Chapter 4

Sculpting

Learning Objectives

After completing this chapter, you will be able to:

- *Use various sculpting tools and brushes*
- *Sculpt polygon objects*

Figure 4-1 *The model of a candle*

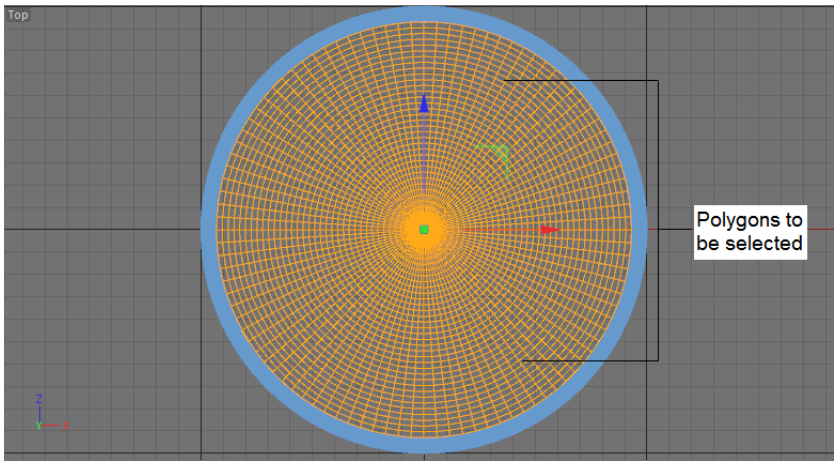

Figure 4-2 *The polygons to be selected*

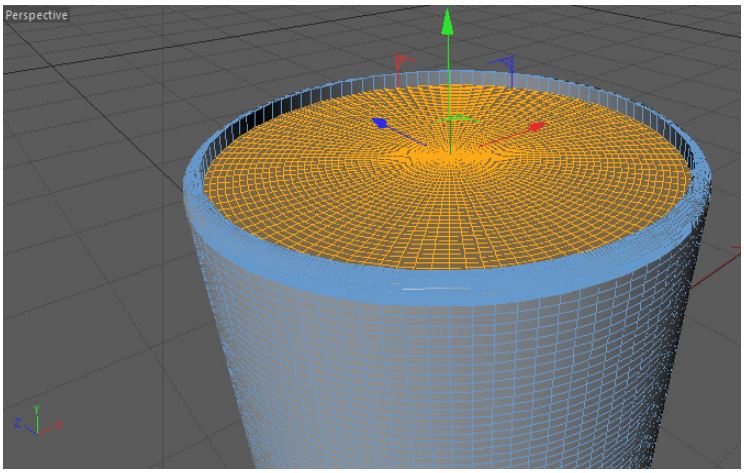

Figure 4-3 *Moving the polygons of the Candle downward*

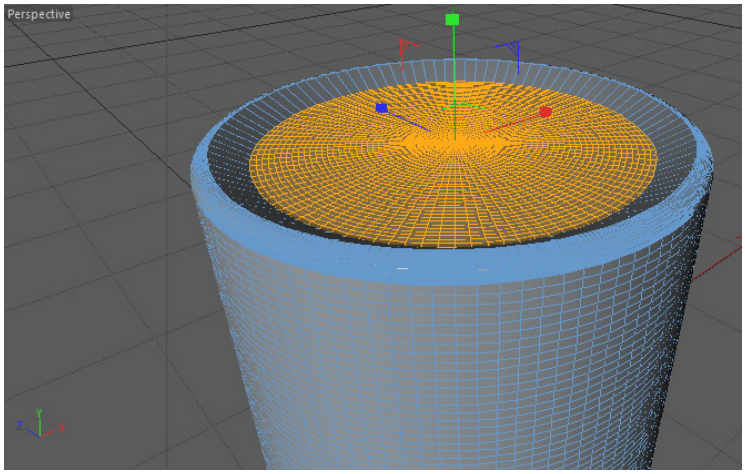

Figure 4-4 *Scaling down the polygons of Candle*

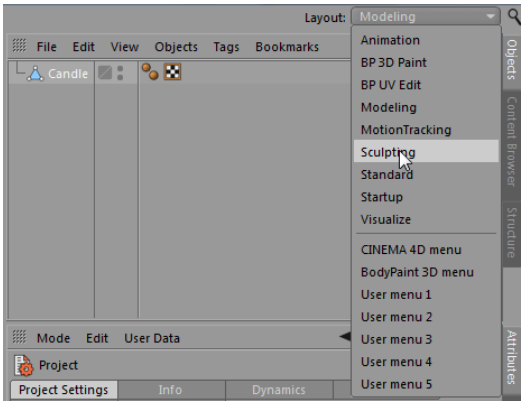

Figure 4-5 *Selecting* ***Sculpting*** *from the* ***Layout*** *drop-down list*

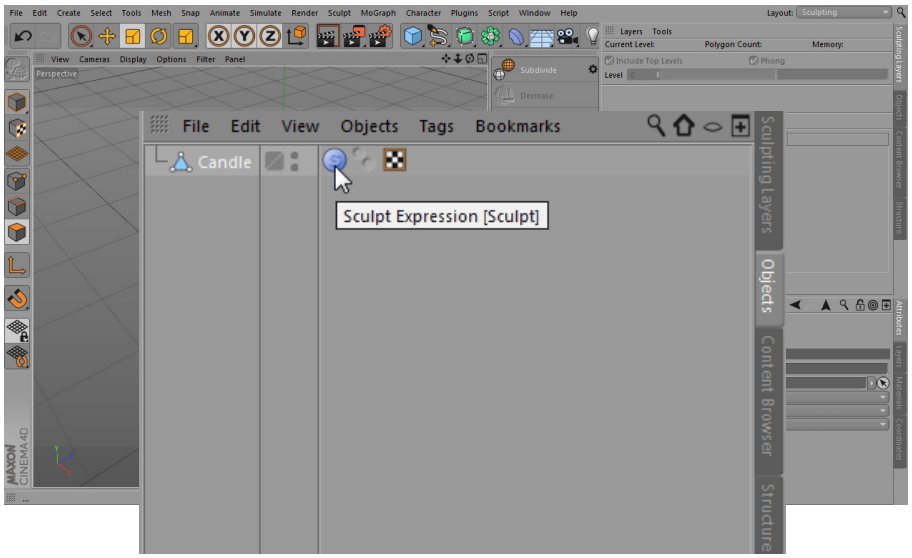

Figure 4-7 *The* ***Sculpt Expression [Sculpt]*** *tag added to the Object Manager*

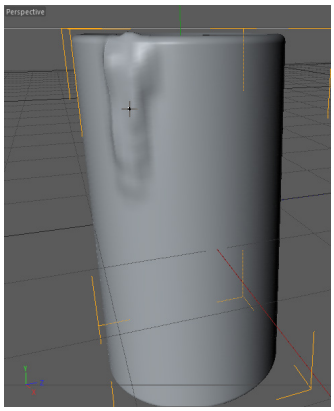

Figure 4-8 *The strokes added*

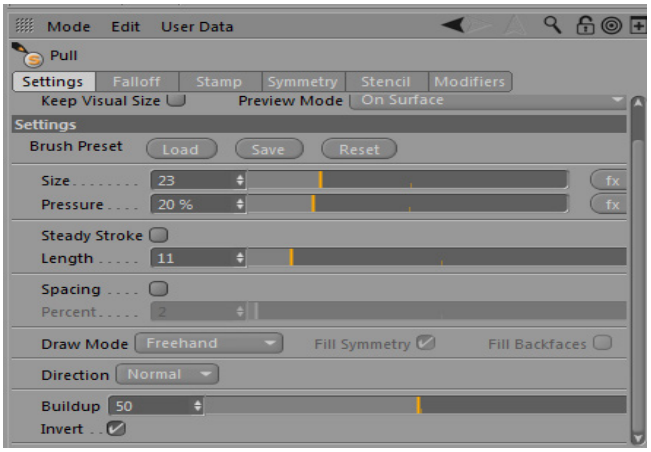

Figure 4-9 *The* ***Invert*** *check box selected in the* ***Settings*** *area in the Attribute Manager*

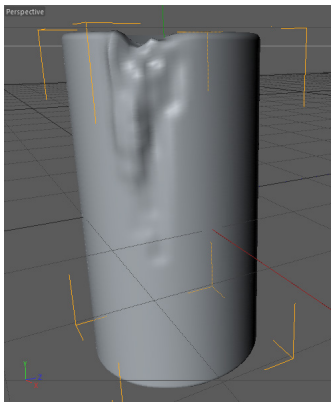

Figure 4-10 *Strokes added to the Candle*

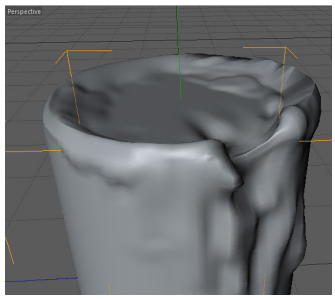

Figure 4-11 *Strokes added on the top of Candle*

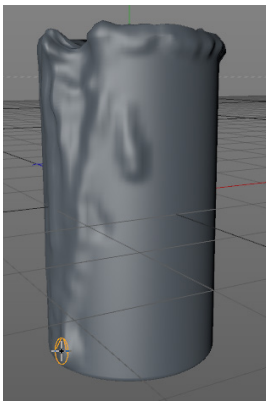

Figure 4-12 *Adding strokes at the bottom of the Candle*

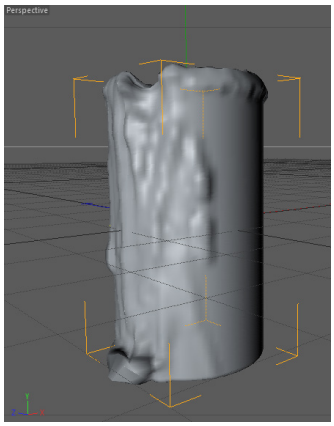

Figure 4-13 *More strokes added at the bottom of the Candle*

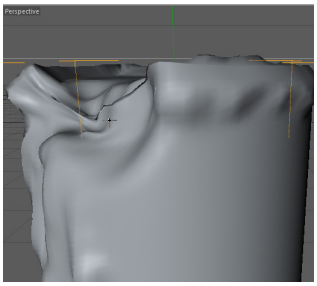

Figure 4-14 *Adding strokes to the top of Candle*

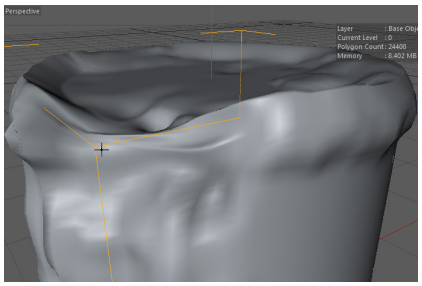

Figure 4-15 *The smoothened surface of Candle*

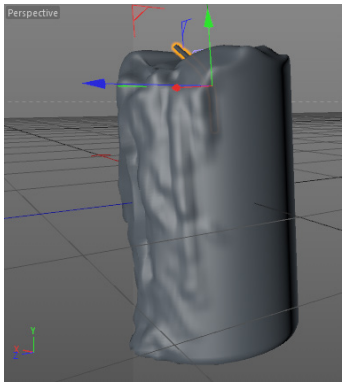

Figure 4-16 *The Wick of the Candle*

Figure 4-17 *The ice cream cone*

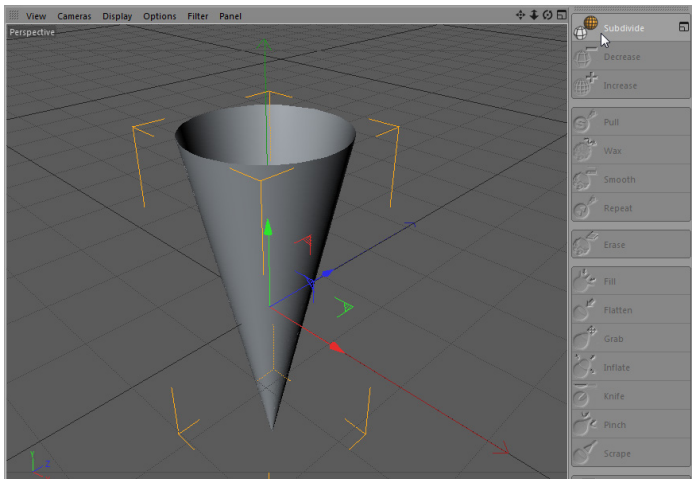

Figure 4-19 *Choosing the* ***Subdivide*** *tool from the* ***Sculpting*** *menu*

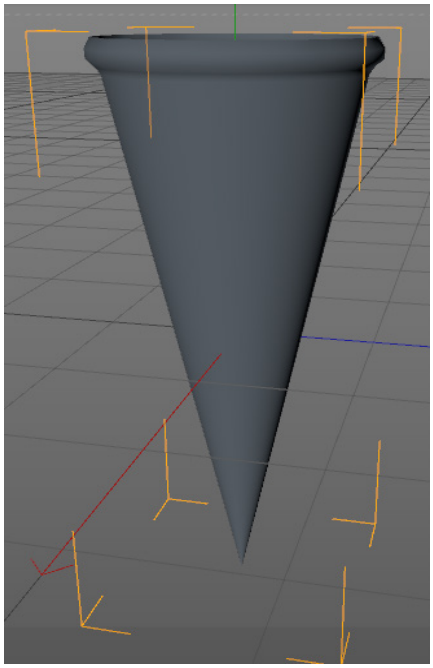

Figure 4-20 *Applying strokes on the top of the Cone*

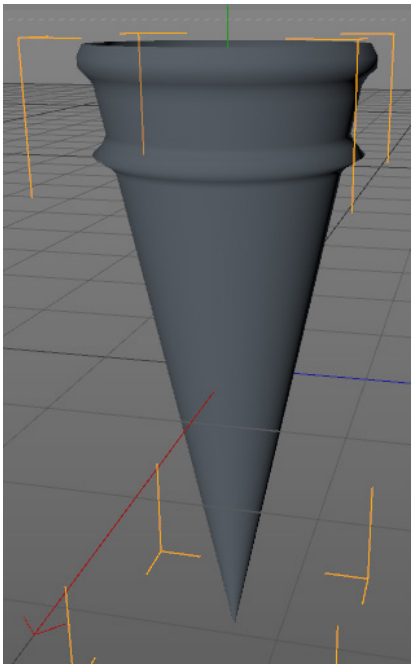

Figure 4-21 *The strokes added*

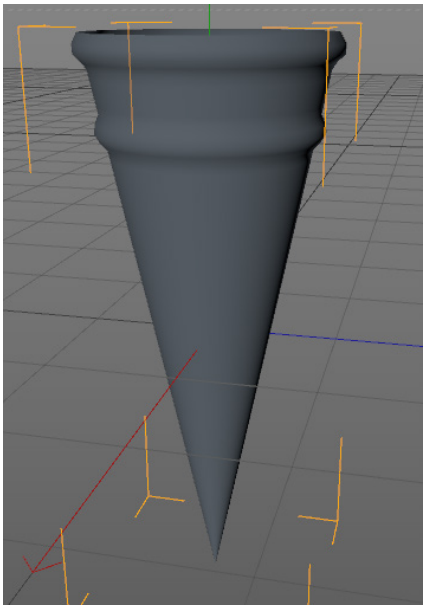

Figure 4-22 *Cone smoothened using the* ***Smooth*** *tool*

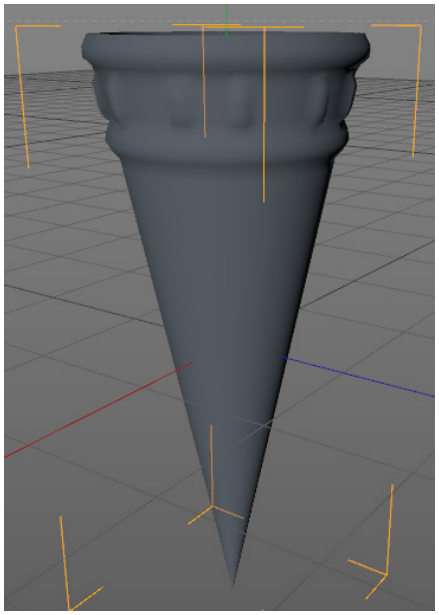

Figure 4-23 *Creating a pattern on Cone in the Perspective viewport*

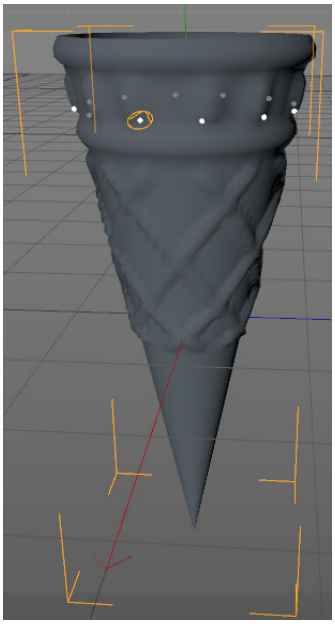

Figure 4-24 *Creating a pattern on Cone using the* ***Inflate*** *tool*

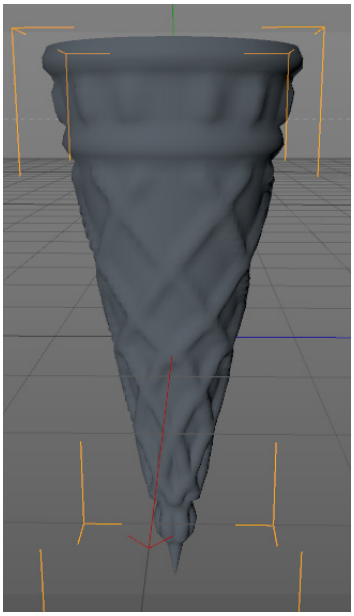

Figure 4-25 *The pattern displayed on Cone*

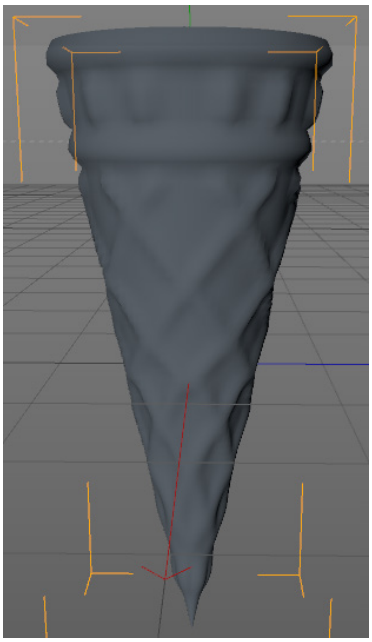

Figure 4-26 *Smoothening the surface of Cone using the* ***Smooth*** *tool*

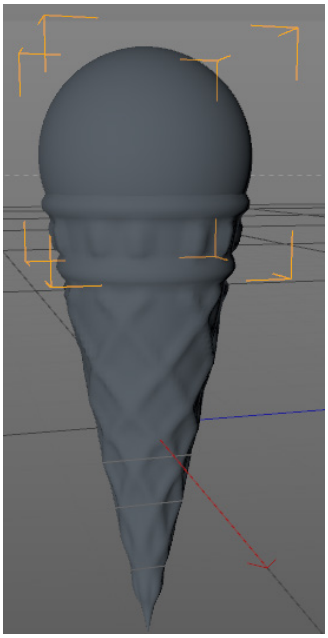

Figure 4-27 *The Scoop displayed in the Perspective viewport*

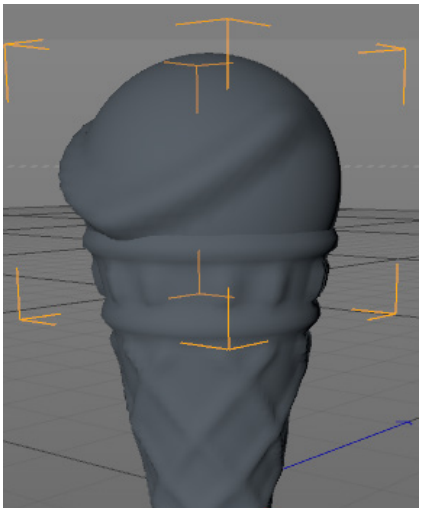

Figure 4-28 *Adding strokes on the Scoop in the Perspective viewport*

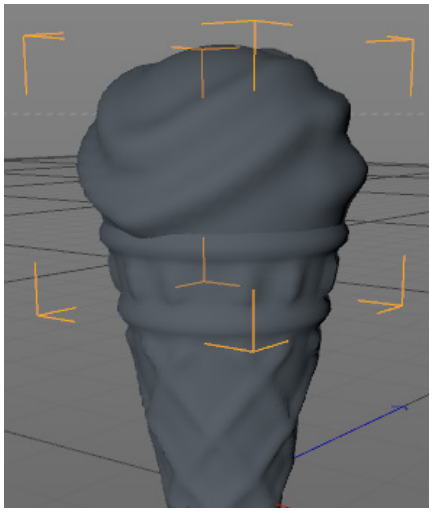

Figure 4-29 *Adding stroke on Scoop using the* ***Pull*** *tool*

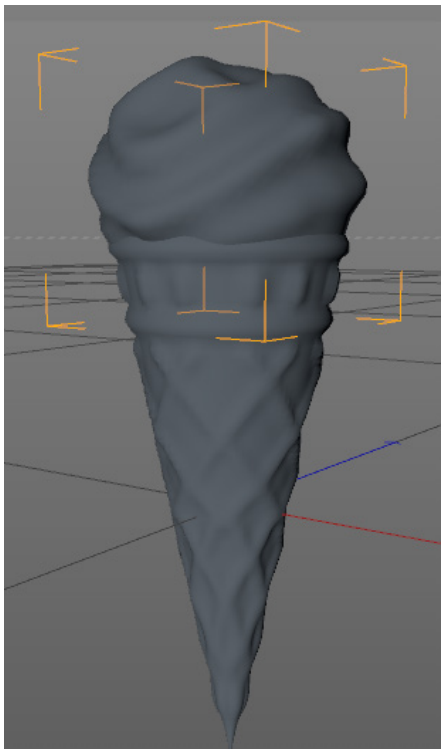

Figure 4-30 *Creating the pattern on Scoop in the Perspective viewport*

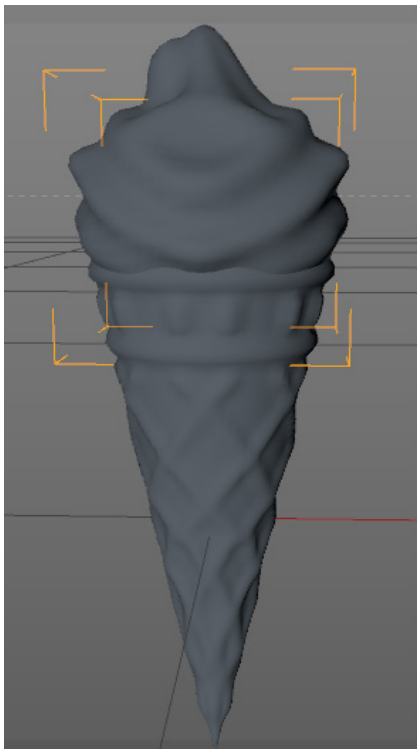

Figure 4-31 *The peak of Scoop created*

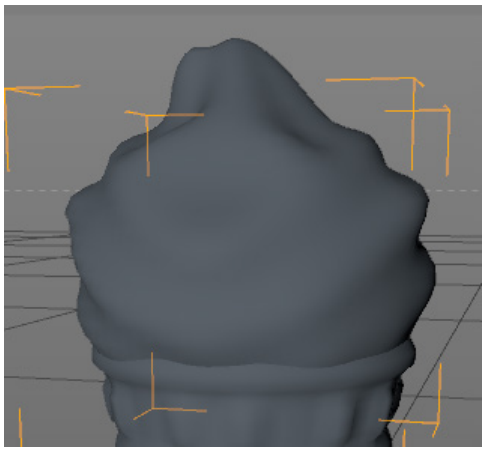

Figure 4-32 *The smooth peak of the Scoop in the Perspective viewport*

Figure 4-33 *A barrel with cracks*