SCULPT



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JACEK KAWAŁEK





WE WILL SEE THE POSSIBILITIES OF SCULPT MODE







INSERT PLANE

Mesh		Plane	
Curve	F C	J Out	
_ Surface	» (Con	Slanar mesh with 4 vertices.
Metaball	- 6	Đuvs⊧	
Text	6	ට් ico Sp	
Volume	► 6	Cylind	
റ്റ് Grease Pencil	* <	△ Cone	
* Armature	0	∋ <u>T</u> orus	
_ Lattice	E	🗄 Grid	
L Emply	4	P Monkey	
Image	- î -		
Light			
Light Probe			
Camera			
Speaker			
Force Field			
Collection Instance	×.		
1			







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

8	<u>ب</u>	~
ŧΥ	Sphere > O Subdivision	Ś
ĉ	Add Modifier	_
5	VO Subdivision	
	Catmuli-Clark Simr	
	Levels Viewport 3	•
٢	Render 3	:
D		





GO TO SCULPT MODE







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









EXPERIENCE YOURSELF WITH AVAILABLE TOOLS











SCULPT





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









WE TAKE TWO PHOTOS







IN GIMP WE SET THEM SO THAT THE FACIAL ELEMENTS ARE AT THE SAME HEIGHT







SET UP IN THE BLENDER PROGRAM BY ADDING A UV SPHERE









PRE-ADJUST THE MESH









TRY TO ALIGN THE GRID LIKE ON THE SCREEN







THEN USE THE SUBDIVISION SURFACE MODIFIER







THEN TRY TO USE SCULPT MODE









EXAMPLES OF THE WORK OF OUR STUDENTS



















THANK YOU FOR YOUR ATTENTION



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