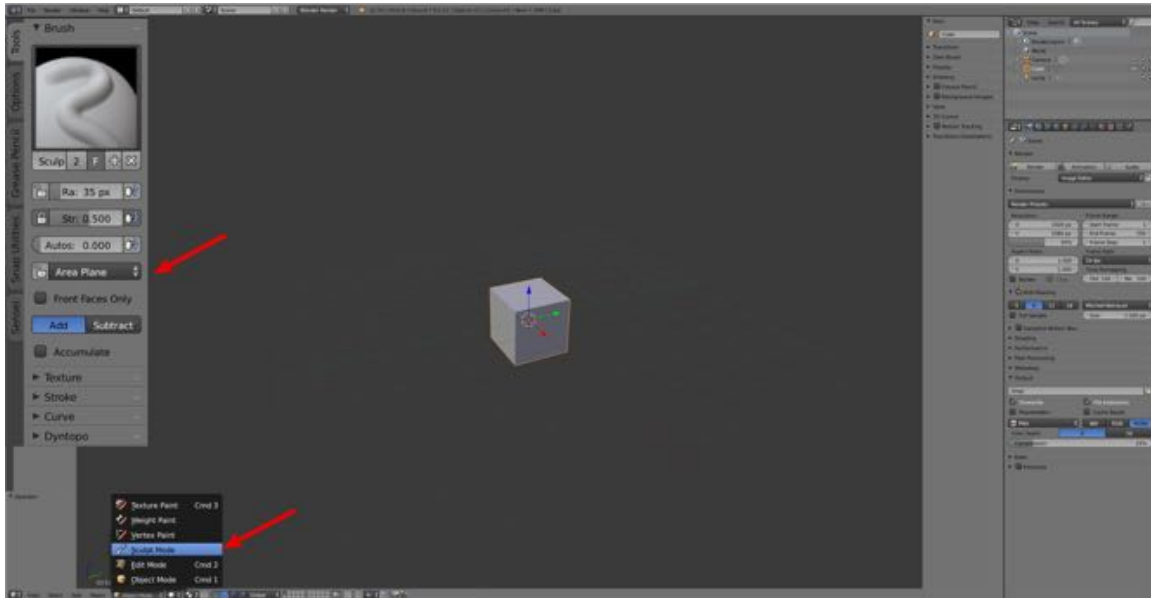


## Sculpt

Blender has its own sculpt mode. Clicking on the 3D Editor's Mode Selection Icon and selecting Sculpt Mode bring up its own set of tools in the Tool Shelf.

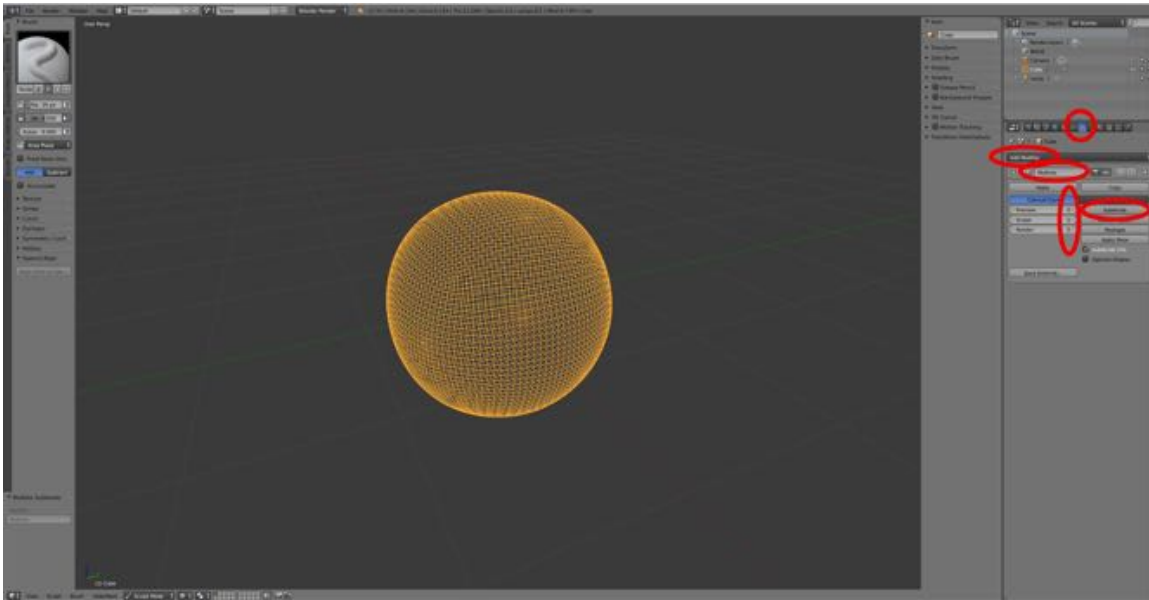


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Panes include Brush, Texture, Stroke, Curve and Dyntopo. “Dyntopo” – what the... ?

Actually, Sculpt Mode is very similar to Edit Mode in that it is used to shape a model. But, instead of altering the position of individual vertices, edges and faces, in Sculpt Mode an area of the model is altered using a “brush”, of which there are several types to choose from.

To use Sculpt Mode the model has to have a substantial geometry (number of faces) to alter, so what you are really doing is creating a detailed mesh.

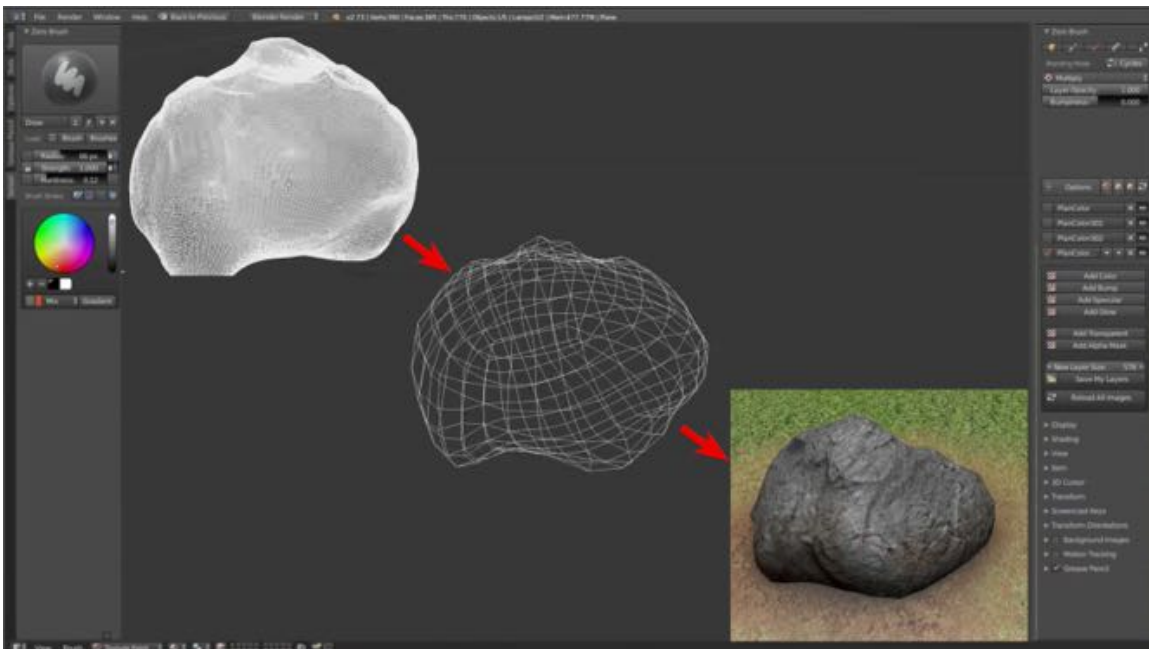


Five levels of subdivide added with the Multiresolution Modifier turns the Default Cube in to a sphere, seen here in Wireframe Mode.

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This still works for creating low-poly models for Trainz because there are ways to convert the detailed mesh into a low-poly mesh.

One is to use a Multiresolution Modifier with increased levels of subdivision (e.g., 5 or 6) to sculpt the high-poly mesh then baking the high-poly mesh to a low-poly mesh. The technique is elegantly demonstrated in this Zero Brush tutorial (Simple Game Assets Zero Brush).

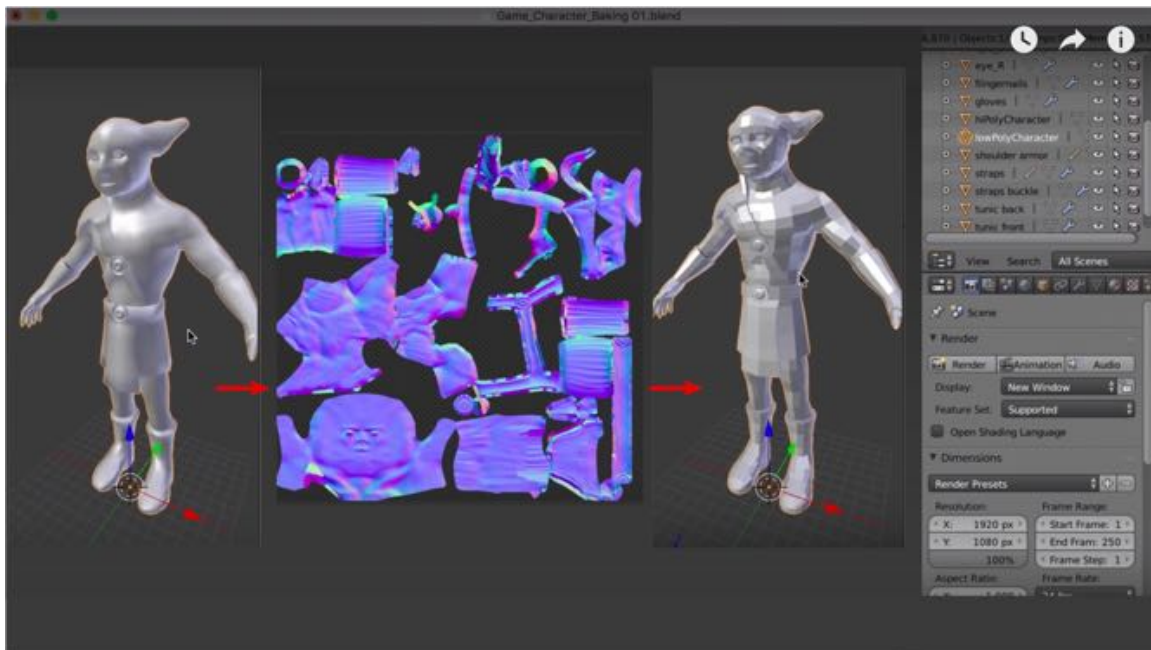


Using Sculpt Mode and a Multi-Resolution Modifier in Zero Brush, this high-poly mesh (98,305 faces) was baked onto this low-poly mesh (97 faces) to create this rock (Simple Game Assets Zero Brush).

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Another method of converting a high-poly mesh to a low-poly is to use a the Shrinkwrap Modifier. This technique is neatly demonstrated in Darrin Lile's series of tutorials on Blender Character Retopology.

<https://www.youtube.com/watch?v=iB7rUN1XGu8&list=PLyelx0TsmSpfBtdZjv7DBe0rBxi031CCn>



Retopology with the Shrinkwrap Modifier is used to make a low-poly mesh from the high-poly mesh. Then, a normal map of the high-poly mesh is baked onto the low-poly mesh (Darrin Lile, Blender Character: Retopology, Character UV Mapping and Character Baking Normal Maps).

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<https://www.youtube.com/user/DarrinLile/videos>