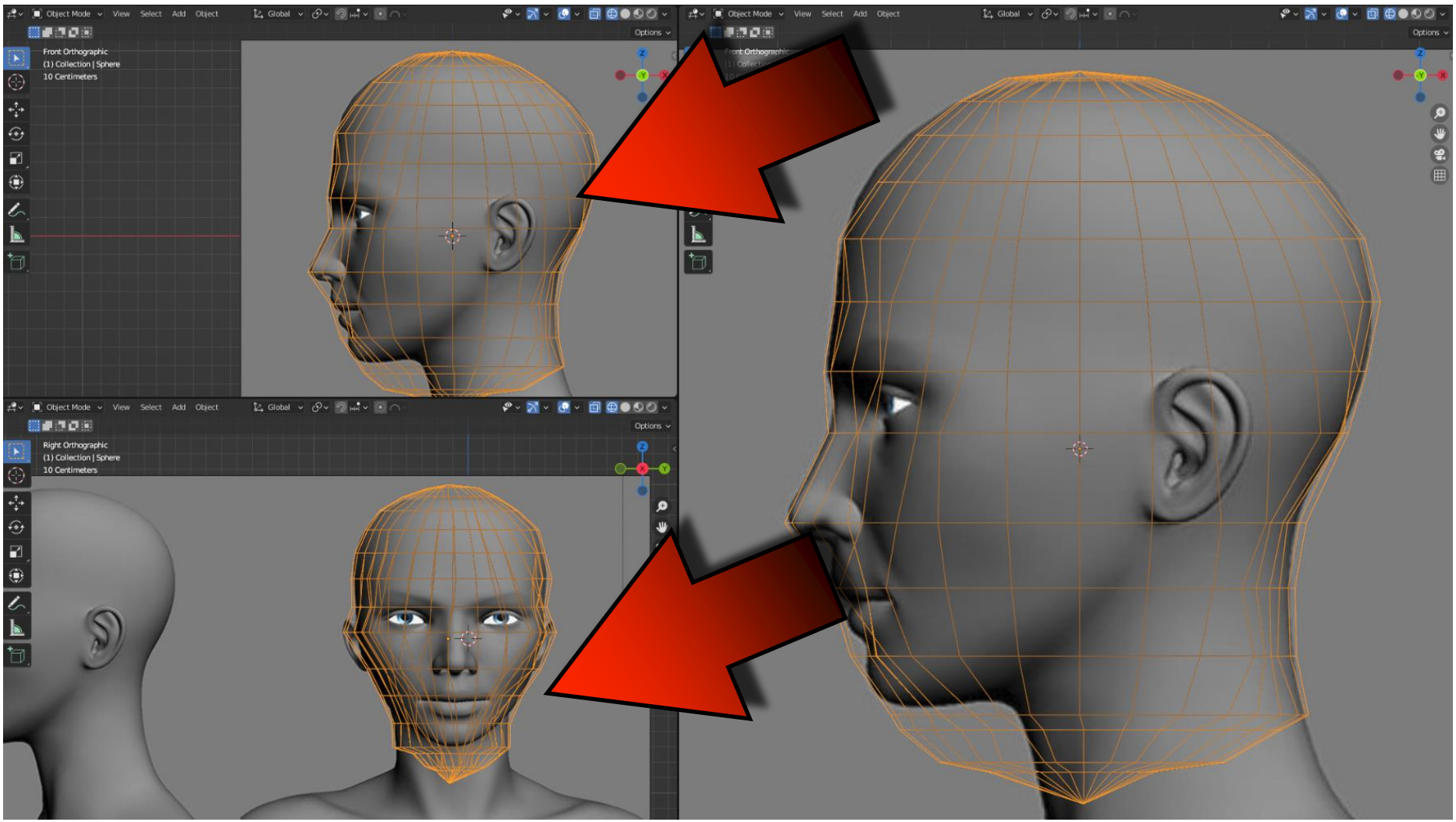


SCULPT

SET UP IN THE BLENDER PROGRAM BY ADDING A UV SPHERE



PRE-ADJUST THE MESH



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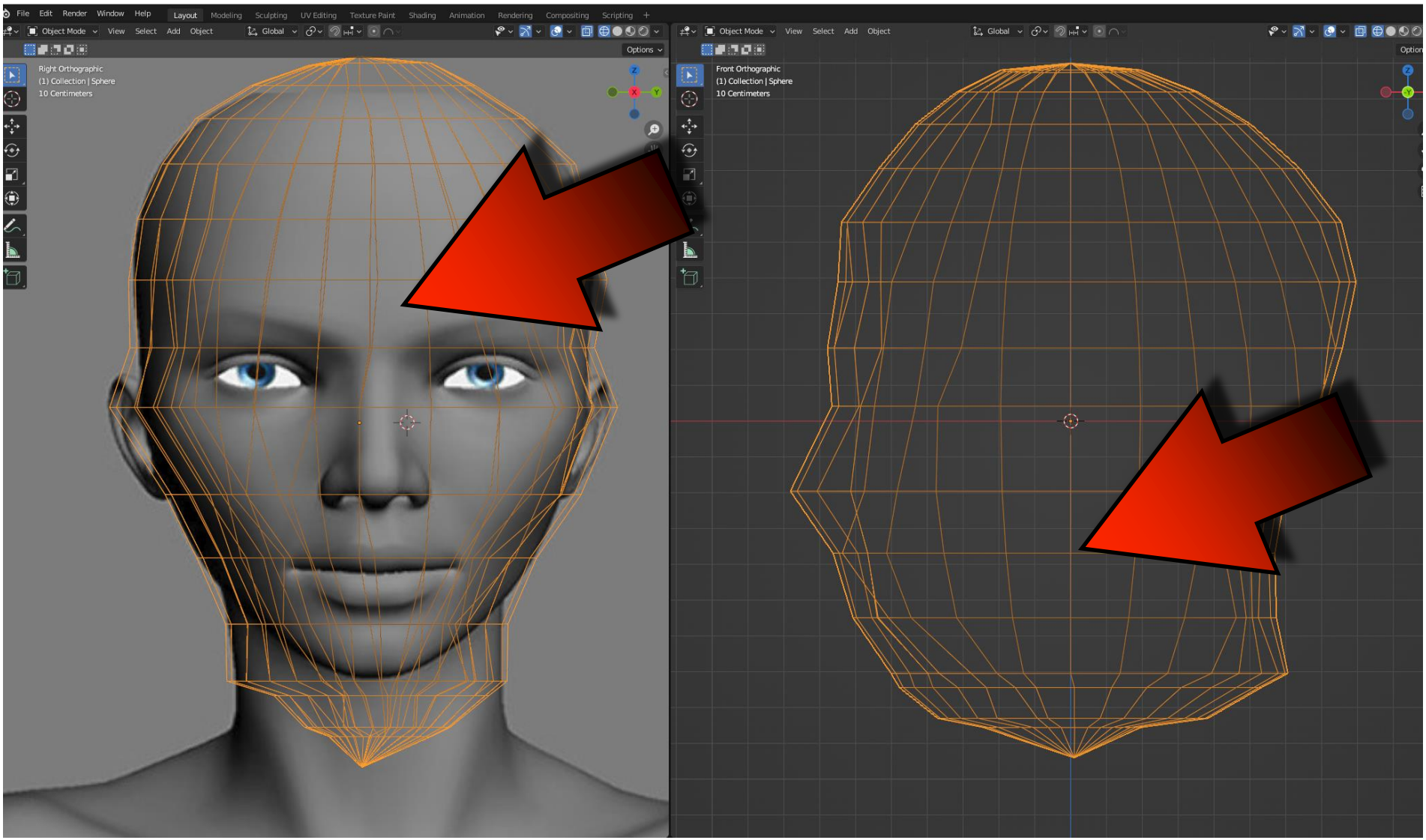
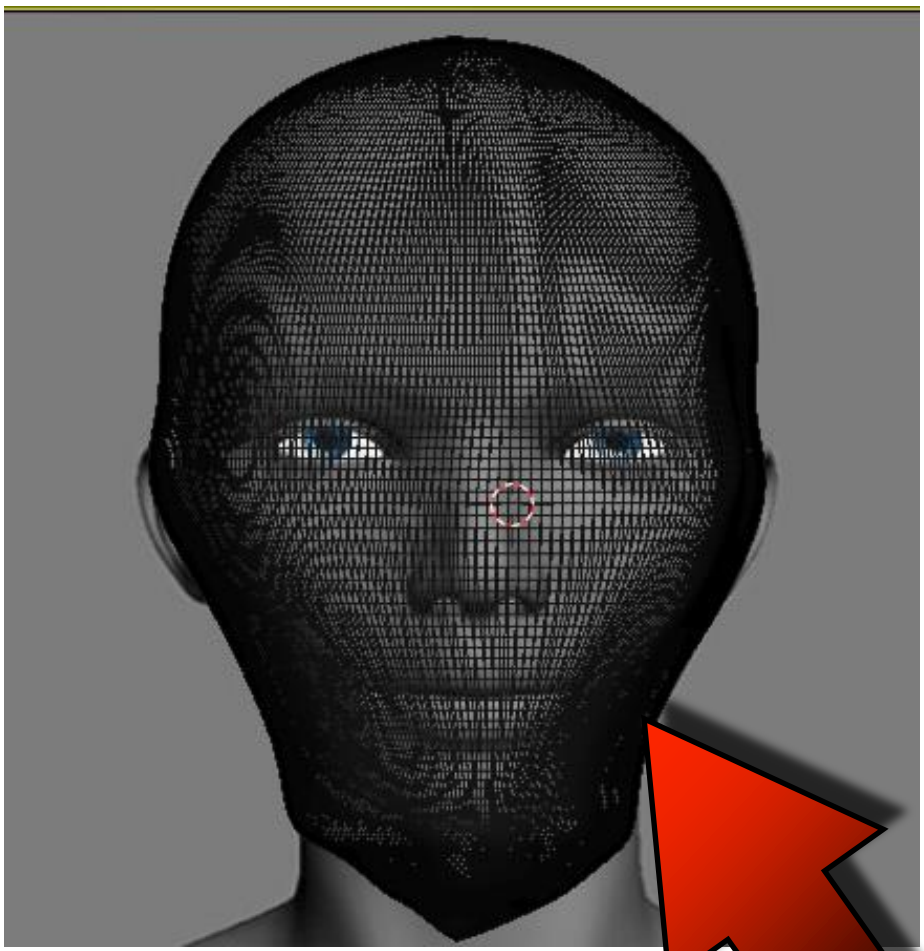
TRY TO ALIGN THE GRID LIKE ON THE SCREEN

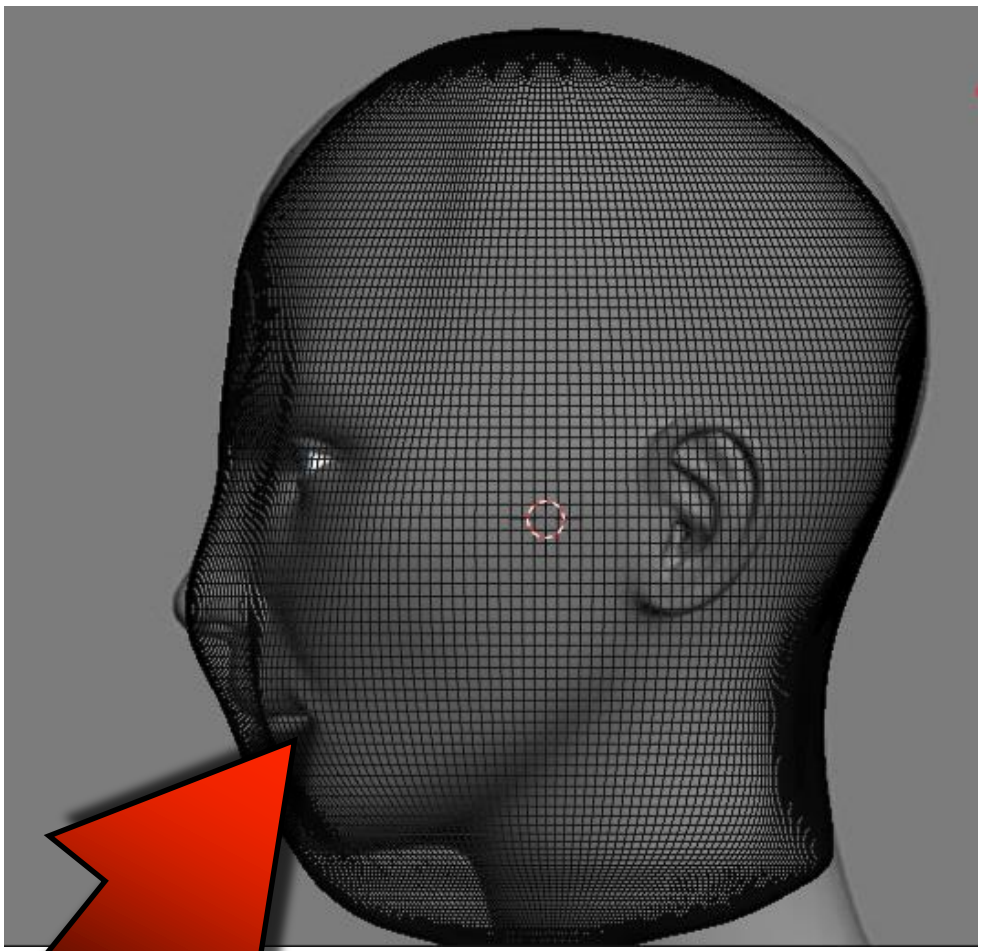


SCULPT

THEN USE

THE SUBDIVISION SURFACE MODIFIER





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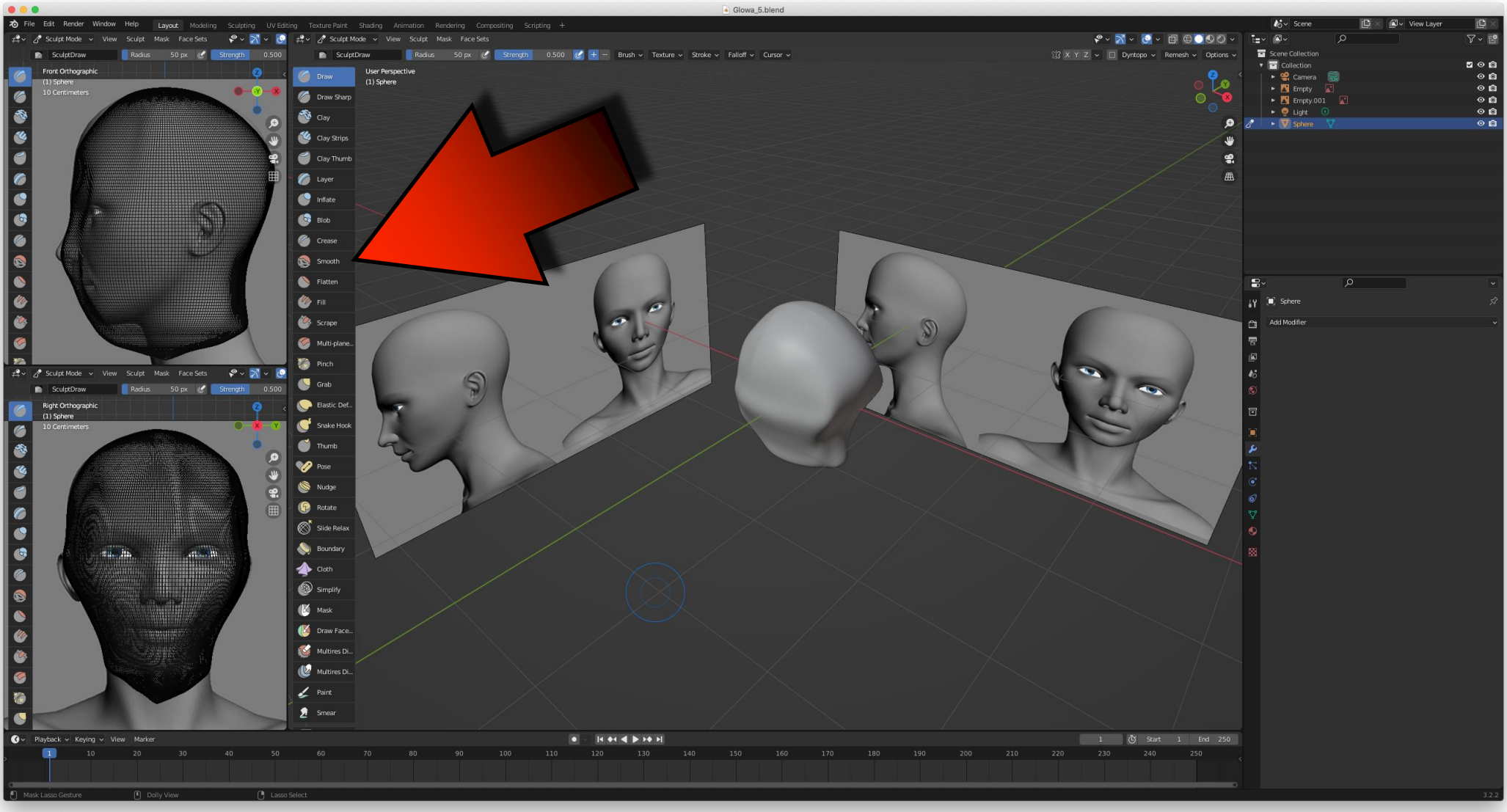
THEN TRY TO USE SCULPT MODE



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EXAMPLES OF THE WORK OF OUR STUDENTS

SCULPT

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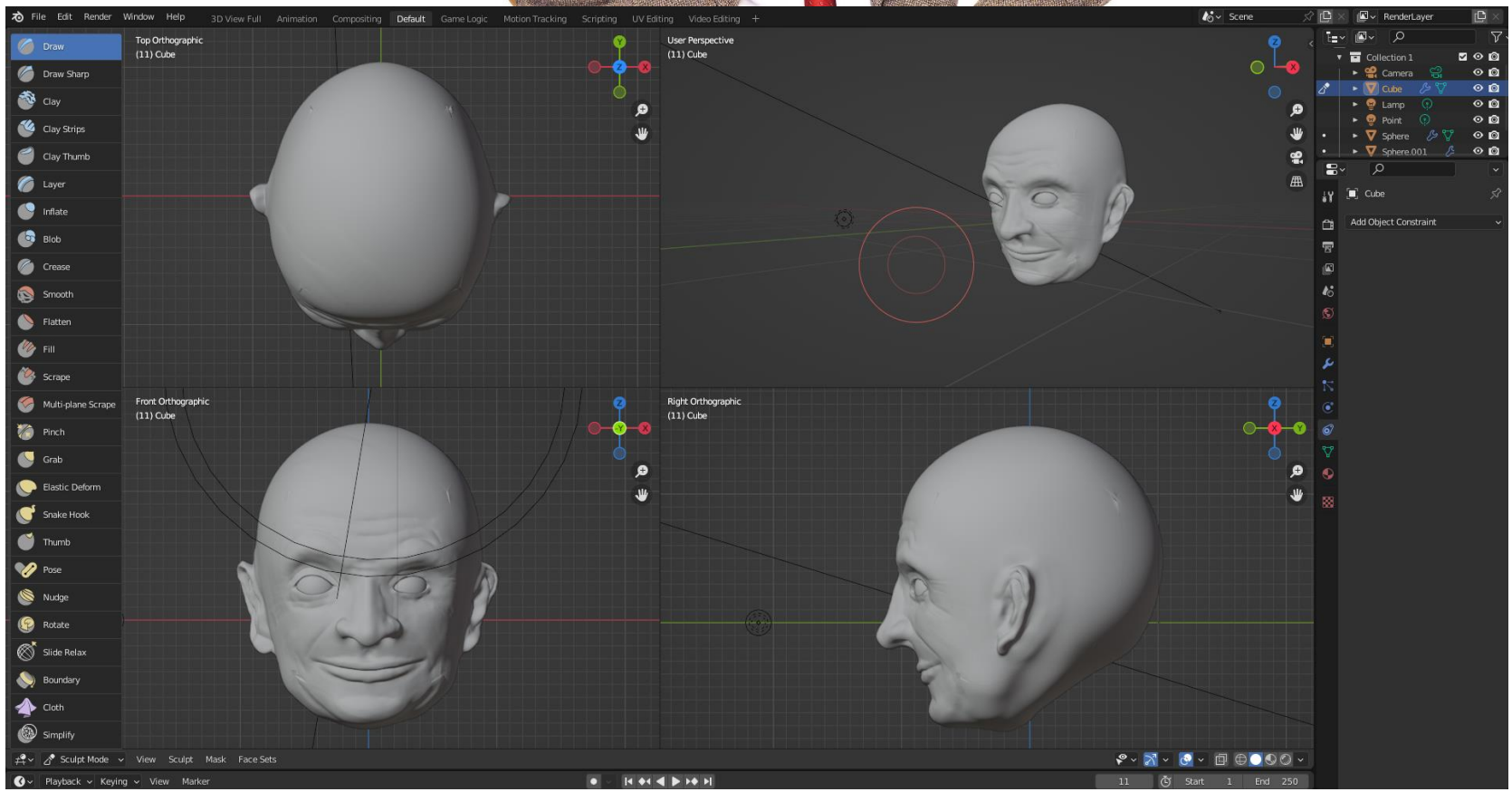

SCULPT

THANK YOU FOR YOUR ATTENTION

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