6.3.2 Painting and Sculpting - Sculpting - Adaptive Sculpting

Adaptive Sculpting

Dynamic Topology

Dynamic topology (AKA dyntopo) is a dynamic tessellation sculpting method, adds and removes details on the fly. Dyntopo is quick, just get a brush and start to sculpt. Dyntopo will add details base upon your brush size, detail type and strength.

Detail Type

Dyntopo uses three different detail methods to create dynamic detail to an object. The methods available are Relative Detail (Default), Constant Detail, and Brush Detail.

Relative Detail
This method uses a detail size based on the number of pixels, and in turn will create topology in that size. Zoom out big details, zoom in small fines details.

Constant Detail
To keep detail uniform across the entire object, Constant Detail can be used. The Detail is based on the percentage of a single BU (Blender Unit).

Brush Detail
Giving more control over the topology, with this method you can create topology based on the brush size. You can increase and lower topology by simply resizing the brush itself. The detail size is based the size of the brush itself, where 100% will create topology the size of the brush ring itself.

Detail Size
Each Detail Type's detail is set here. Depending on the Detail Type being used this property will rather show as a pixel count (px), or percentage.

Detail Refine Method

When using Dynamic Topology, a certain method will be used to tell how topology is handled. Setting the option will determine which of the methods will be used when altering the topology.

Subdivide
Just like the subdivide command, this method will only subdivide topology to match the detail given.

Collapse
When topology is too dense, and is smaller than the detail given, edges will be collapse to fit the detail size appropriately.

Subdivide Collapse
This method combines the two methods, subdividing edges smaller than the detail size, and collapsing topology.

Detail Flood Fill
When using Constant Detail mode, this option is made available, allowing you to fill the entire

object with a uniform detail, based on the detail size.

Direction
Determines which direction the model will be symmetrized.

Dyntopo Symmetrize
Uses direction orientation to symmetrize. Since Dyntopo adds details dynamical may happen that the model goes asymmetric, so this a good tool for that.

Multi-Resolution Modifier

The multires modifier is needed to sculpt. The modifier will subdivide the mesh. The more subdivision the more computing will be needed. With the Blender stack no-destructive data, multires sculpting will help when you have a clean topology base mesh.

When sculpting with multires we have the ability sculpt in different level of subdivision, this mean we can sculpt some details in subdivision level 1 and add more details in subdivision 2 and go back to subdivision 1 correct some mistakes. While this workflow is often used, multires modifier has some limitations. You may end up with some mesh distortions. As an advice, add as more details as possible before adding more subdivisions. Clay brush, SculptDraw work better with multires sculpting to sculpt secondary forms.

See also
Read more about the *Multi Resolution Modifier.*