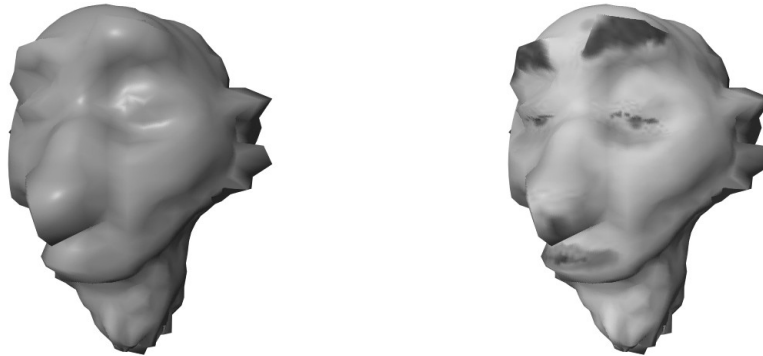


## “Sculpting” Surfaces *Maya 2013*



### Concepts

- A convenient way to edit shape of a model
- Creates a “brush” with which you paint/sculpt the CVs or vertices interactively
- Very easy to use
  - but hard to use with much precision
  - It is a “freehand” approach

### Create a simple sphere

- Model a sphere, either polygonal or NURBS patch
  - Make sure you have plenty of surface points to permit editing of points
    - Try about 30 in each direction

### Sculpting Procedure

- >Polygons module
  - **Note:** the following works for either NURBS or polygon objects
    - even though the tool is under the polygon module
- Select your sphere
- >Mesh >Sculpt Geometry Tool []
- In the Tool window that opens
  - >Brush
    - *Radius* controls the size of your brush

- Try about 1.0 in both U and V
    - Depends on the size of your model
- >Sculpt Parameters
  - *Operation* controls whether you are pushing, pulling, etc the points
    - Set to Push
  - *Max. Displacement* controls how “strong” your brush is
    - Try 0.5
- **TIP:** Under >Brush, *Opacity* can also control the strength of your brush
  - Try 0.5
- Move your cursor over to the modeling window
  - Your cursor has changed to a paintbrush icon
  - Click and stroke over your model
    - The CVs or vertices are pushed/sculpted inward
  - Try changing some of the settings in the Paint Tool window
- When finished, hit the **q** key to quit painting
- If you are painting and you lose the Paint Tool window,
  - Click the Tools icon
    - far upper left screen, next to Channel Box icon

### **Pull & Smooth Operations**

- Still within the Sculpt Geometry Tool...
  - Change *Operation* to **Pull**
    - The brush now pulls points outward
    - Under Operation
      - Turn on *Auto Smooth*
    - As you pull points,
      - they are smoothed automatically
  - Change *Operation* to **Smooth**
    - The brush now smoothes over bumpy areas
    - **TIP:** the *Smooth* brush can be extremely useful
      - for freehand smoothing selected areas of a model

