

Title: To Create Teddy Bear using Sculpting Features of Blender.

1. How many types of brushes are there in Blender? name them? Can you customize your brush?

- 1.1. Blob
- 1.2. Clay C
- 1.3. Clay Strips
- 1.4. Crease
- 1.5. Fill/Deepen
- 1.6. Flatten/Contrast
- 1.7. Grab
- 1.8. Inflate/Deflate
- 1.9. Layer
- 1.10. Mask
- 1.11. Draw
- 1.12. Nudge
- 1.13. Pinch/Magnify
- 1.14. Rotate
- 1.15. Scrape/Peaks
- 1.16. Sculpt Draw
- 1.17. Smooth
- 1.18. Snake Hook
- 1.19. Pinch
- 1.20. Thumb
- 1.21. Simplify

Yes, we can customize our brush.

2. What is the meaning of dynamic topology sculpting?

Dynamic topology (aka dyntopo) is a dynamic tessellation sculpting method, adds and removes details on-the-fly, whereas regular sculpting only affects the shape of a mesh.

This makes it possible to sculpt complex shapes out of a simple mesh, rather than just adding details onto a modeled base mesh.

3. How is sculpt mode different from the edit mode of blender?

Sculpt Mode is similar to Edit Mode in that it is used to alter the shape of a model, but Sculpt Mode uses a very different workflow: instead of dealing with individual elements (vertices, edges, and faces), an area of the model is altered using a brush. In other words, instead of selecting a group of vertices, Sculpt Mode manipulates geometry in the brush region of influence.

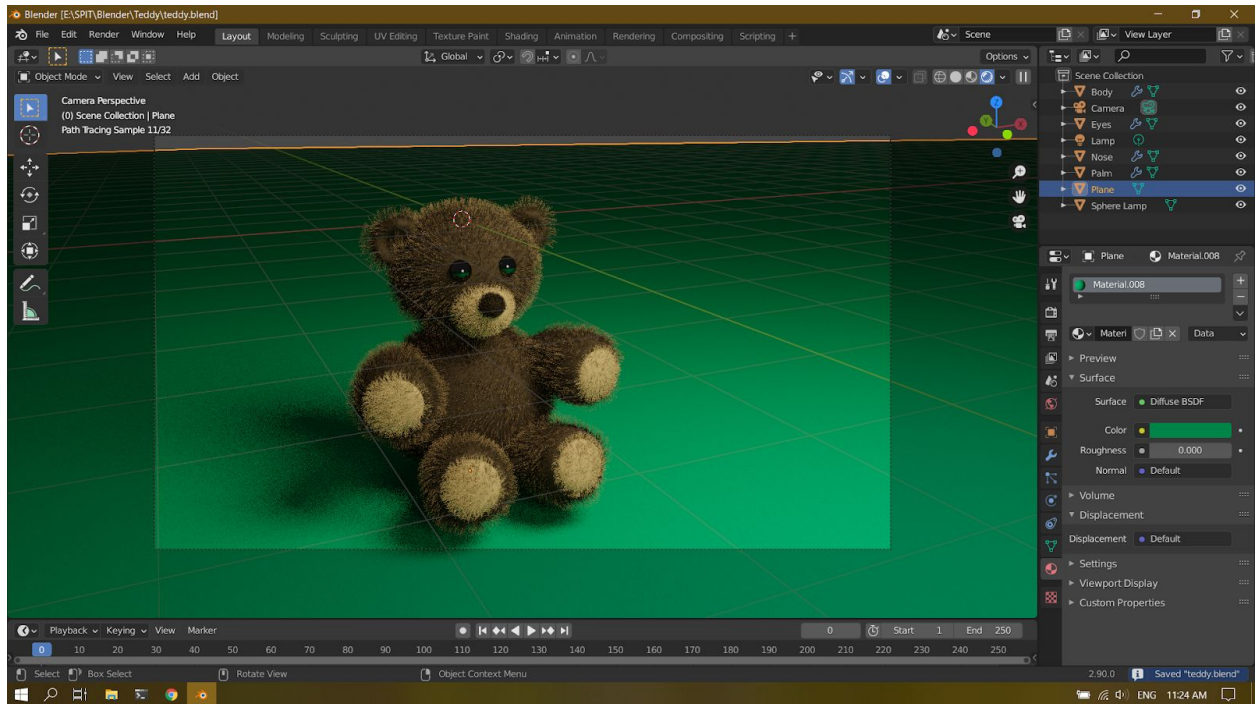
4. Name the different tools you have used from the toolbar?

- 4.1. Sculpt Draw
- 4.2. Radius
- 4.3. Strength
- 4.4. Brush

5. Steps used to create a teddy bear?

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- 5.1. Took a sphere as the body of the teddy bear used resize, grab, and rotate tools.
- 5.2. Manipulated the structure through different brushes until it looked like a teddy bear
- 5.3. Created palm, nose, and eyes similarly
- 5.4. Color as required to look like a teddy bear
- 5.5. Added particle feature hair to it
- 5.6. Used comb tools to set teddy's hair
- 5.7. Added plane and color to it
- 5.8. Setting up a camera and lighting
6. Screenshot of UI of Blender.



7. The video that I have followed:

<https://youtu.be/LCghBIUZyuM>