Make a 3D Model with Sculptris

1. Make sure you are using the Mac

2. Click on the Sculptris icon in the Dock

3. Sculptris will open with a “clay” sphere for you to work with projected in front view. The sphere has a light line down the center. This is the symmetry line. When symmetry is on, anything you do on one side of the line will be duplicated on the other. Expand the screen window to suit your needs. (Warning, we have discovered that Sculptris tends to unexpectedly quit when being used in full screen mode.)
4. To rotate the model, click and drag in any blank spot on the workspace. To snap to an orthographic view (ie top, bottom, right or left) tap the shift key while rotating.

5. To pan hold down the option key and click and drag on any blank spot on the workspace.

6. To zoom, swipe your finger on the top of the mouse.

7. Start modeling your object with the Grab tool. Use the sliders to increase/decrease the size and strength of the grab brush.

8. Click and drag to stretch and reshape your model. Remember, with symmetry on what you do on one side of the symmetry line will be duplicated on the other side.
9. Unless your object is going to be completely asymmetrical do not turn symmetry off until the very end. Do all your symmetrical modeling first then turn it off and add your asymmetrical details. If you turn symmetry off and decide later to turn it back on, it will destroy the modeling you did asymmetrically.

10. Be sure to keep checking your model in all directions as you shape it.
11. Once you have your basic shape use the other tools to refine it.

12. The Inflate Brush will expand the area you run the brush over. Hold down the option key to deflate an area. Be careful deflating as it will sometimes “implode” your object.

13. The Smooth Brush will “erase” excess clay by removing excess surfaces in the model.
14. Use the Draw Brush to add clay to a model. Hold down the option key to carve out clay from a model.

15. Use the Crease Brush to make hard edges and carve out fine details. Hold down the option key to add a thin line of clay around edges.
16. Use the Mask Brush to mask areas of your model that you do not want to change while working on other areas. Control click on an empty area of the workspace to mask the entire object. Paint over the part you do not want masked. Control clicking on the empty area again will invert the mask. Control A will unmask everything.

17. Use the Rotate Brush to rotate your model. To rotate the entire model select Global in the tool settings. When your model is finished the Rotate Brush can be used with symmetry turned off to create asymmetrical poses (Remember…DO NOT do this until the very end. It is also a good idea to save your project prior to turning symmetry off). Rotate does not bend on a skeletal system so you may have to correct some folds and stretches after rotating individual parts.
18. Use the Pinch Brush to pinch in the clay or remove larger artifacts from your model.

19. Use the scale brush to increase or decrease an object or parts of an objects size. Turning on Global will scale your entire object. Turning off XYZ allows you to scale each axis separately.
20. Mask part of your model, turn Global off to scale a specific part.

21. Use the Flatten Brush to flatten an area. It is a good idea to flatten the bottom of your model if you plan to 3D print it.
22. Click on the New Sphere button and then ADD OBJECT to add a new ball of clay to your project. When symmetry is on two balls will appear. To only add one drag the mouse to the left to bring the balls together until they merge. New Plane will add a flat plane under your model. Objects will be manipulated separately. The object you are not working on will be shaded. Use the Grab Brush to resize and place your new object(s). To manipulate both objects together shift click to select them.
23. Click on Material to choose a different look for your object.

24. Click on Paint to add color to your model. **WARNING!!** Once you paint your model you cannot go back to shaping it. Be sure to save your model prior to painting. Paint can be added to different materials for interesting graphic effects.

25. To share a picture of your painted model, you can export it as a Photoshop file. Click on Show advanced tools and then click on EXPORT PSD. This will be a 2D image.
26. Use the Export Button to export your model as an .OBJ. OBJ files can be submitted to the Library for 3D printing. (Be sure to tell us what dimensions you expect your object to be as Sculptris’ OBJ files tend to import into our slicing software in a microscopic scale.) You can export your model from Paint mode as well, but your colors will not export.

27. Save your project by clicking on the Save button. Name it and save it to the storage device of your choice.