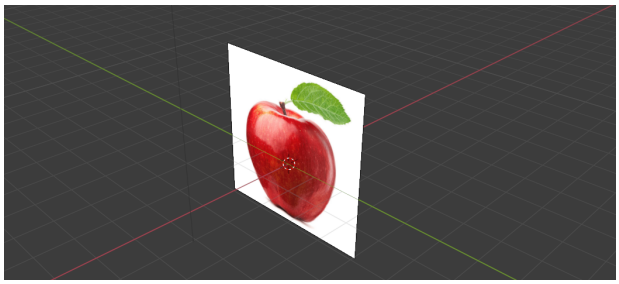
Edit Mode Recap

Lets start by using Edit Mode to sculpt an apple:

New → General → start with deleting the default cube

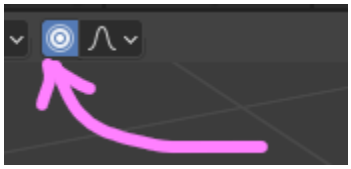
Drag an image into your viewport to bring a reference image into the process:



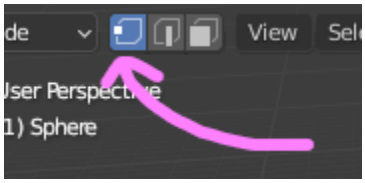
Add → UV Sphere

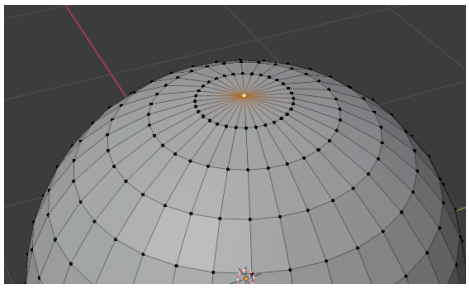
Tab into Edit Mode

Enable Proportional Editing by clicking the icon at the top



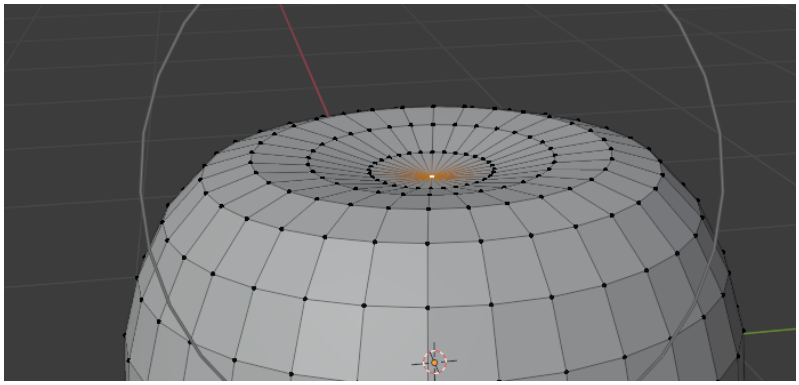
With vertex select mode enabled, select the top vertex of the sphere



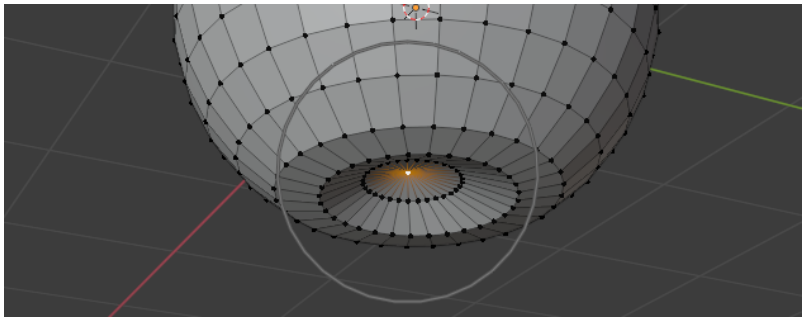


Press “G” on your keyboard to grab the vertex and drag it down by pressing “z” key to constrain it to the z-axis.

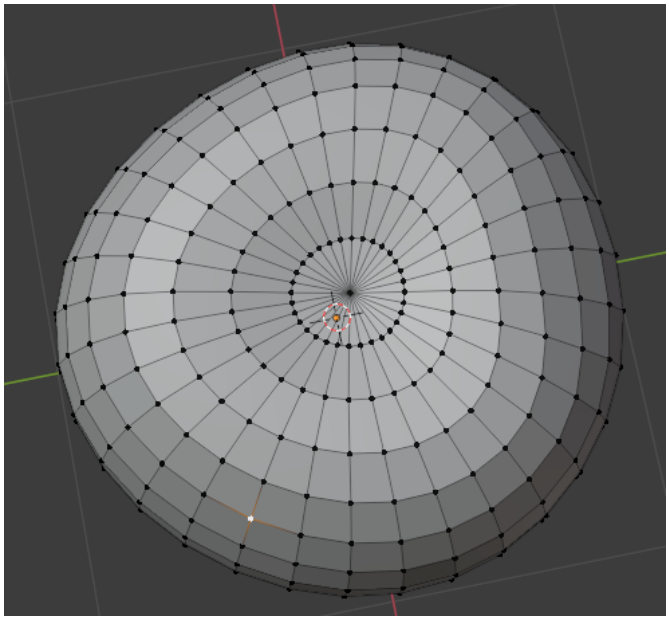
Remember to scroll the mouse wheel while dragging to affect the proportional edit circle of influence amount



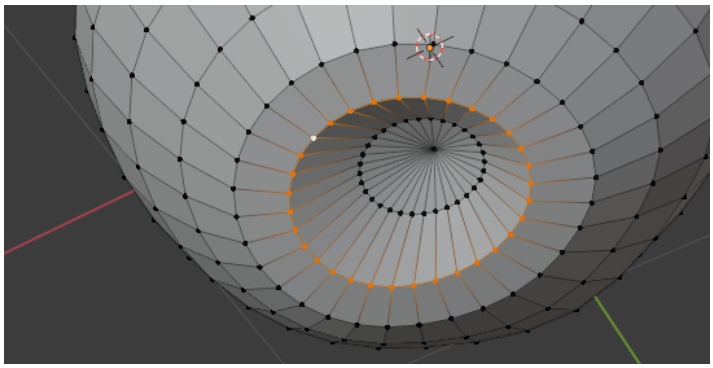
Repeat the same process on the bottom of the sphere to create the bottom of the apple



With proportional editing still enabled, click and drag various vertices to deform the apple into a more organic and natural looking shape.

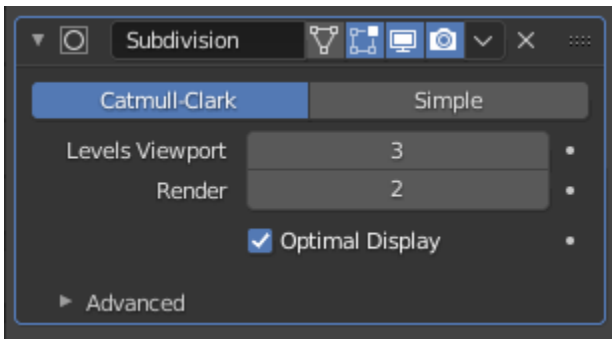


Hold **ALT+ click** and select edges or vertices to Loop Select



Tab out of edit mode when finished.

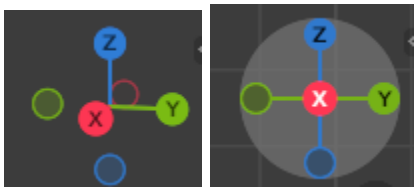
With the object selected, add the **Subsurface Subdivision** modifier and bump up the levels to 3. This will result in a smoother looking apple

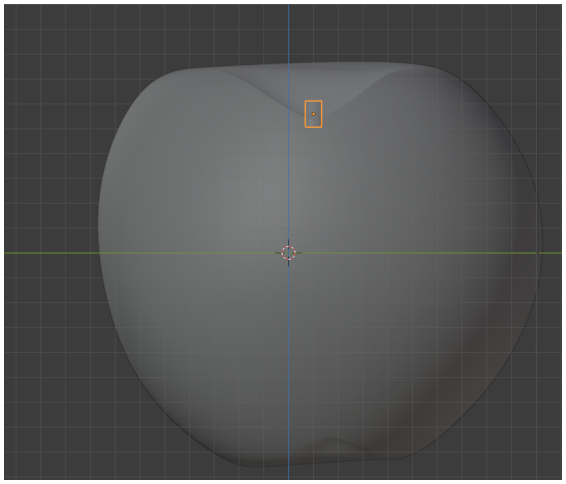


Next add the stem to the apple by adding a cylinder: Add→ cylinder

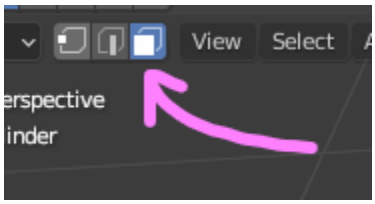
Scale and position the cylinder near the top of the apple.

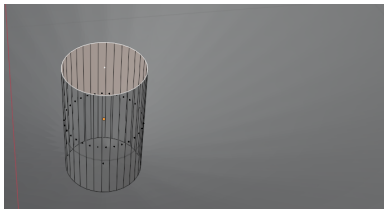
Remember to turn on x-ray mode to see through the apple and try viewing the apple from a side view by clicking the orbit gizmo



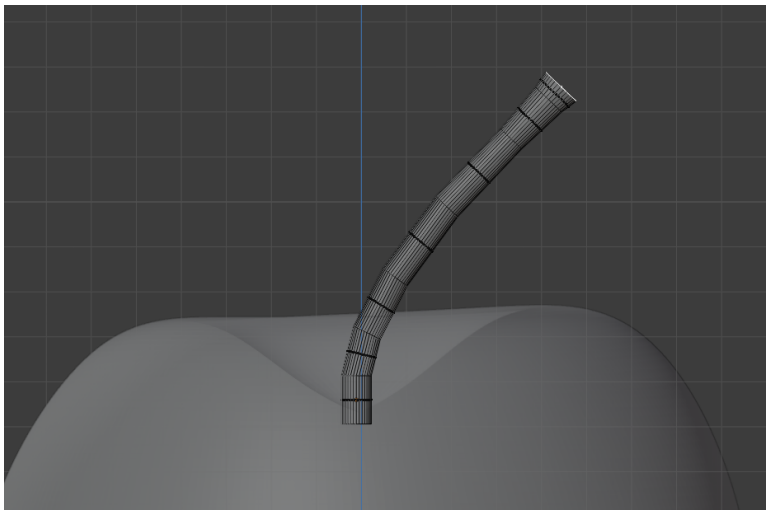


With the cylinder selected, tab into edit mode.
Enable Face Selection mode and select the top face of the cylinder

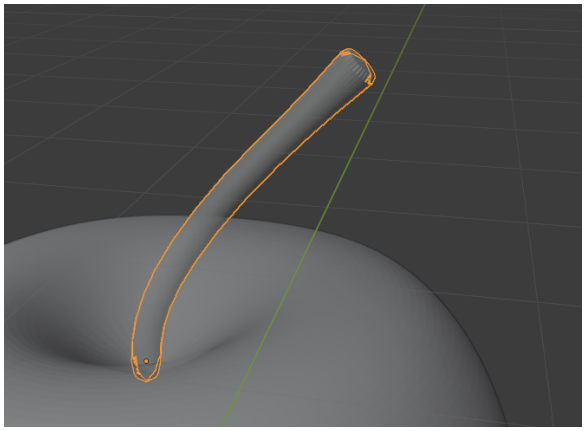




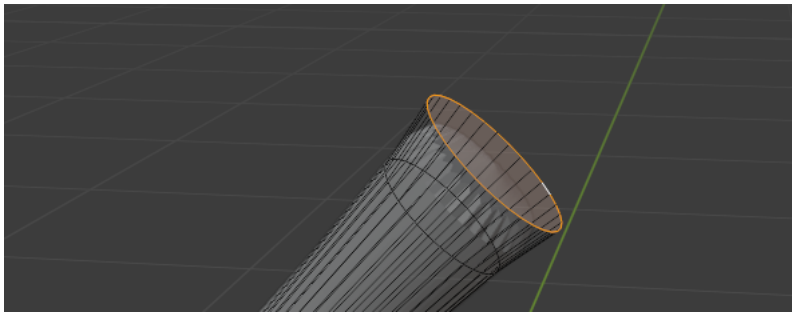
From the side view, extrude the top face and rotate it a few times to extrude a stem shape. Make sure proportional editing is turned off for this step.



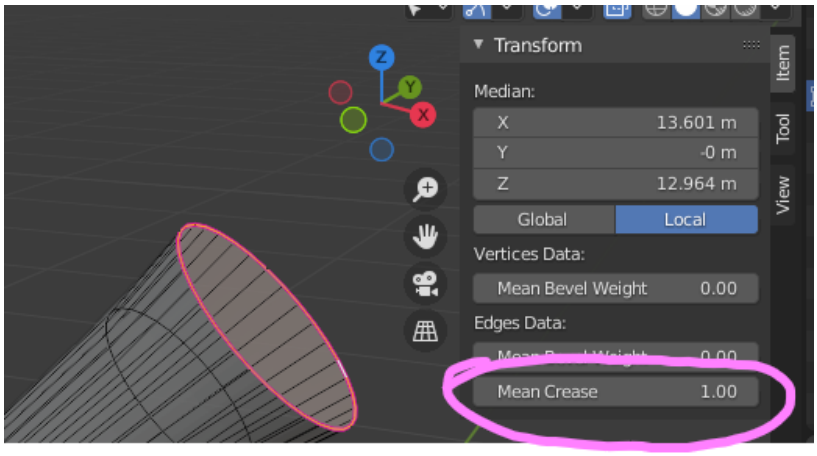
Use the loop cut tool to add more divisions if necessary.
Tab into Object mode and with the stem selected add a subdivision subsurface modifier



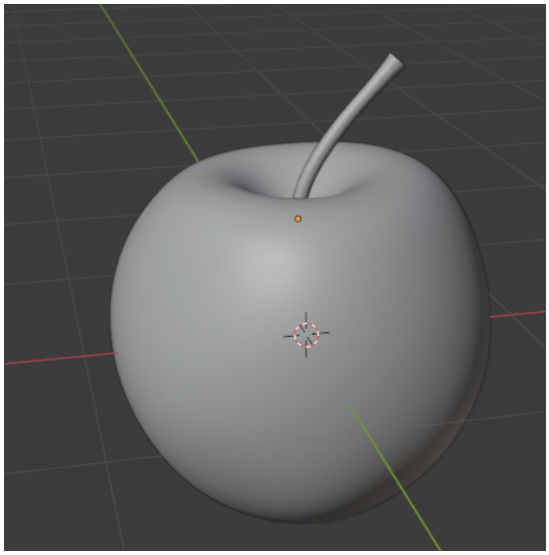
To fix the rounding over the top of the stem, return to edit mode and loop select the top edge of the stem by holding **ALT+click** on the edge



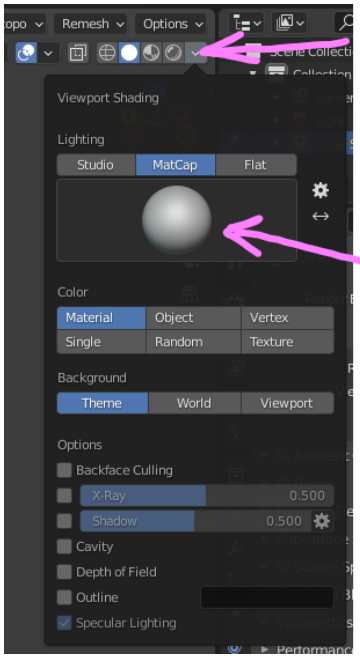
In the sidebar, increase the Mean Crease value to 1



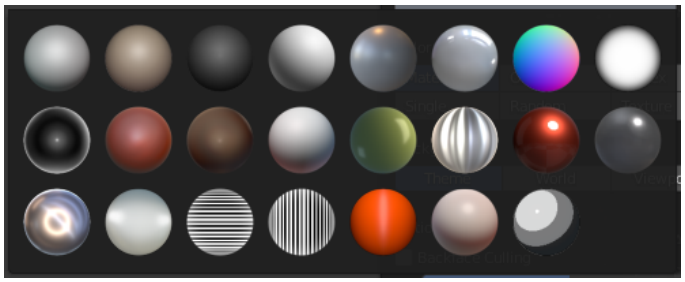
Tab back into Object Mode and view your completed apple



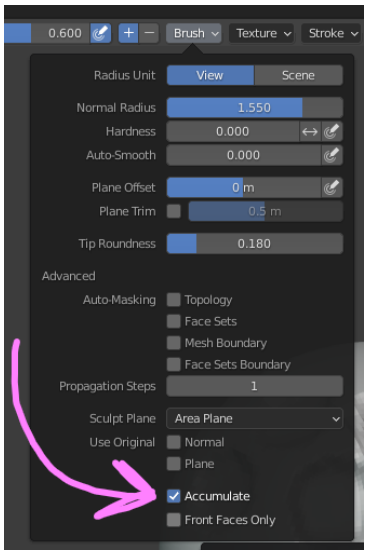
File→ New → Sculpting
Let's look at Shading Modes that help with Sculpting
Click the dropdown menu on the shading modes

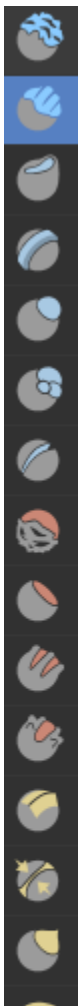


The different MatCap choices for shading do not affect the geometry or the rendered material, they are only overlays that help us to *visualize* the geometry while sculpting



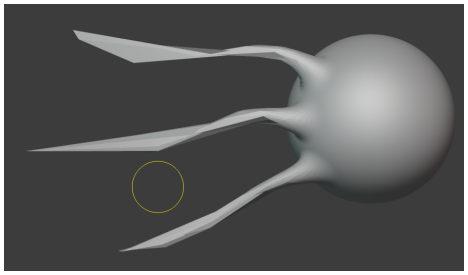
Click on the draw brush and draw a few strokes on the sphere with the default settings
Set the hardness to the highest settings in the Brush dropdown and try drawing with a hard edge
Return the hardness setting back to zero
Click the Clay tool and explore by drawing
Click the Clay Strips tool and explore by drawing
In the brushes menu click the checkbox for Accumulate - now the strokes pile onto one another
Keep the setting enabled



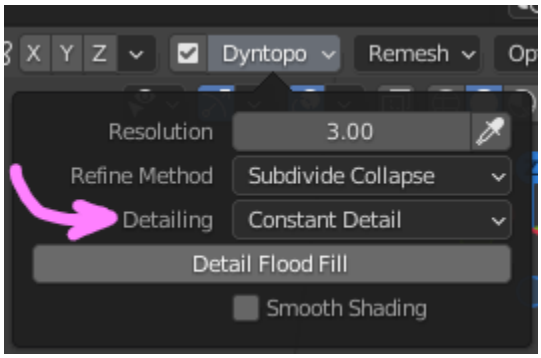


Keep going down the line of tools, exploring each one until you reach the snake hook tool

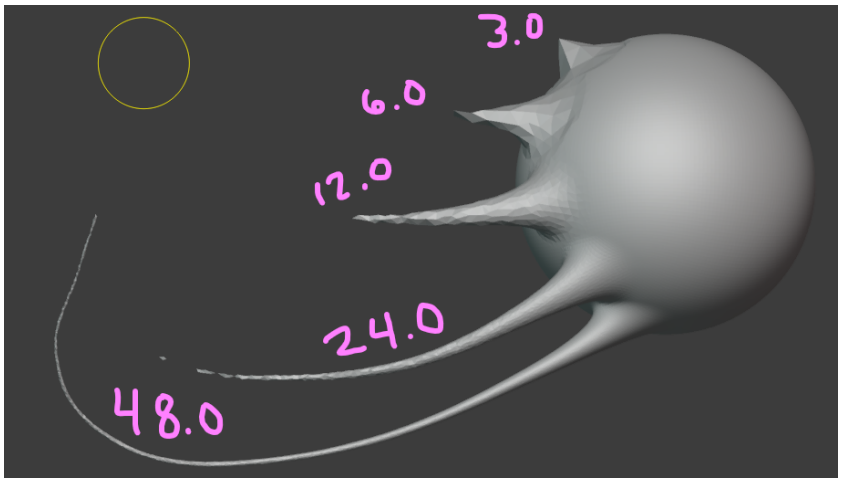
Snake hook tool - pull some snakes without dyntopo - polygons become stretched



Now enable dyntopo and set to constant detail

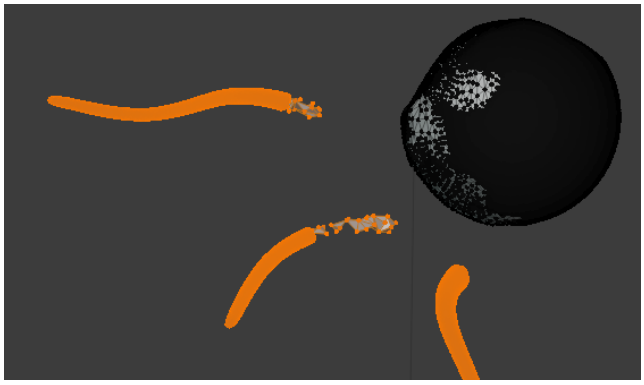


Try pulling a snake at resolution 3.00
Now increase the resolution by doubling to 6.00 and try pulling another snake
Now increase the resolution by doubling to 12.00 and try pulling another snake
Now increase the resolution by doubling to 24.00 and try pulling another snake
Finally increase the resolution by doubling to 48 and try pulling another snake



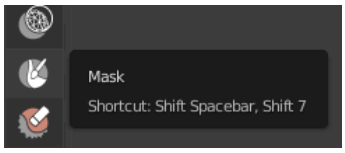
Pull a few more snakes at 48 resolution and switch over to the task of trying to erase the snakes from the form
Try using the smooth brush. It is challenging
Enable the mesh overlay to see the geometry while we work 
Switch to the Simplify brush (oly works with dyntopo enabled)

Try simplifying the geometry using this brush to erase the snake hooks. Will require tinkering with the resolution setting in the dyntopo menu.
Tab into edit mode
Select a vertex on your object
ctrl+L to select linked
Invert the selection

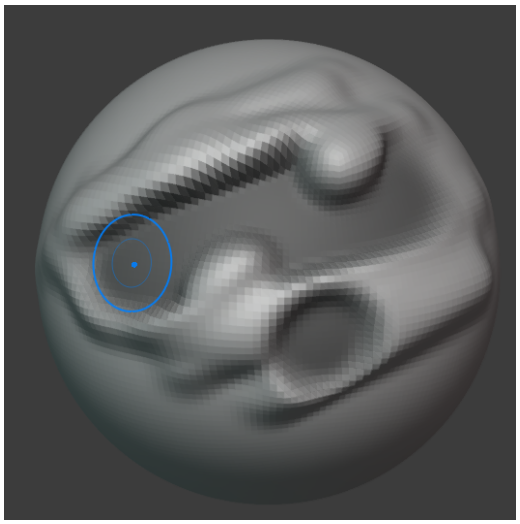


Press **X** or press **Delete** key to erase the vertices
Press tab to return to sculpt mode

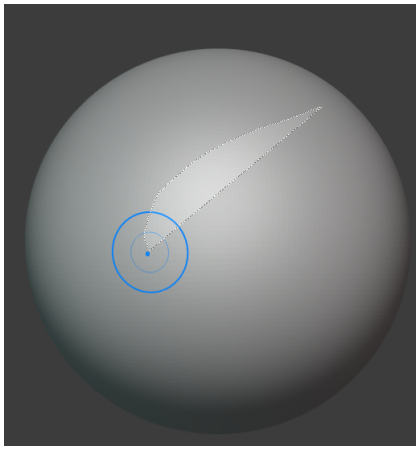
Start a new Sculpting Project
Select the Mask tool (**M** shortcut Key)

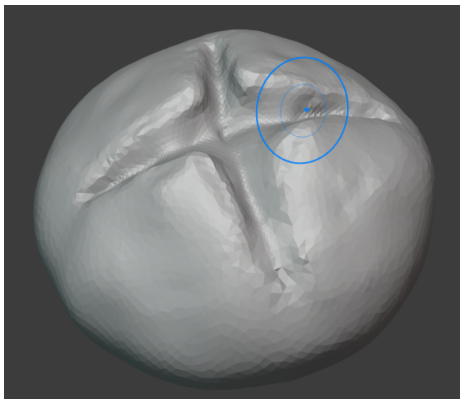


Draw on your shape to create a mask. It appears like a dark shadow.
Hold CTL+draw on your shape to erase parts of the mask
Now switch to the draw brush and draw on your shape



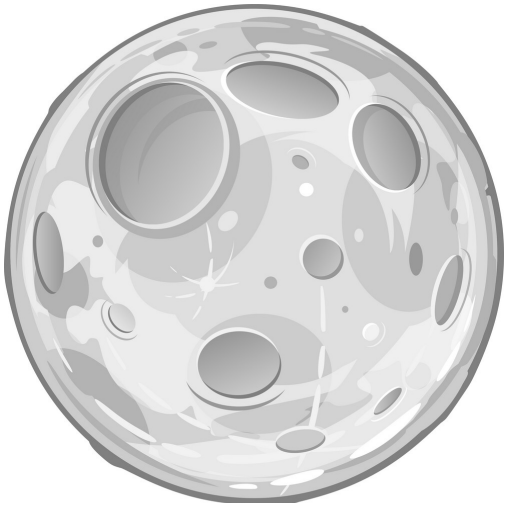
The geometry is affected everywhere except the mask location.
To remove the, click the dropdown menu Mask → Clear Mask (**ALT+M** shortcut key)
Lasso Mask Tool is Very Useful (**Ctrl+Shift+Click** to begin the lasso)
Easy way to make Bread!!

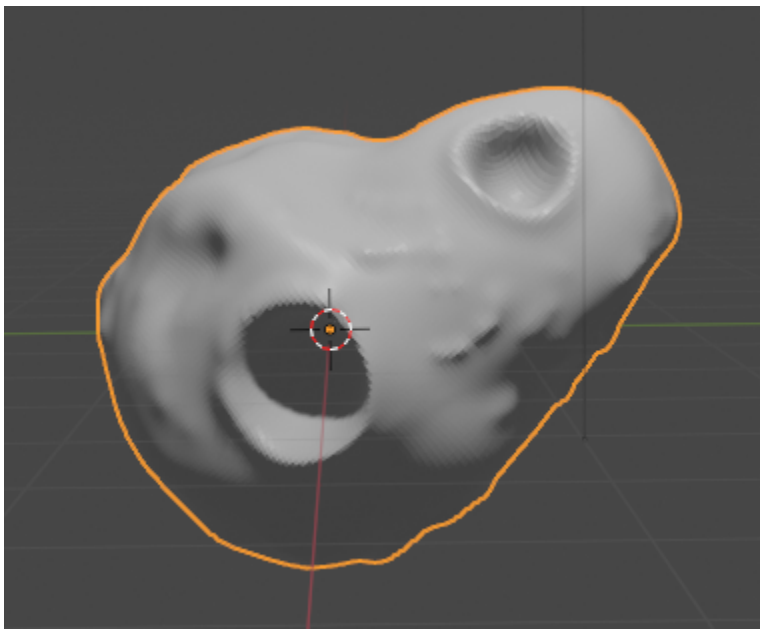




Lets try sculpting a few more things:

Lets sculpt a small moon or comet





Homework: Adapt this tutorial video to make a moon with a face: https://www.youtube.com/watch?v=lKY2FIy60nc