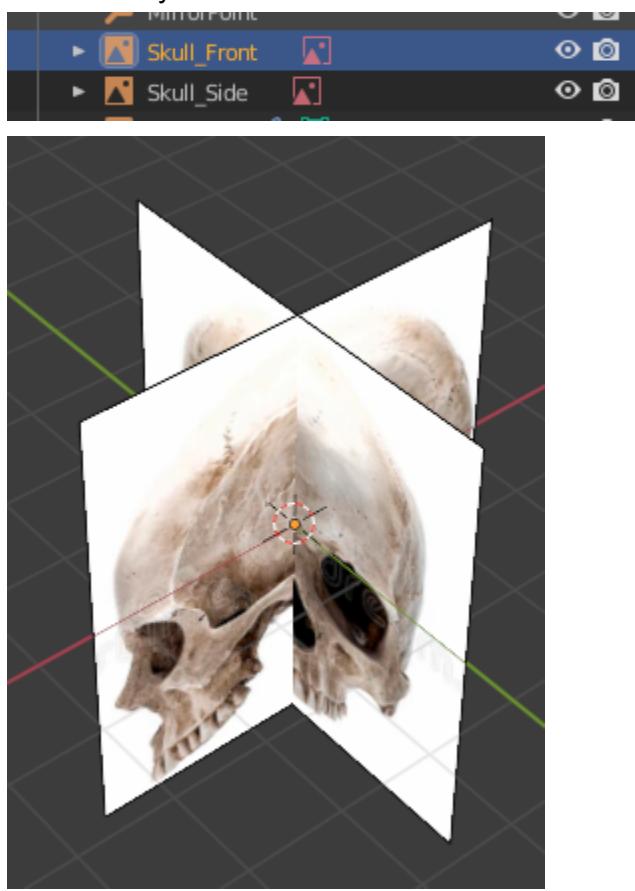


A6 Sculpting an organic object

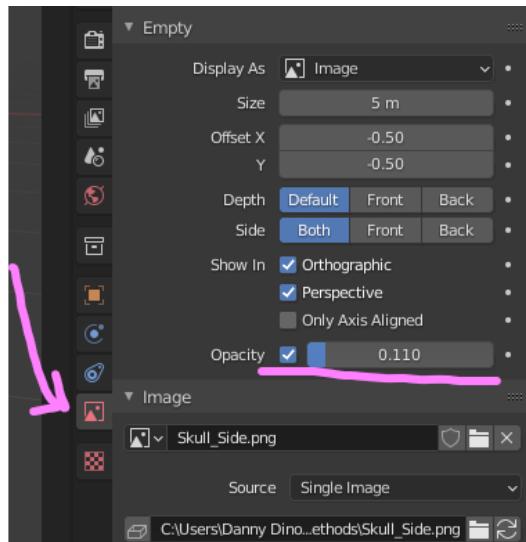
Start with an empty scene

Delete the cube and add a sphere. Rename the sphere to Skull.

Drag the two images into the scene and reposition them along the plains of the grid. Rename the two empty objects in the hierarchy



Adjust the opacity of the images in the ImageEmpty properties tab



Adjust the sphere to the proper position and scale relative to the two reference images

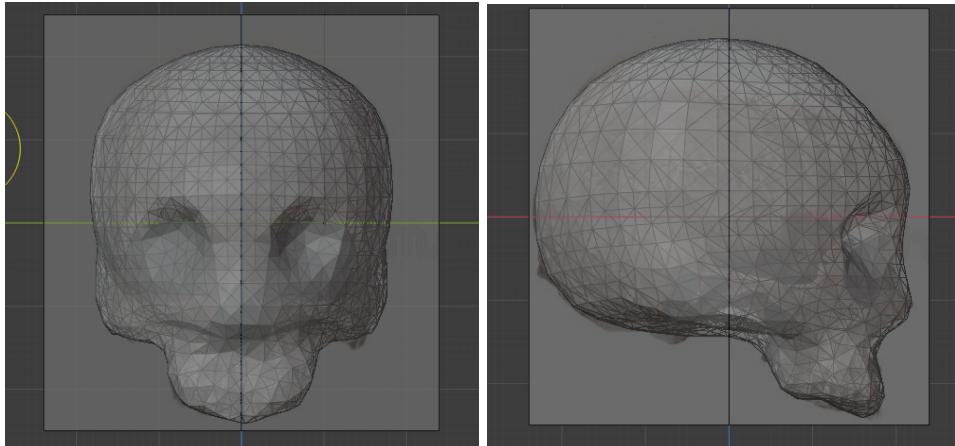
Enter into Sculpt Mode for the sphere

Enable Symmetry for the proper axis for both sides of the skull to be mirrored

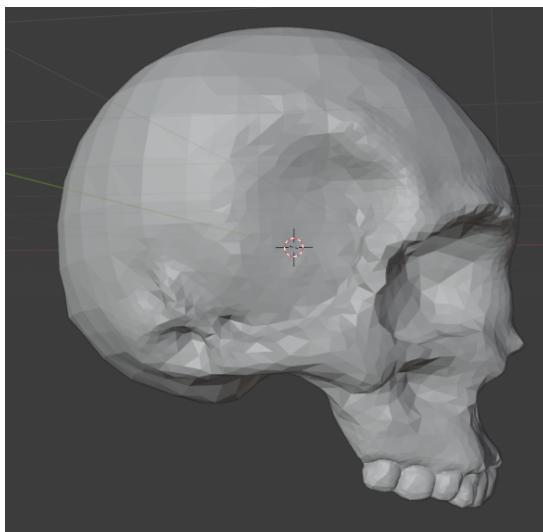
Begin sculpting your model and remesh as necessary using the **shift + r** and **ctrl + r** keys (shift + r sets the remesh value, and ctrl + r applies the remesh to the model)

Try using dynamic topology if needed to add more detail to certain areas of your model.

model the sphere to fit the shape of the skull. This can be done using a variety of tools such as the grab brush, or the snake hook tool. Keep looking at your model from different angles to get the general shape correctly aligned with the reference images.



Continue adding more detail to the skull using the variety of brushes and tools available in sculpt mode.



When you have completed the modeling of the skull, move back into object mode

Next we are going to sculpt a pear fruit

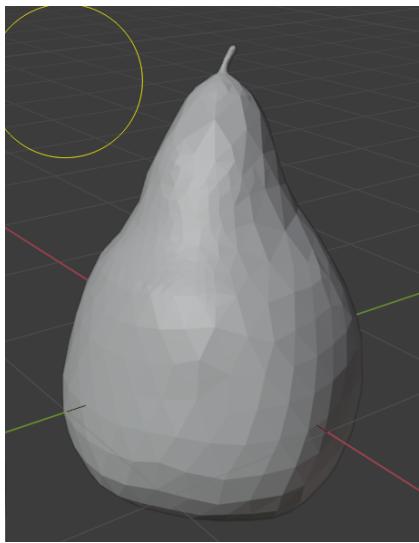
Add a new sphere and hide the skull

Rename the newly added sphere in the hierarchy to Pear1

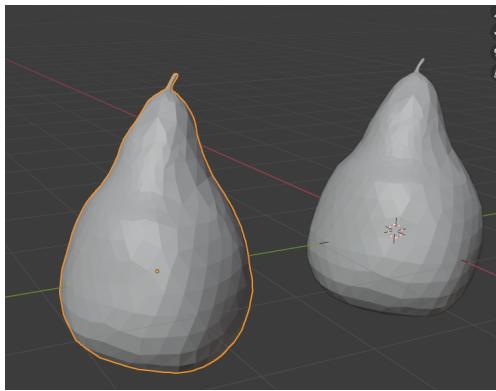
Enter sculpt mode with the pear object and begin giving it shape.

Try pulling the sphere into a pear shape using the snake hook tool.

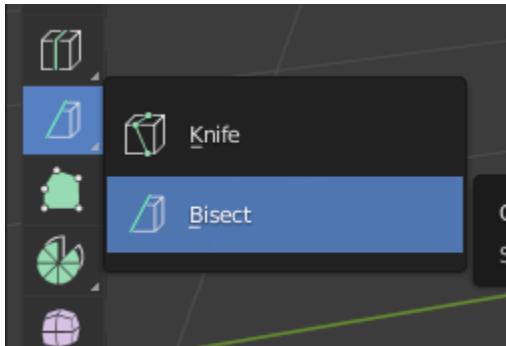
Do the same for the stem and add detail to make it more stem-like



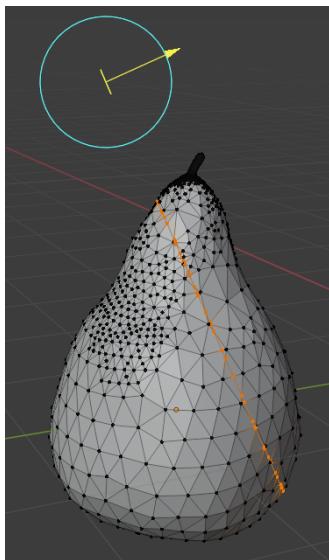
Once complete, return to object mode and duplicate the pear object
Rename the duplicated pear to Pear2 and move the object to a visible location



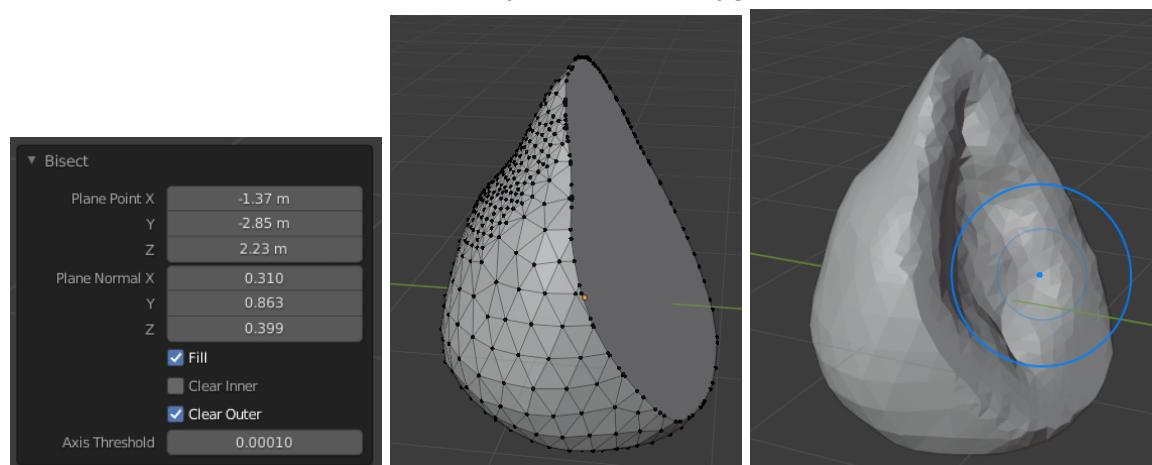
Enter edit mode for the Pear2 object and select all the vertices.
Click and hold the knife tool and select the bisect tool



With all of the vertices selected, click and drag the bisect tool across the pear



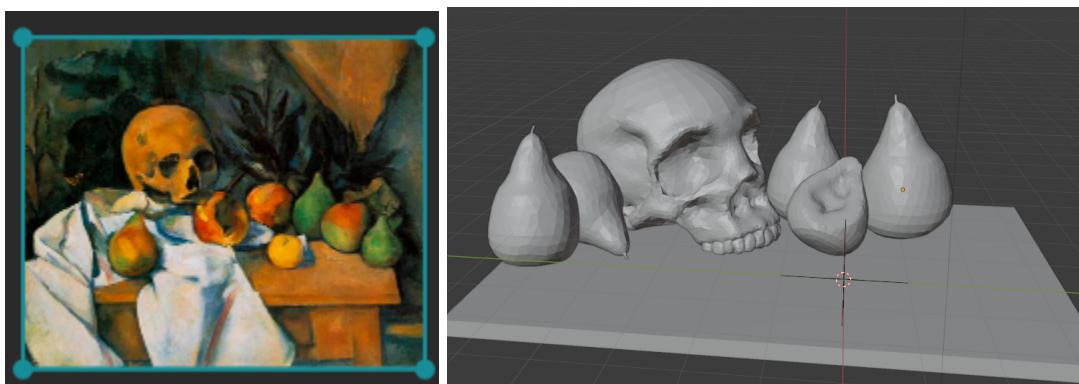
The orange line represents the “knife slice”. Open the Last Action Toolbar and toggle the two “clear checkboxes until you see the side that you want to keep and the side that you want to dispose. Click the “Fill” checkbox to fill the empty hole with a polygon face.



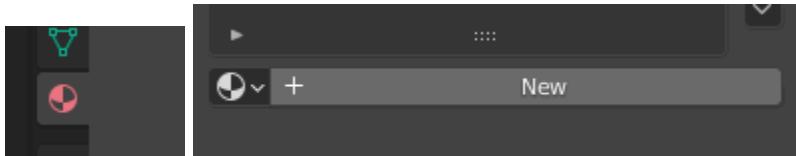
Enter Sculpt mode for the new sliced pear and sculpt the seed pit

When complete, return to object mode. You will now have a skull, and two pear objects (one sliced)

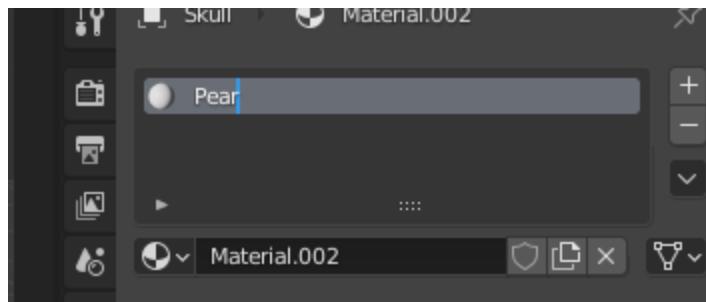
Begin composing a scene similar to this Vanita by Cezanne (ignore the table cloth for now):



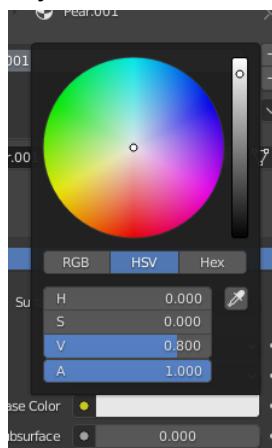
With a pear selected, click the materials tab on the right:



Add a new Material and rename it to Pear

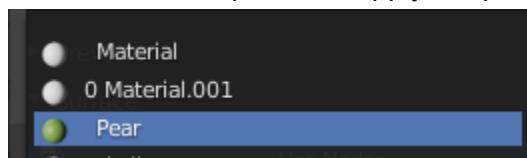


Adjust the surface color of the material by clicking the white color box



The Selected Pear now has the pear material applied

Select a different pear and apply the previously made material to it

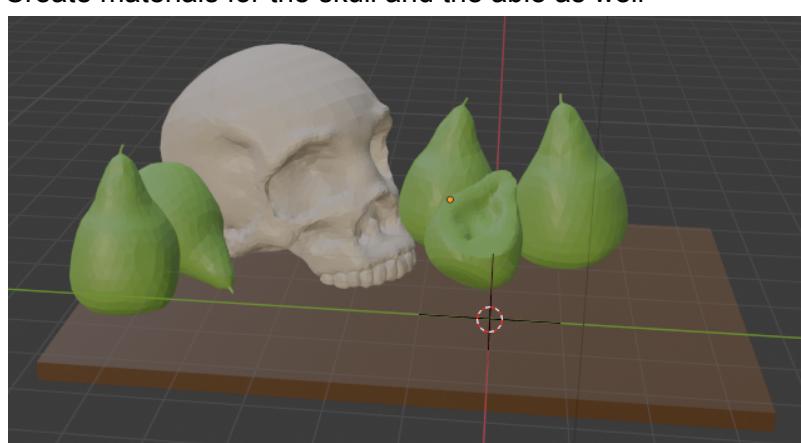


Now two of the pears have the pear material applied to it.

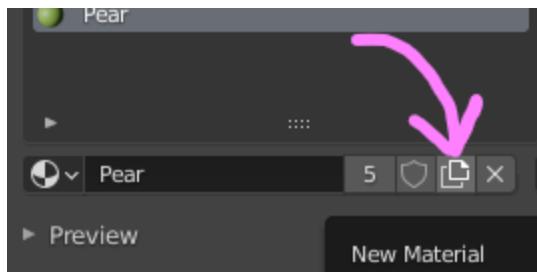
To view the colors of the objects, click the material preview shading view



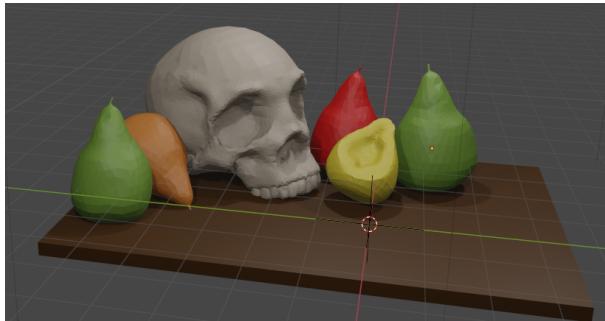
Create materials for the skull and the able as well



Select one of the pears and create a new material for it and changing the color to red

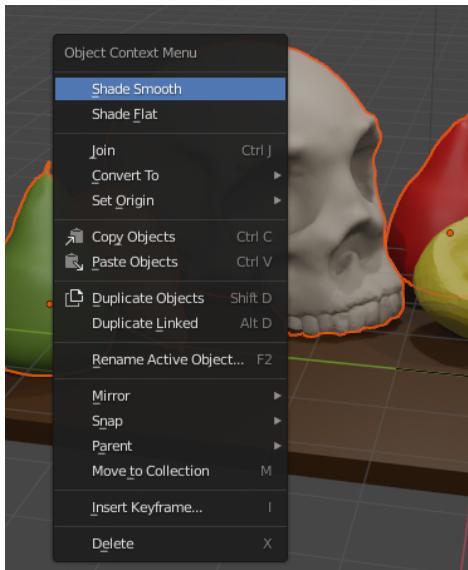


Repeat the same for each pear, making a new material for each (rename them appropriately)



Let's smooth out the "look" of the polygons

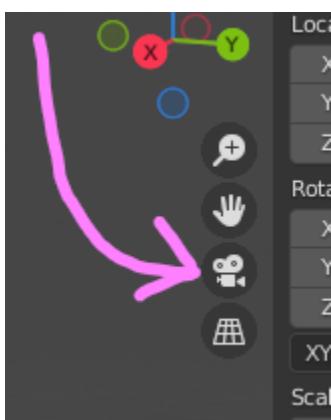
Select one or multiple objects. Right click and set the to Shade Smooth



Adjust the lights by duplicating them and repositioning them

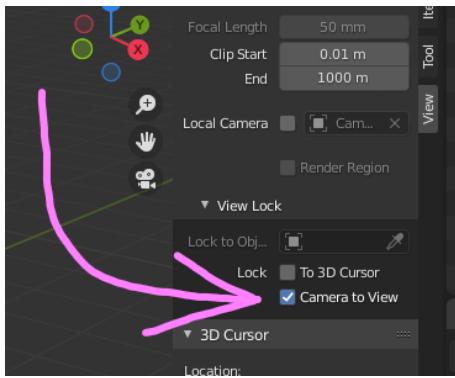
Let's explore the camera

Click the camera icon in the sidebar

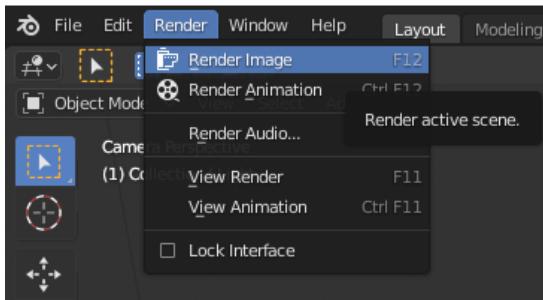


Try orbiting the camera, the view returns to the layout view.

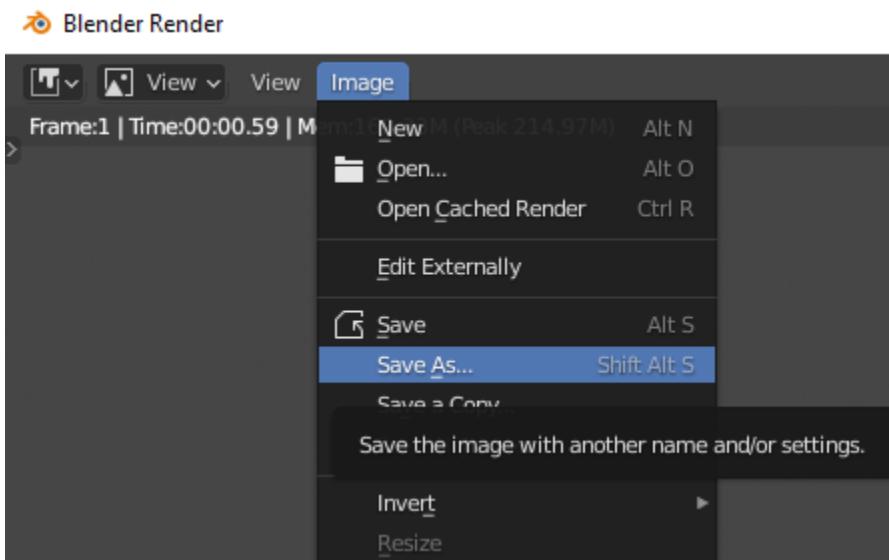
Click the "Lock Camera To View" checkbox in the sidebar View tab



Now the camera is locked to your orbi and you can orbit around the scene from the camera's perspective
Try position the camera in a good location for a photograph (rendered image)
Press F12 to render the scene, or click the render menu from the top bar and click Render Image



The newly rendered image will appear in a popup window.
Save the image by clicking Image → Save As in the new popup render window



Close the render window after saving the image

Homework: Recreate this iconic Vanitas Still Life with a Tulip, Skull and Hour-Glass by Philippe de Champaigne
Think about a way to model the flower petals and the flower vase. You can ignore the clear material of the vase and the water within it, just focus on the general shapes. Apply colored materials to each of the sculpted objects. Position the camera and render the scene.

