



organing modeling

part 2. <http://forum.artcam.com>

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CTRL & Numpad + for zoom in

CTRL & Numpad - for zoom out

SPACE for pan

for this tutorial is need:

- a photo [from front], a copy of Artcam and a A4 printer .
- organic modeling part 1 tutorial

optional :

- a graphic tablet
- a fine art anatomy manual

.First print your photo [greyscale] on full page, face only on full page some pages whit details and put your page somewhere around monitor. Open your photo in Photoshop or other software like this [Corel Photopaint or Gimp] and resample image somewhere between 500 and 700 pixels[height], change the background in black and save a copy [fig. 001].

If don't have Photoshop open the photo in Artcam, clean the background and save, before this look what size are the model ["Set size"], write somewhere this values. Create a new model at same dimensions, make "Resolution" approximate at 600 x ... points, open your model whit "Load Relief" and make paste.

The original size of my photo was 868x494 pixels, usually I start paint at a small resolution [some between 500 and 700 pixels is a good size for a fast work whit sculpting tools when make the first surface] and I increase the resolution in time when need more details, theoretically at 4000, 5000 px. is possible to add any kind of detail you want.

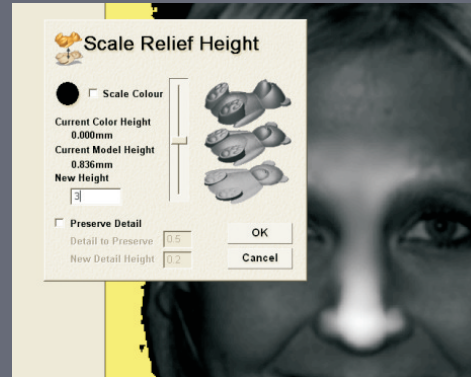
Now let's start, first make a bit smooth to see fine and open "Sculpting" and add [use Deposit brush] some volume to nose and all high point of face. [fig 003], use Smooth whit a small pressure, add again and after this a new smooth. , now will sculpt only a half of face and will mirroring.



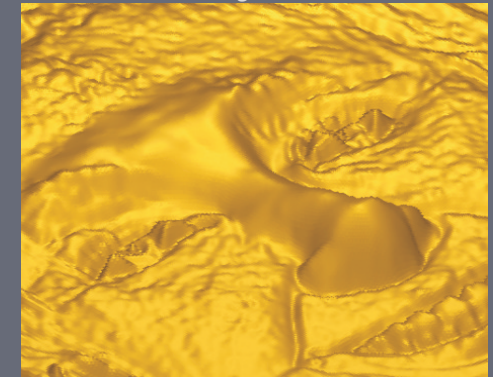
pag. 1

pag. 2

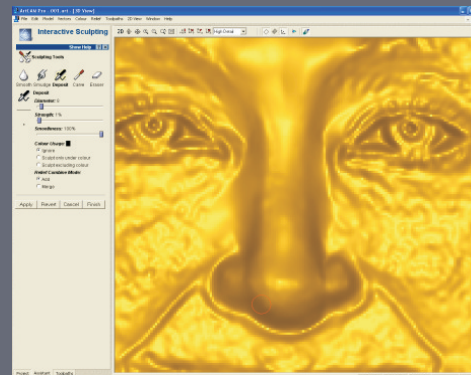
scale the model height X 3 to see fine the surface and correct line of nose and eyebrow whit small brushes [Deposit and Smooth]



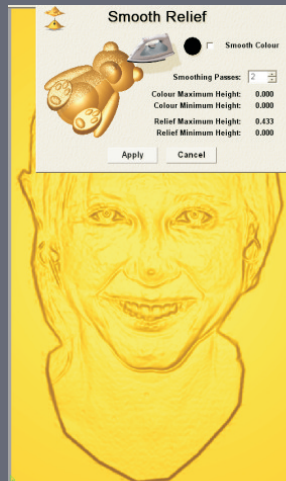
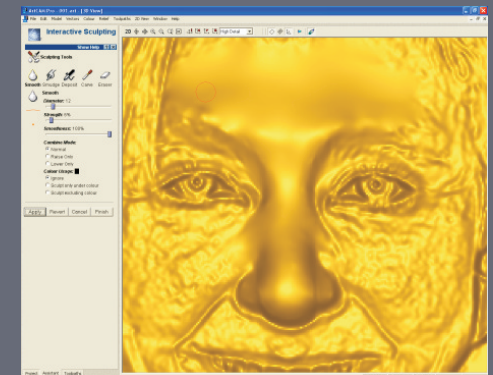
height X 3



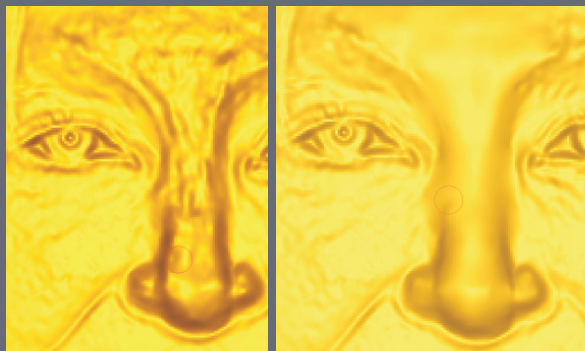
small Deposit brush + Smooth



final Smooth

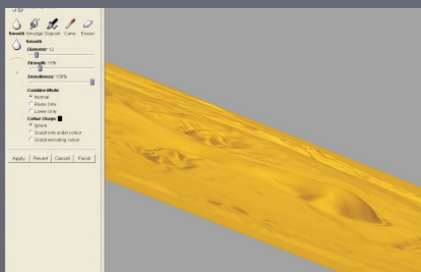
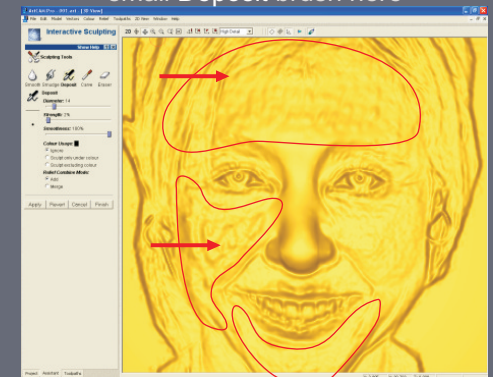
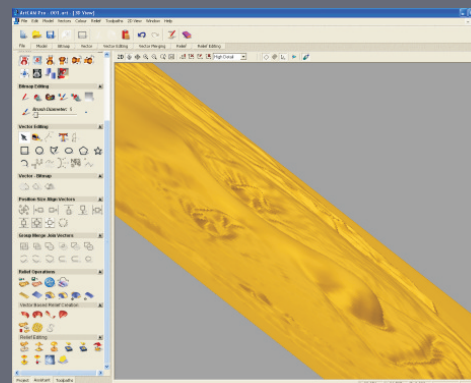


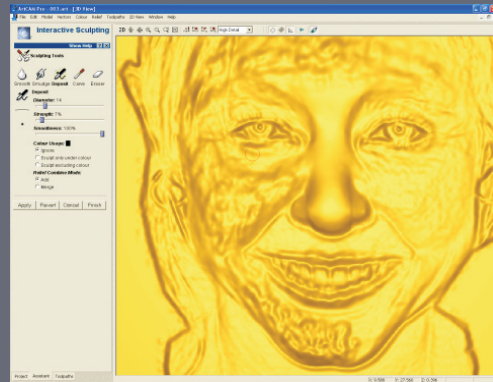
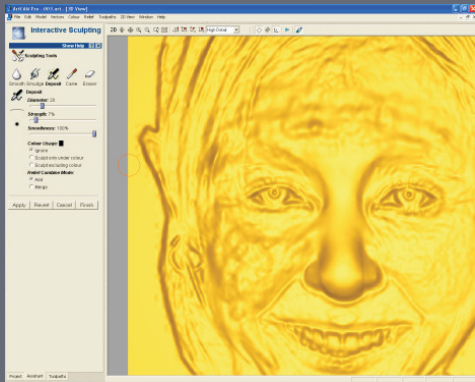
start sculpt



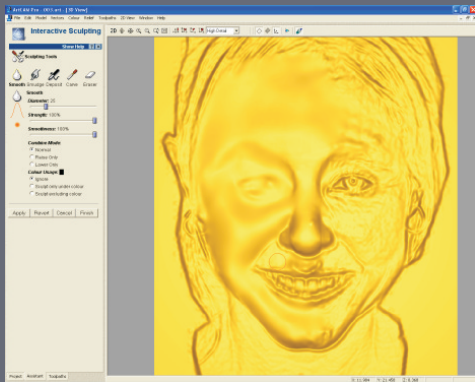
now will add more height

small Deposit brush here

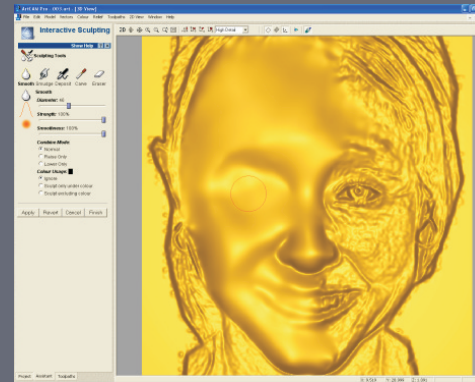
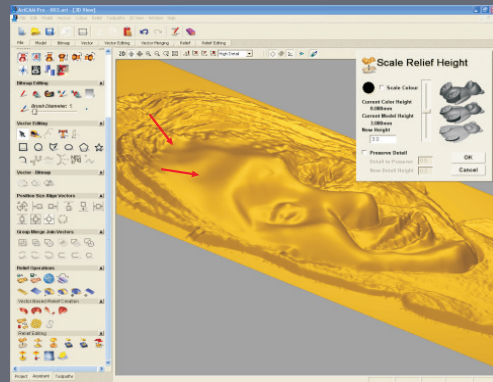




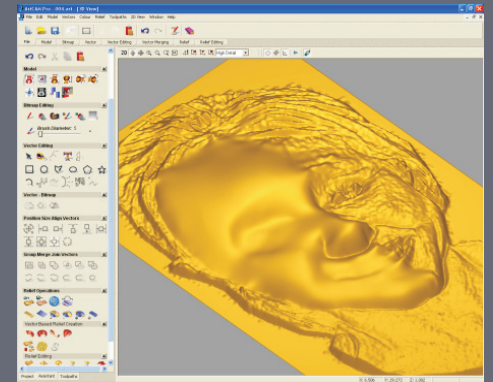
final Smooth



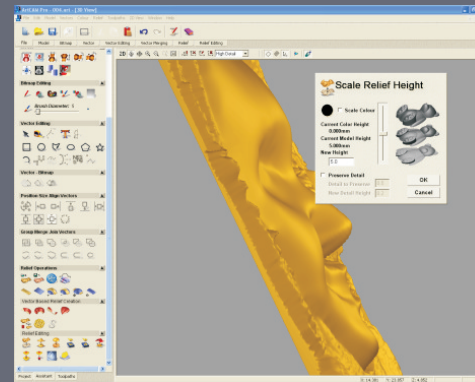
correct surface



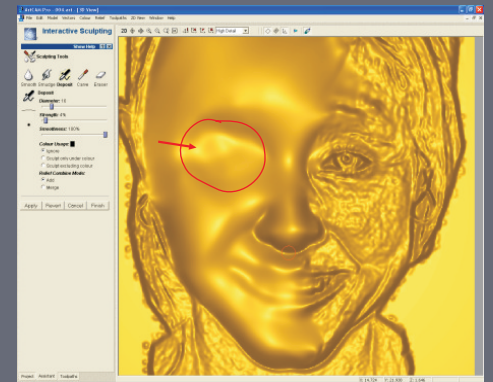
check surface



check surface

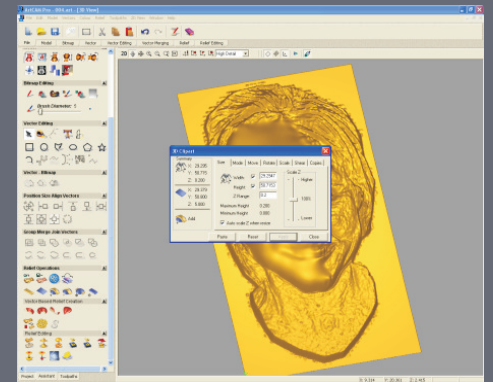
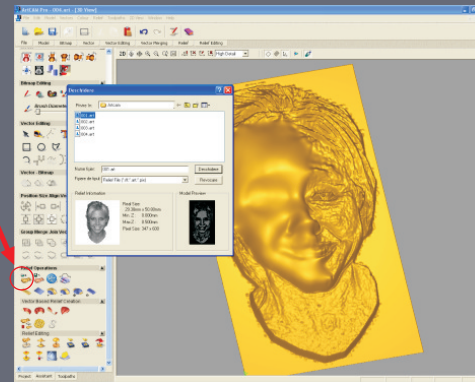
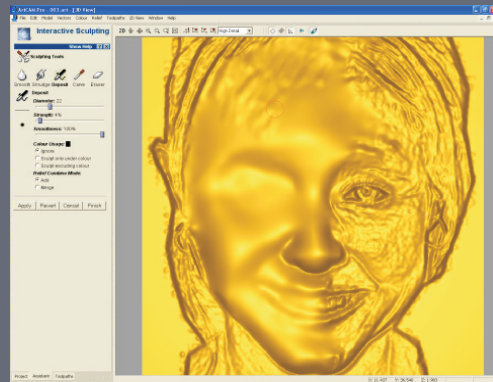
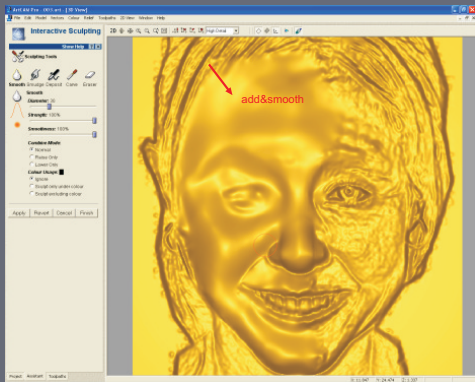


add & smooth

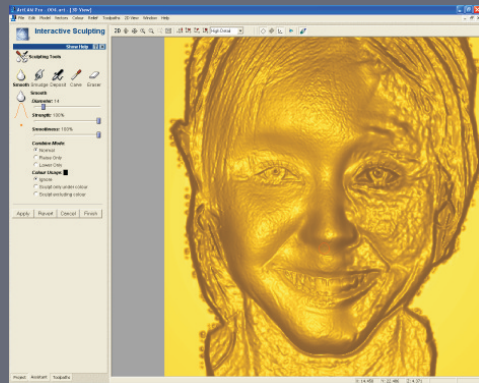


[note] increase often height x 3, x4 to see fine what's wrong in surface, correct the problem and decrease at original height

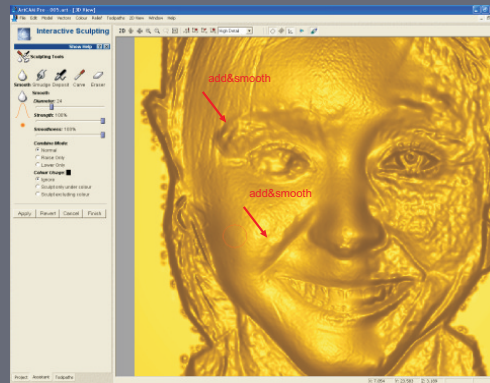
open first relief and paste



check whit original relief if you follow correct the face

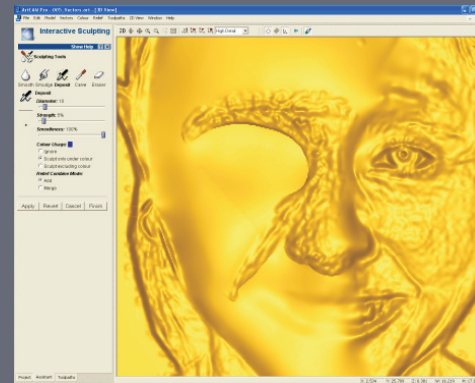


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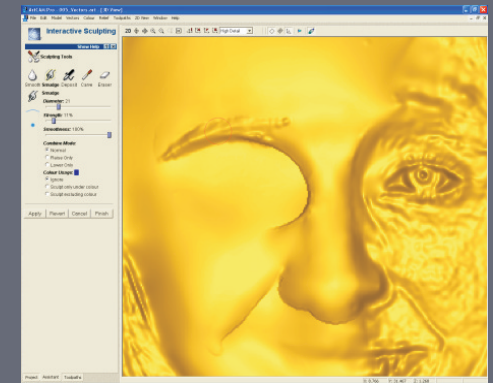


pag. 6

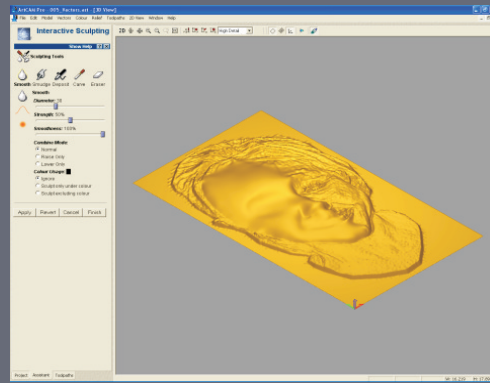
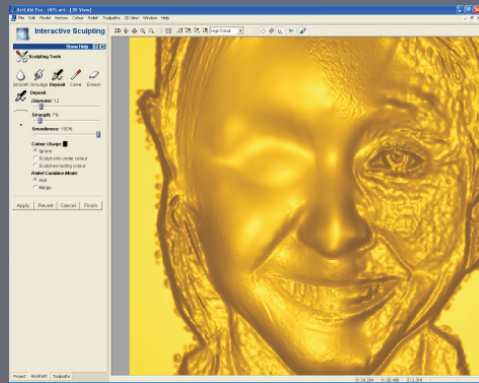
sculpt under color



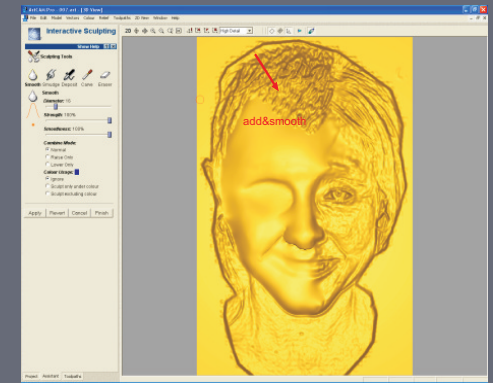
smooth



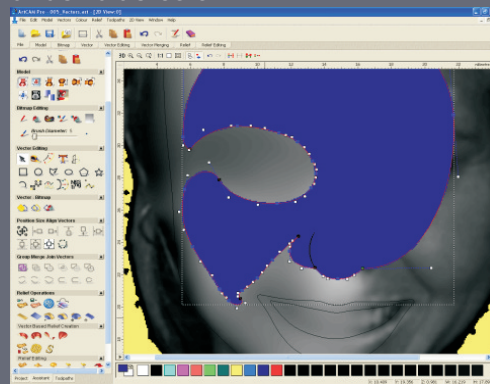
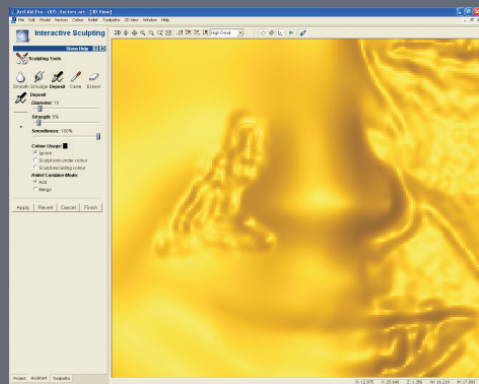
Smooth



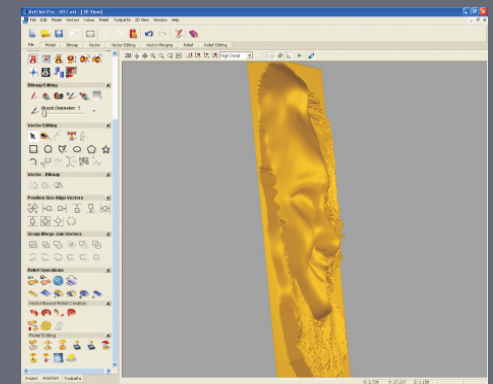
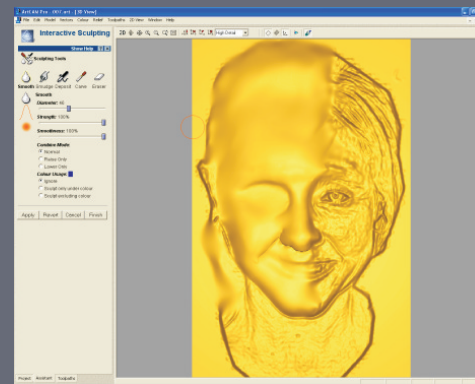
add



now first vector mask , will paint only under blue color

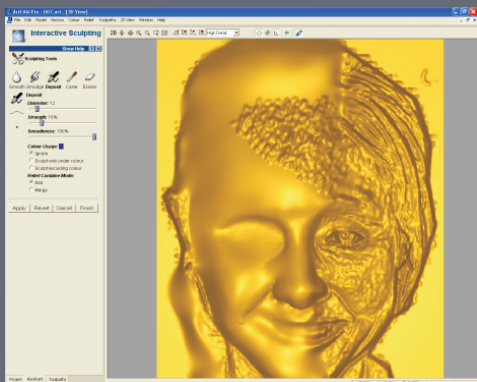


increase height x 4 [check surface]

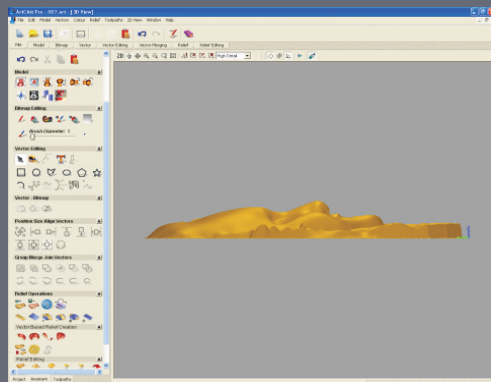


[note] I made vector in first relief and I do copy&paste in this file.

correct

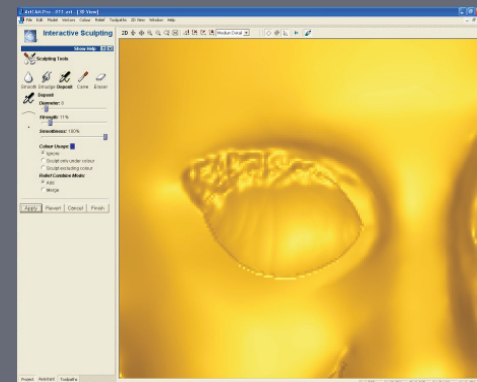
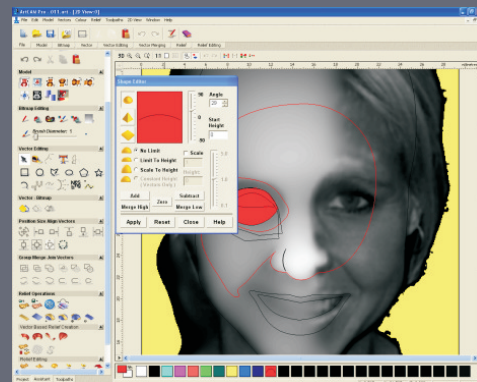


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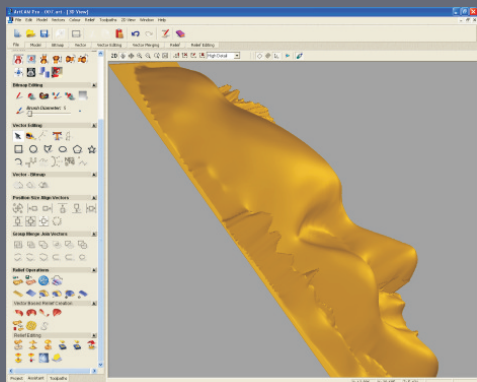


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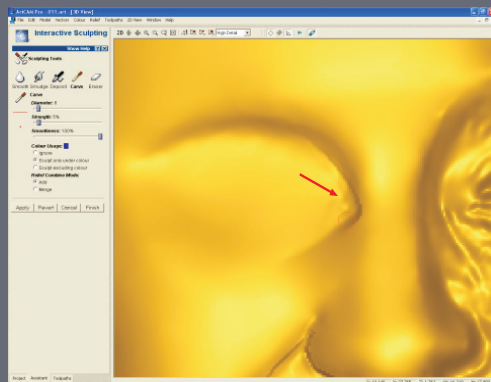
add



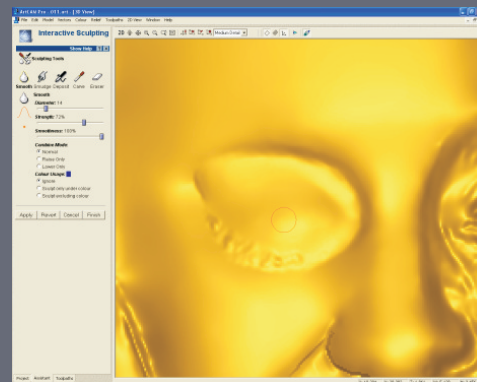
increase height again and check the profile shape [decrease back]



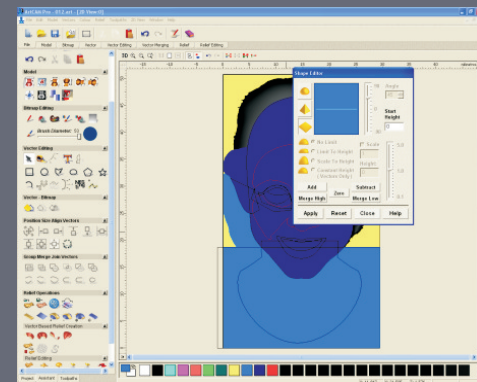
sculpt under color



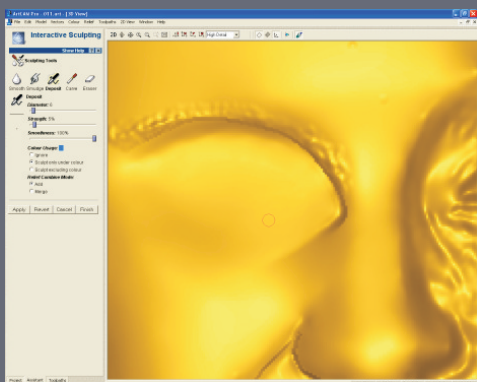
add whit sculpt ; for moment is enough, will work now for neck



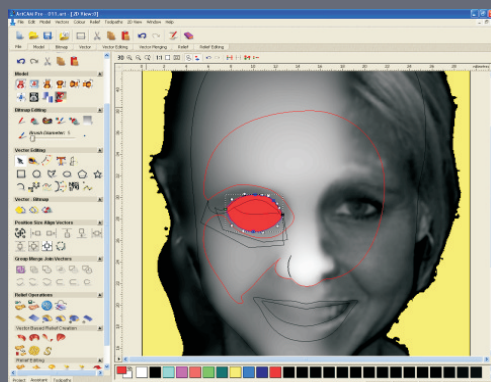
zero under light blue



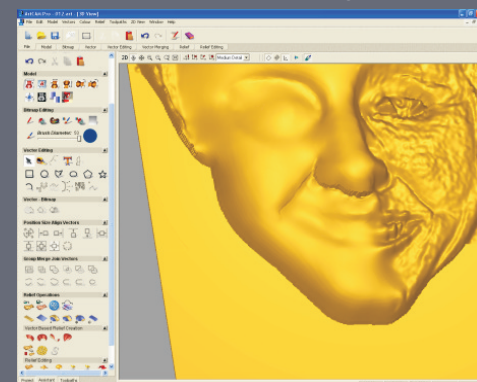
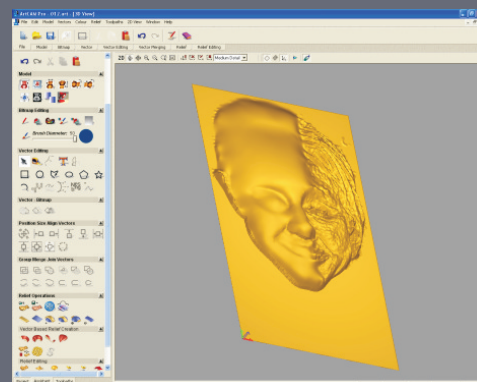
bring more vectors



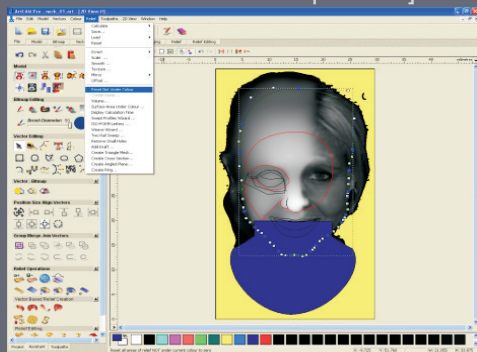
and save file as face_...



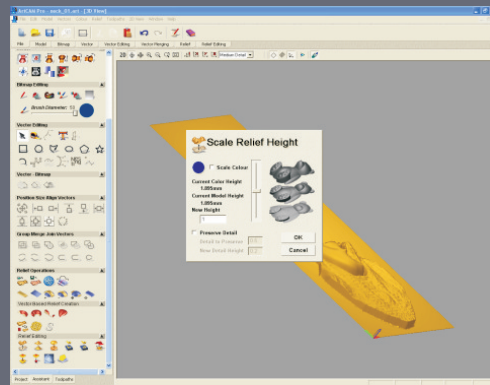
smooth chin [sculpting tools]



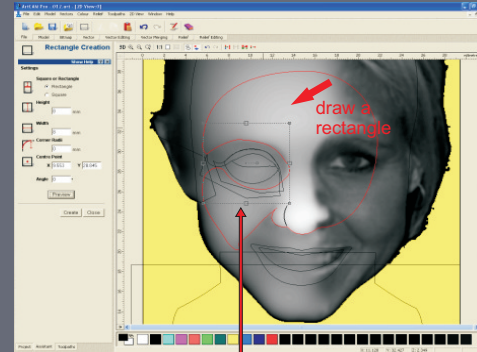
open again full relief file and "reset not under color" [Artcam 5.5, last version have a other name this operation]



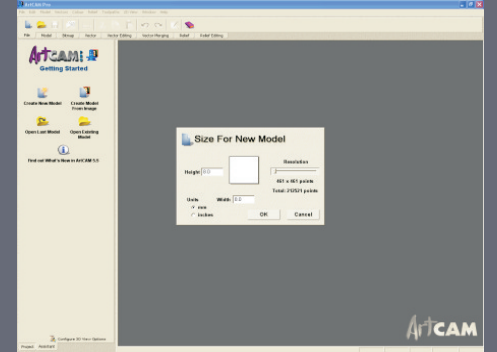
scale a bit the neck pag. 9



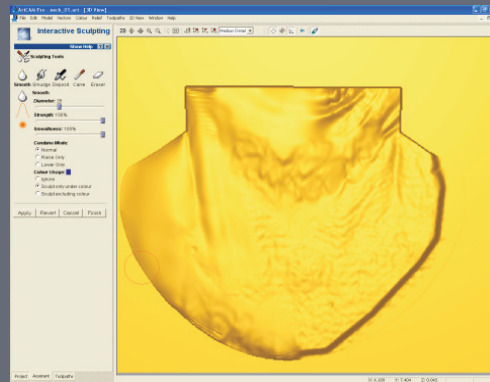
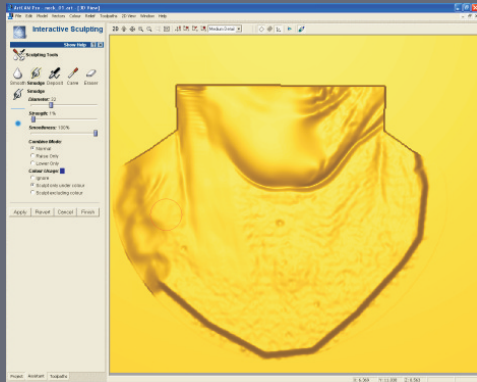
pag. 10 will make now the eye, first make a rectangle [8x8 mm] in this zone



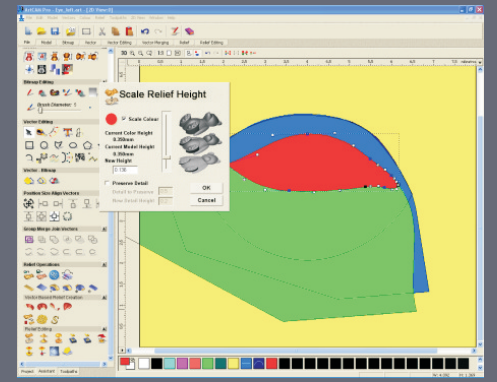
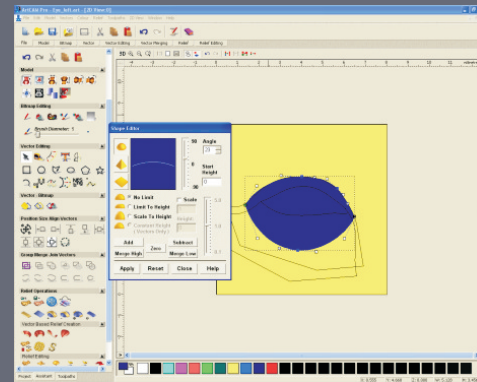
make a new relief whit same dimensions of rectangle [8x8mm] ... this dimensions is only as example, your model will have other dimensions



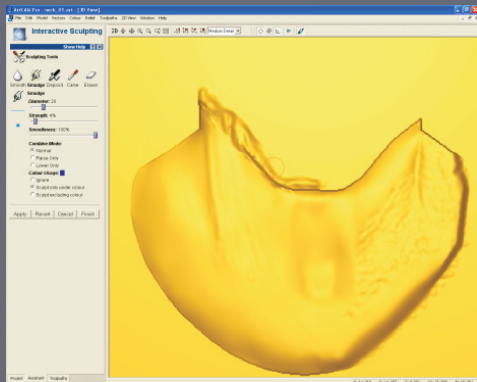
sculpt neck



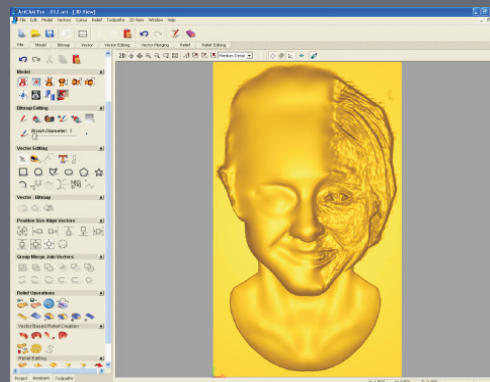
copy&paste this vectors in the new model note: that operations isn't rules, I just try to show same techniques.



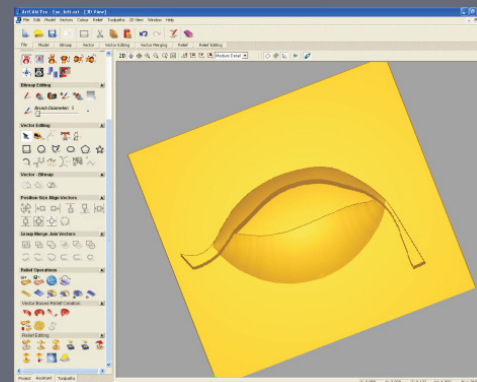
zero relief under face zone [use vector face for this] and sculpt more



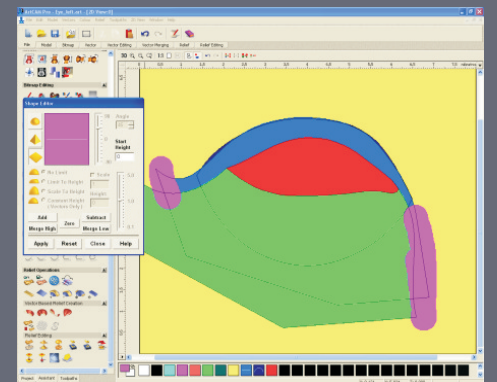
now will test neck, bring neck relief in face relief whit "merge",

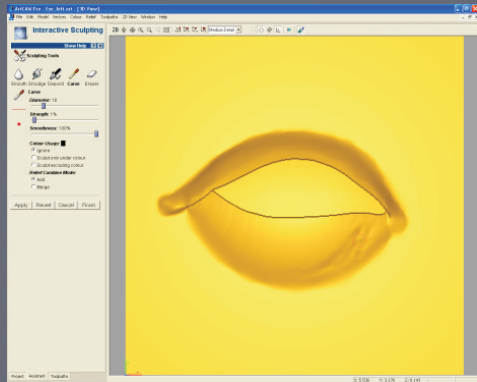


add

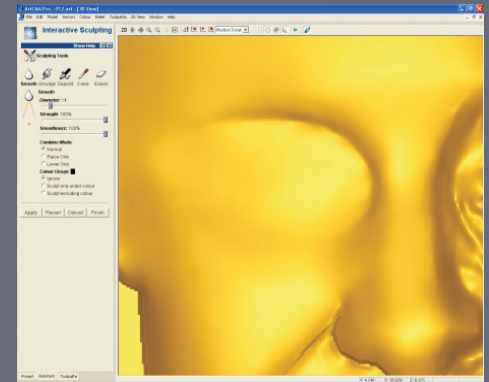
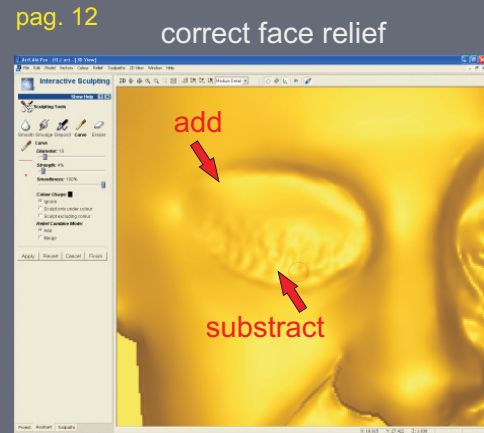
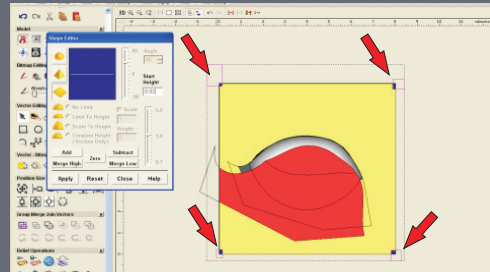


zero under violet

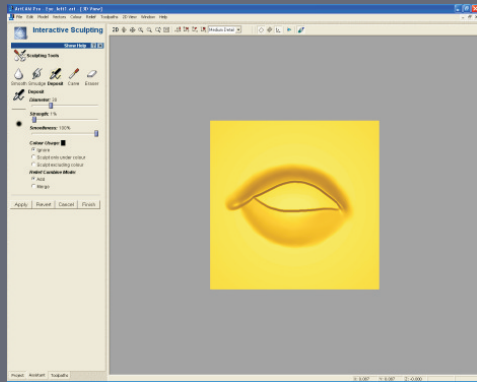




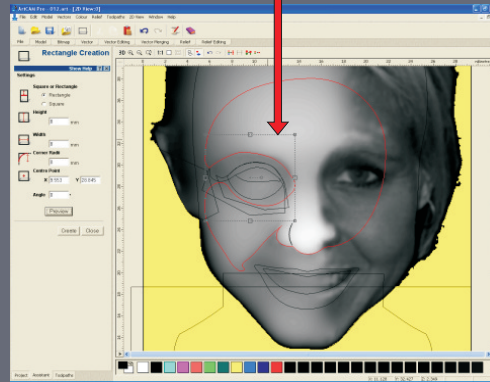
this is a important step, add in corners a bit material so will be very easy to center eye relief on face relief using rectangle



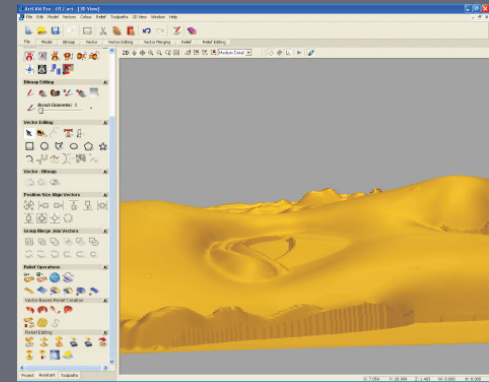
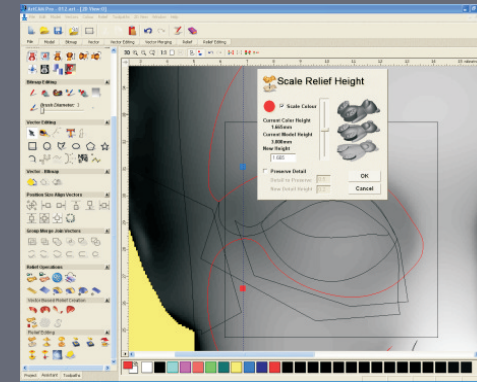
make a bit smooth



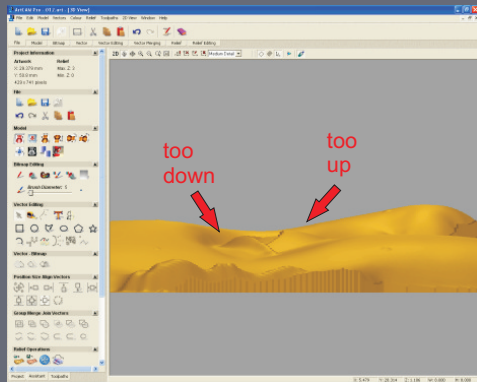
now let's make a test, center eye relief whit rectangle [add]



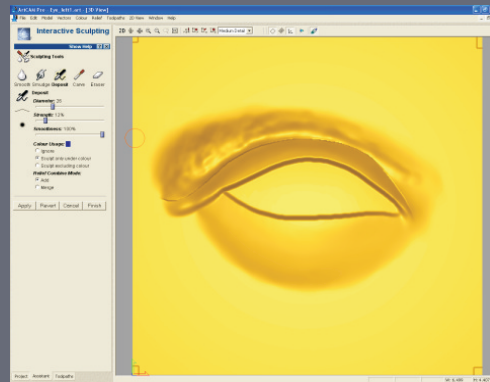
test again ... now is a bit more fine



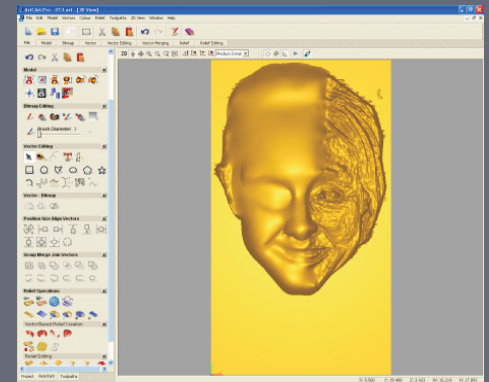
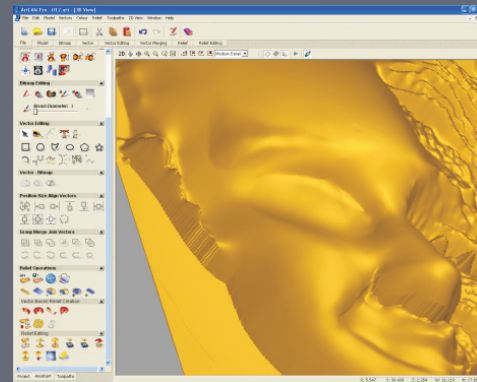
... isn't fine, upper eye is too down, will correct now eye and face relief

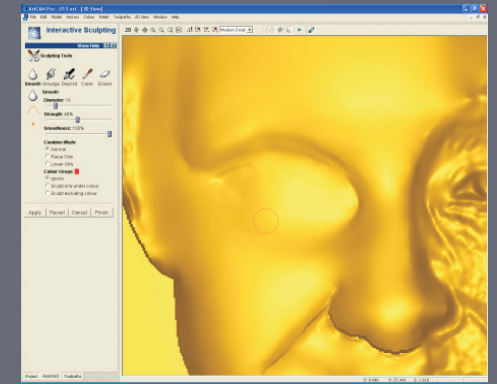
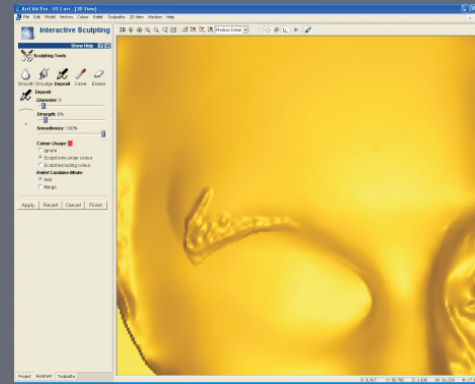
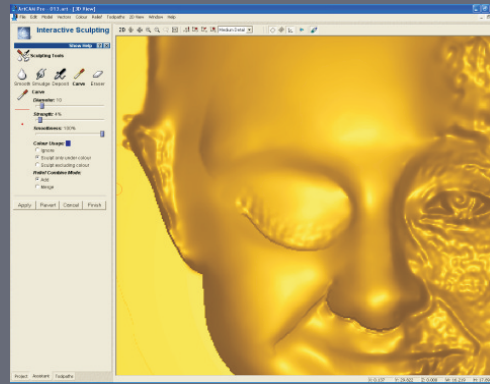
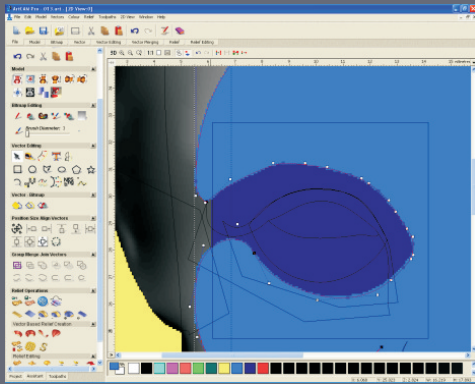


sculpt under color

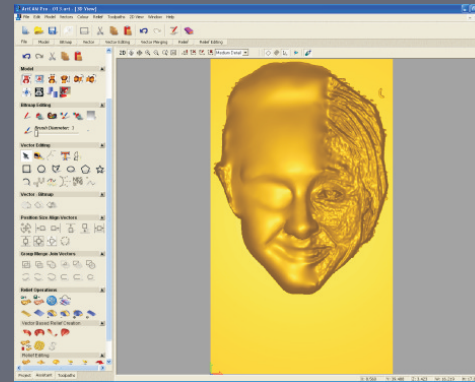
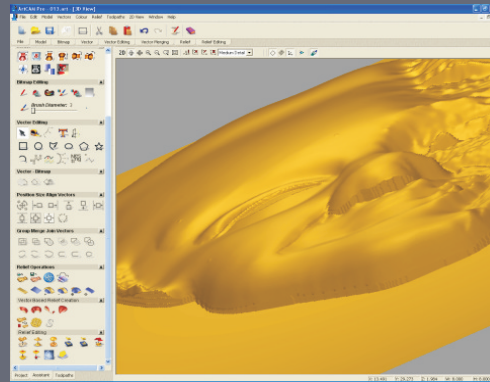
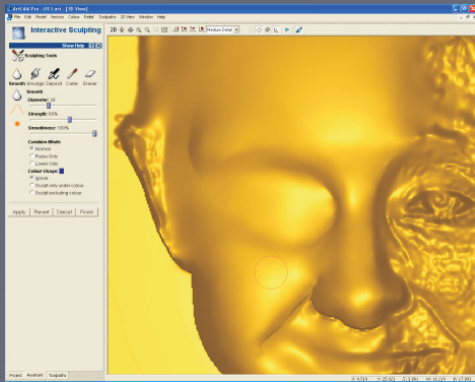


correct more



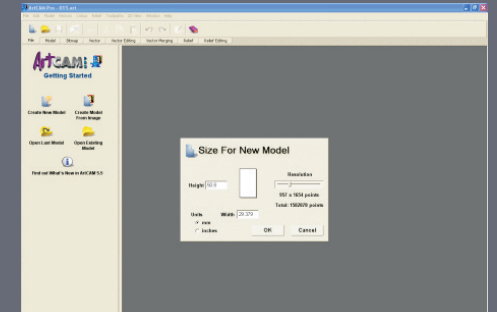


test

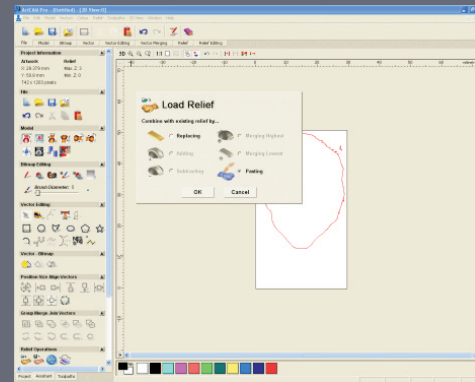
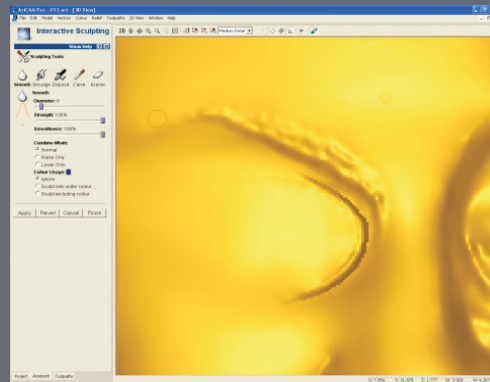
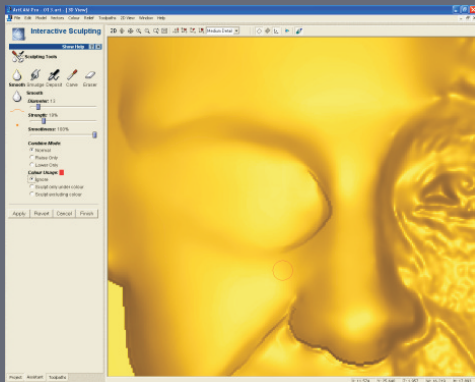


will make now a short pause and will work in nose zone

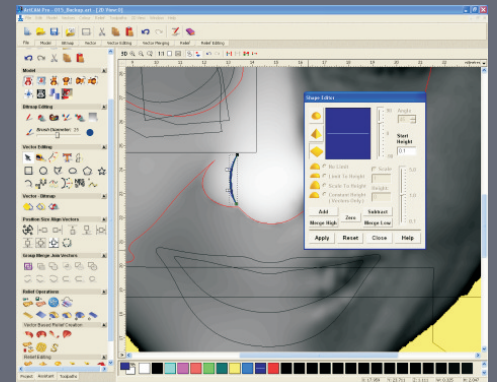
first increase resolution of model, now need more details, make a new document increase resolution and load last relief



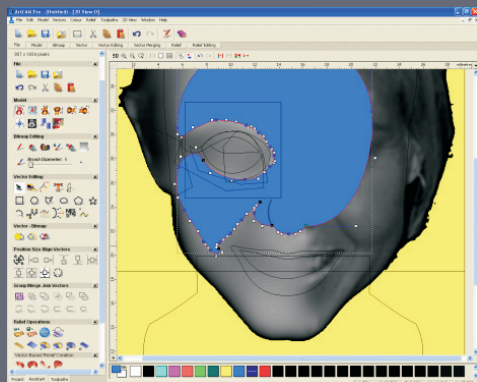
sculpt again [I had problems in this zone]



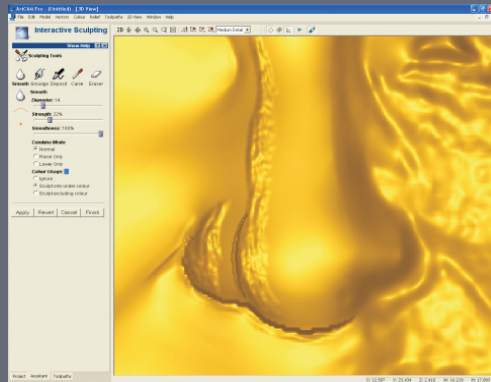
subtract a bit under blue



fill for sculpt under color

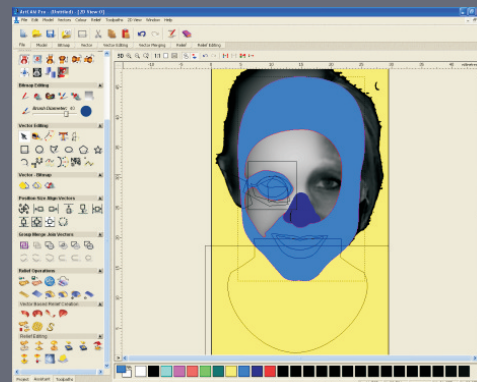


sculpt under color pag. 15

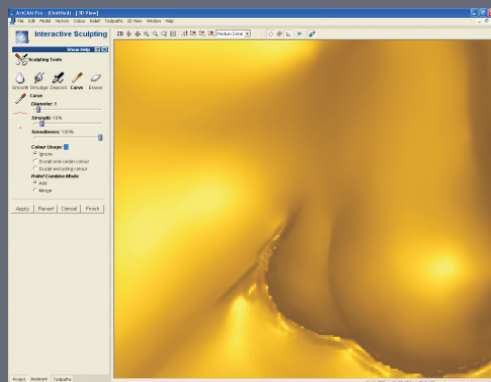
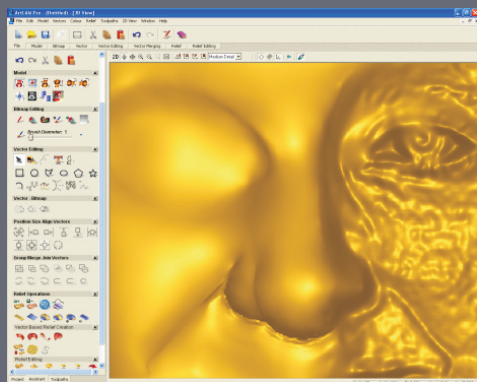
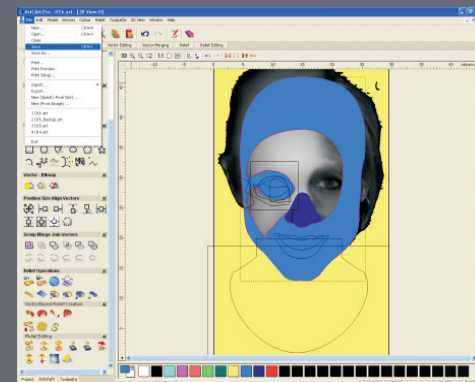


pag. 16

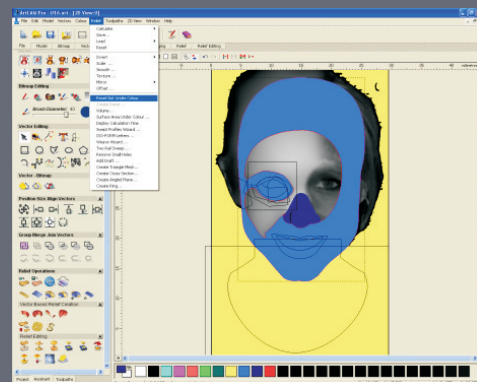
fill vector



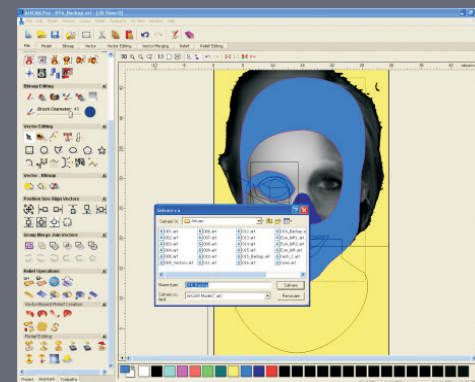
save



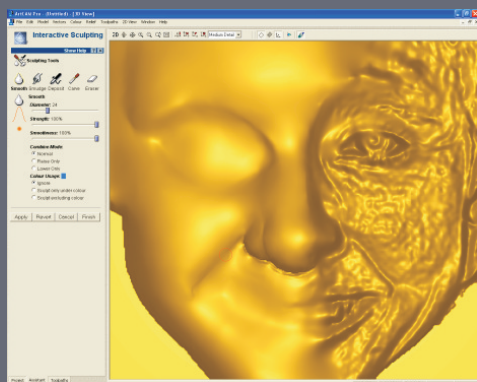
reset not under dark blue



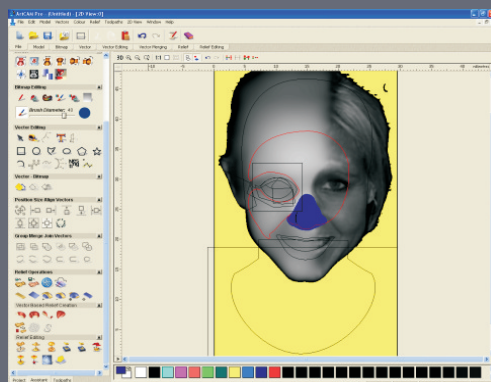
and save as "nose"



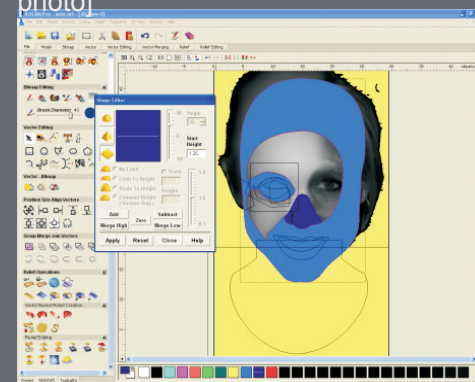
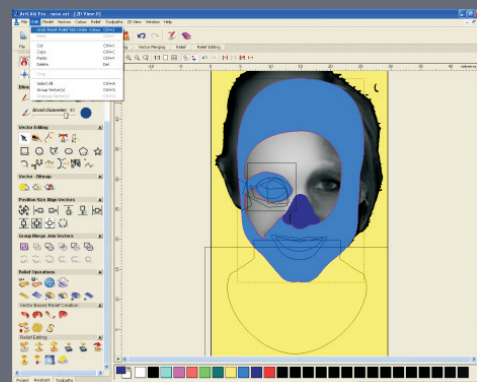
will make now line between nose and upper lip sharpen, paint in nose zone



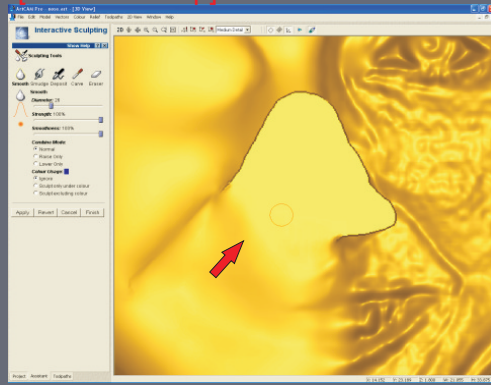
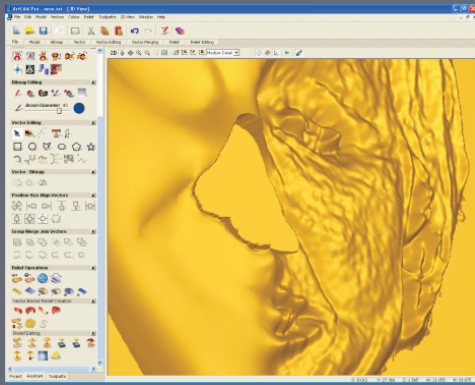
make a undo for reset not under dark blue



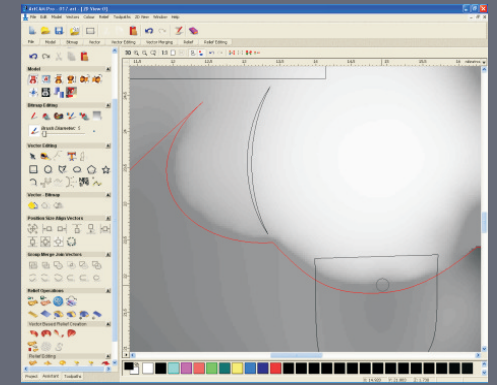
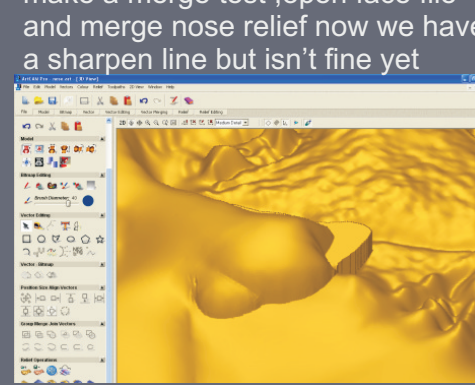
reset not under dark blue and after this Merge high whit a ... value [see next photo]



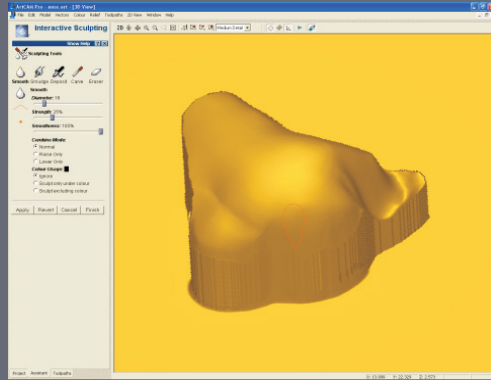
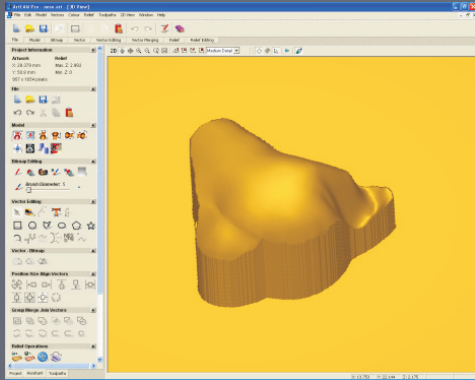
make here smooth
[don't touch up] pag. 17



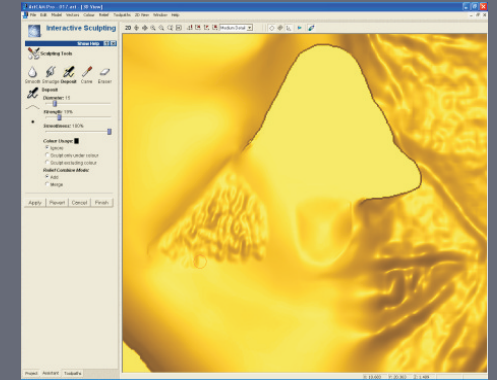
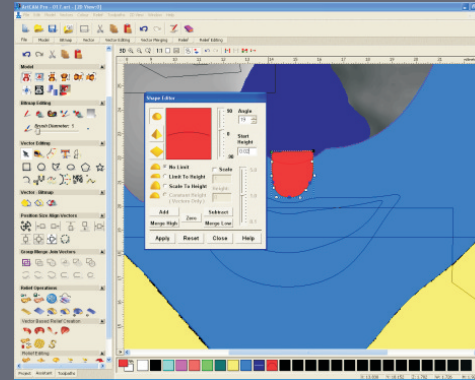
pag. 18
make a merge test ,open face file
and merge nose relief now we have
a sharpen line but isn't fine yet



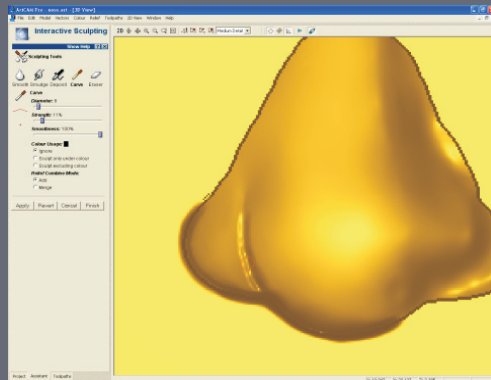
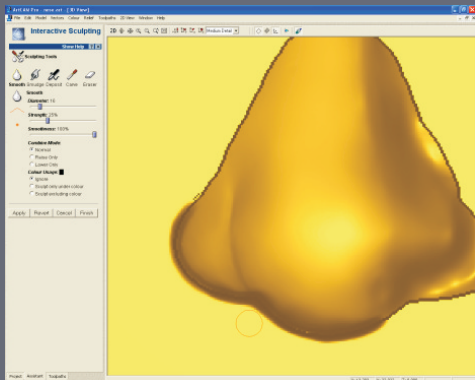
open nose model and correct a bit



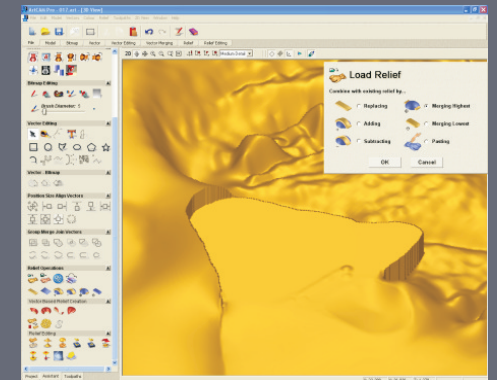
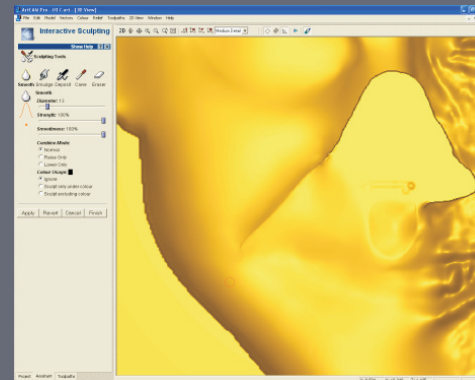
sculpt upper lip



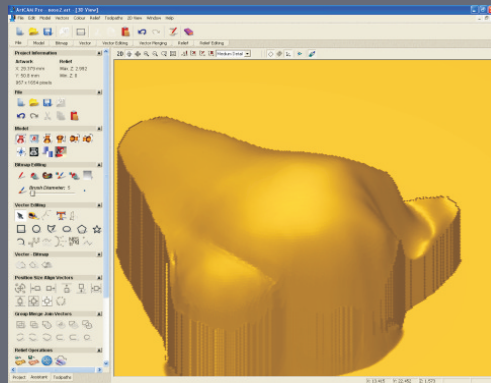
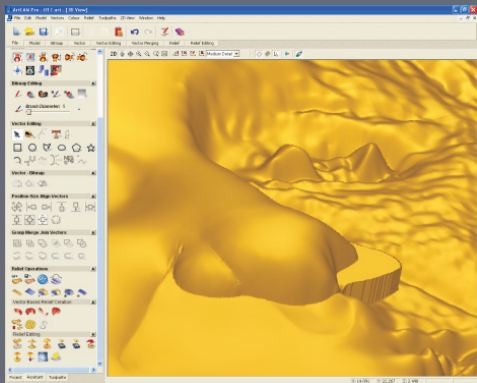
save



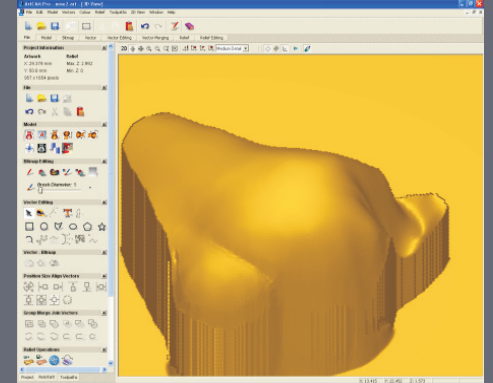
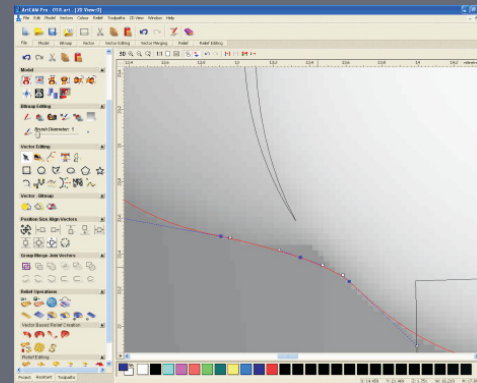
test again



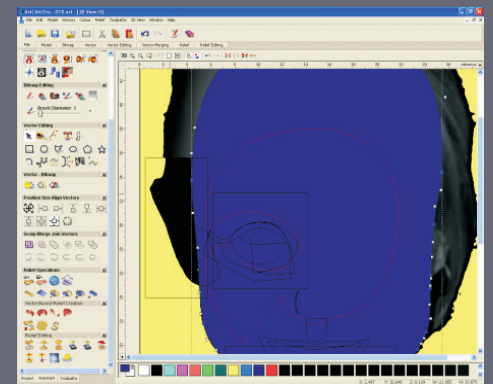
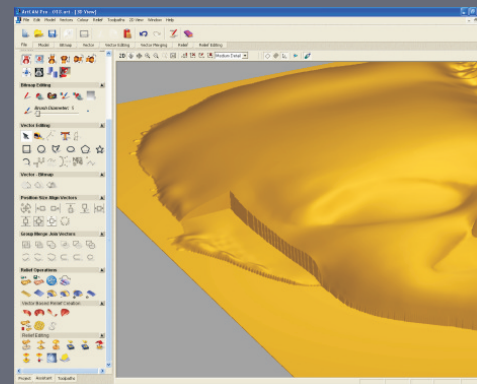
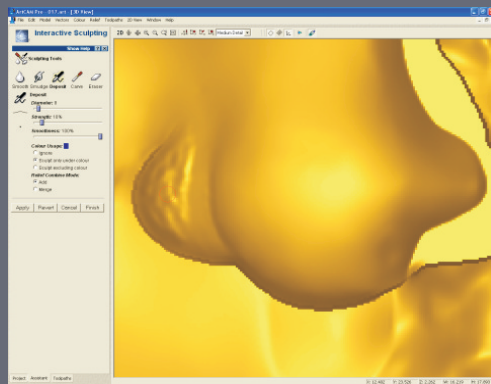
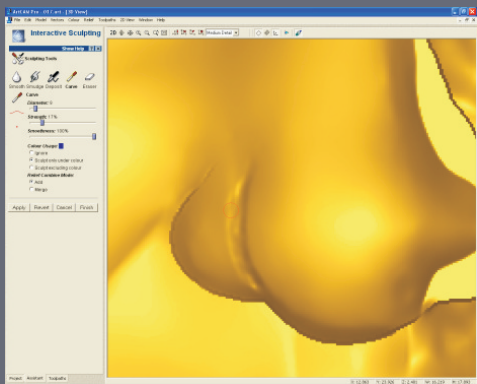
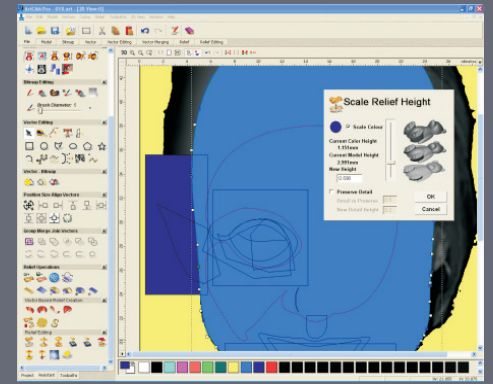
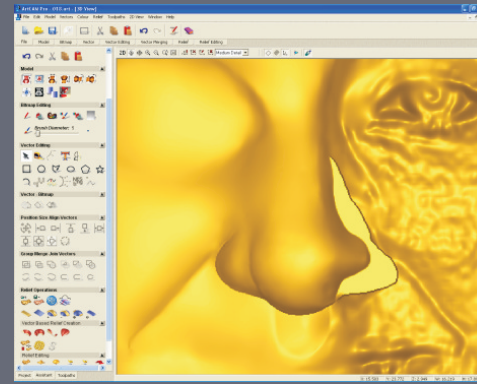
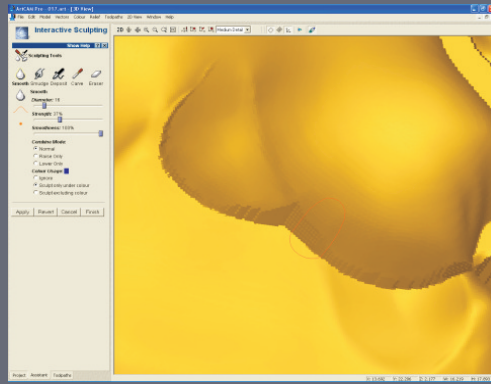
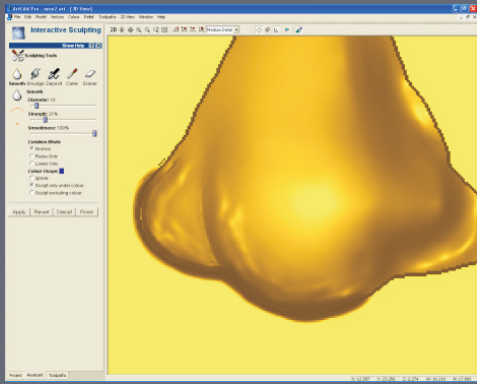
correct more nose pag. 19



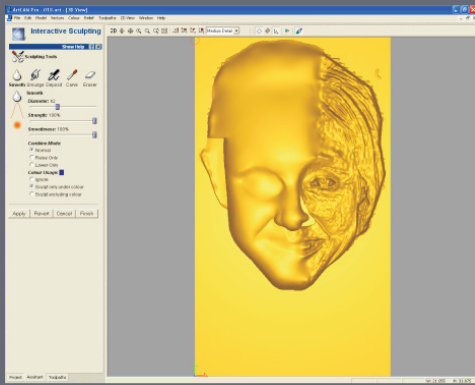
pag. 20 here I corrected vectors I think



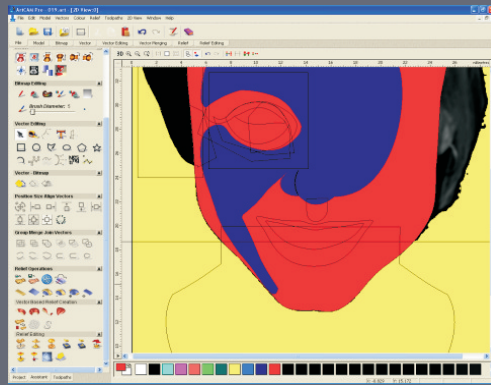
ear ...



smooth

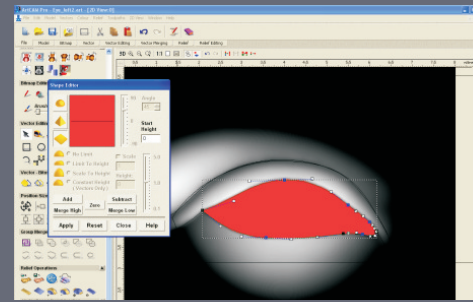


sculpt under color pag. 21

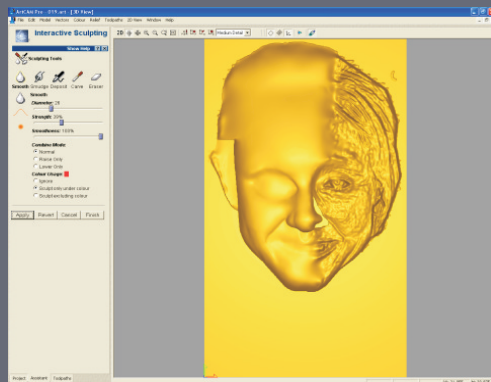
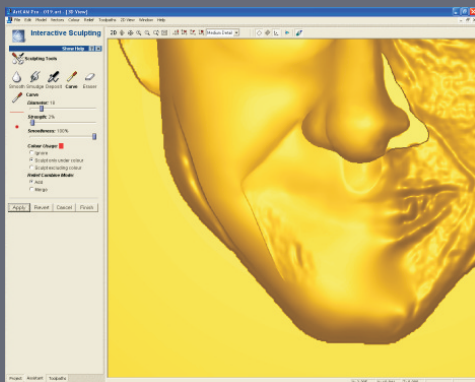
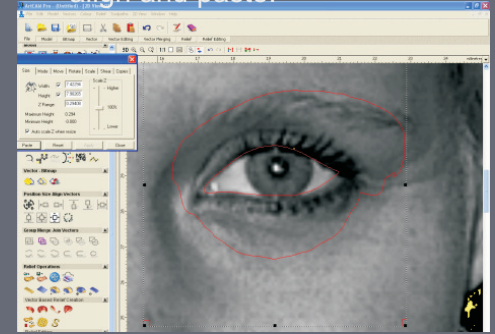


pag. 22

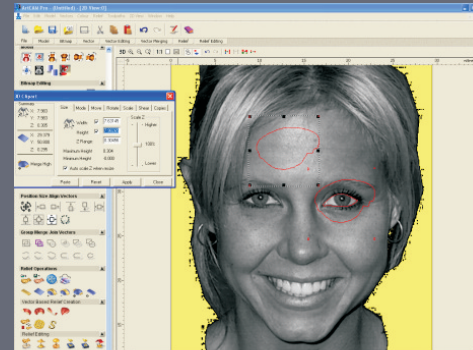
open eye model, reset under red and save as eye_2



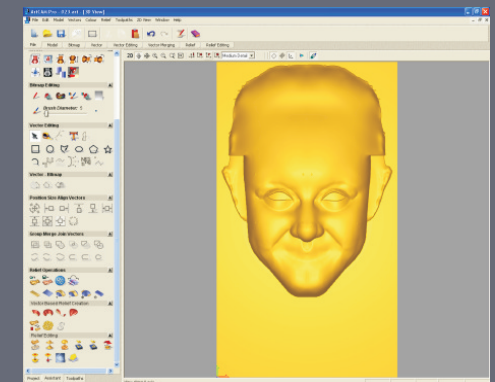
open first relief, reset but don't reset image, load eye_2 relief, align and paste.



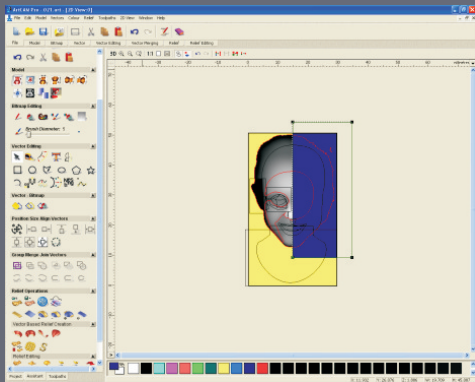
reset the relief but keep first vector, load eye relief and align whit first vector, now we have a fine position for right eye



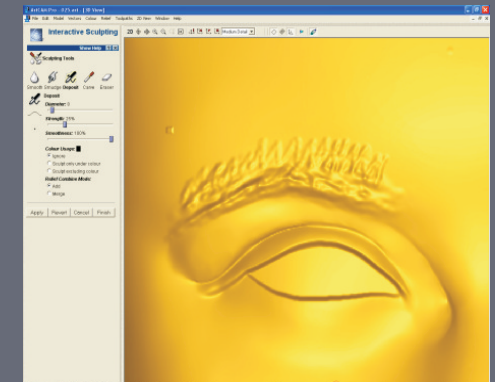
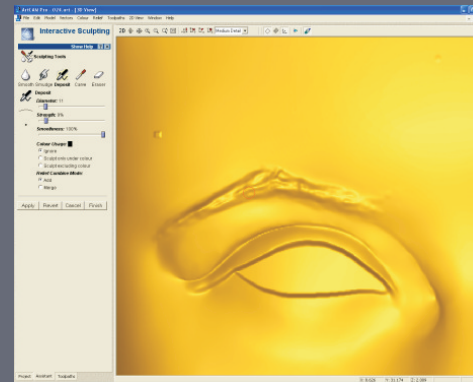
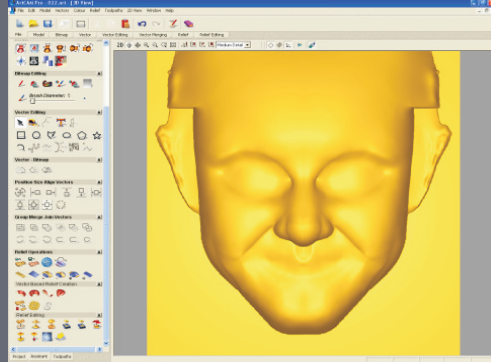
bring left eye and align whit rectangle and load right eye and add

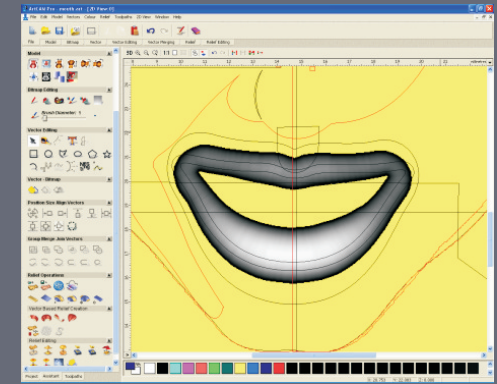
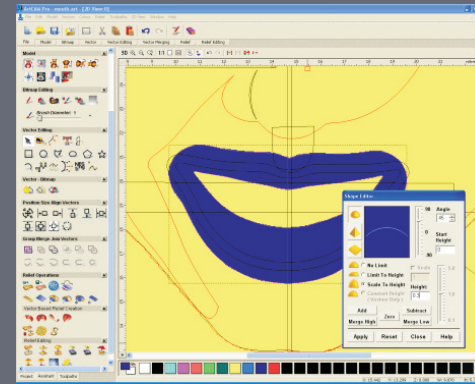
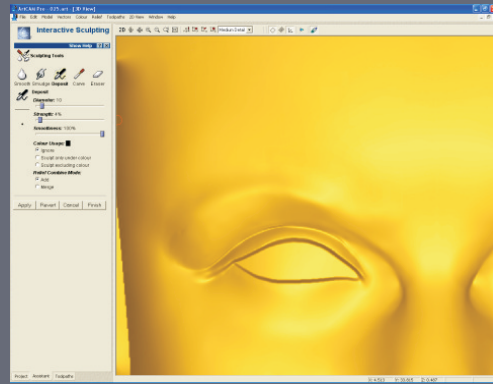
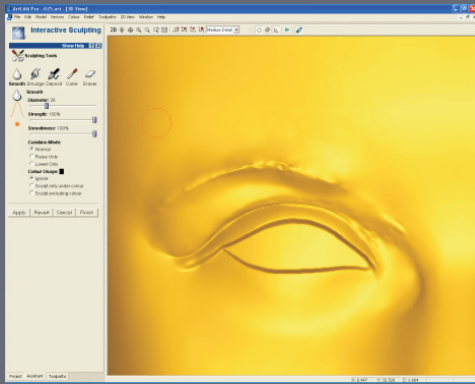


will make mirror now, reset under blue



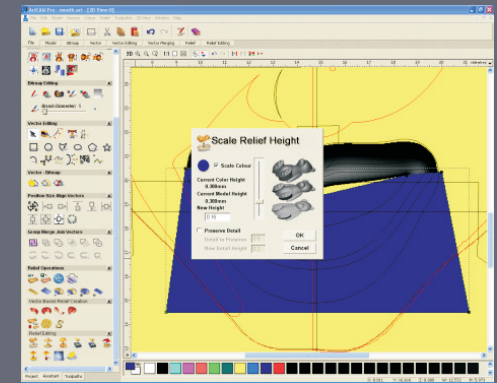
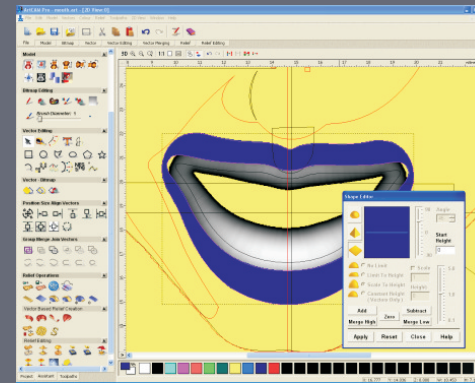
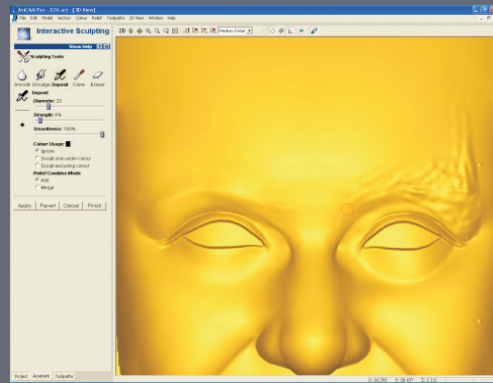
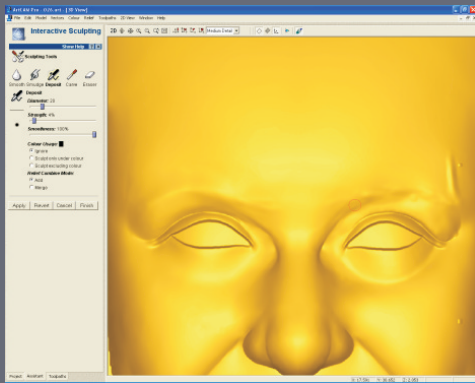
and merge, here isn't a perfect mirror the right half face is a bit scaled on x axis





zero under blue

scale upper lip

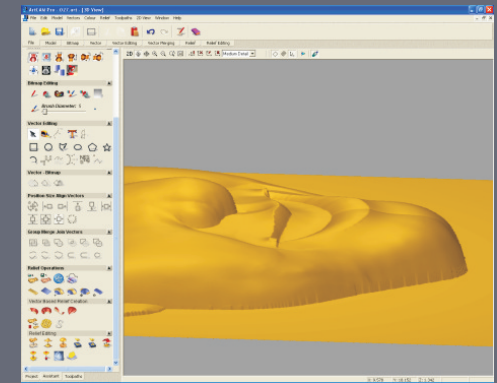
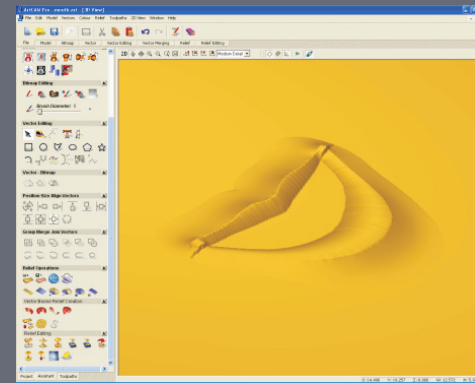
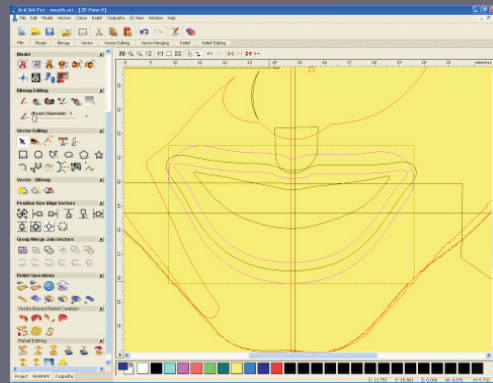
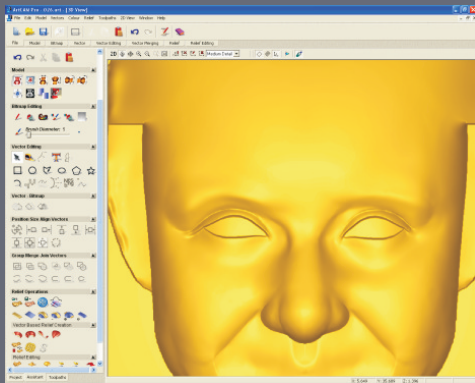


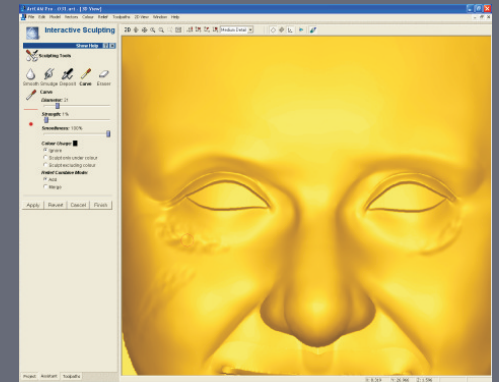
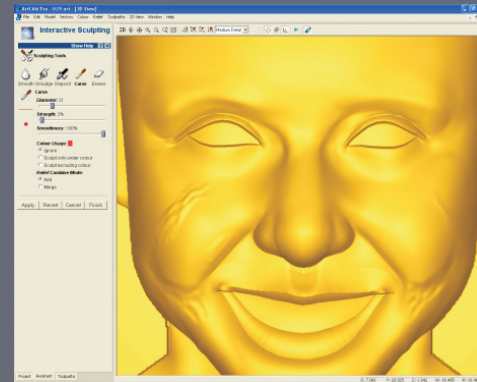
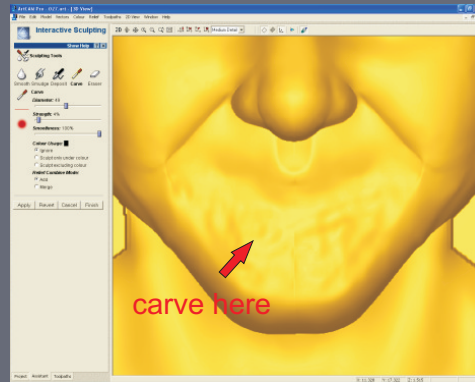
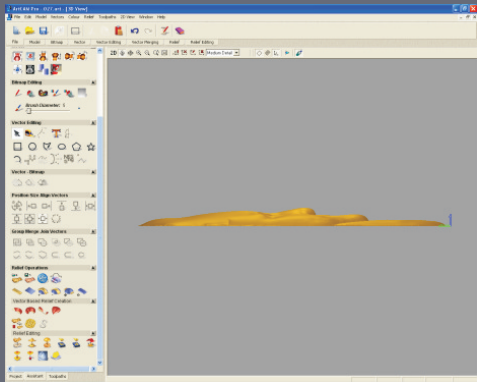
save

reset the relief and save as mouth

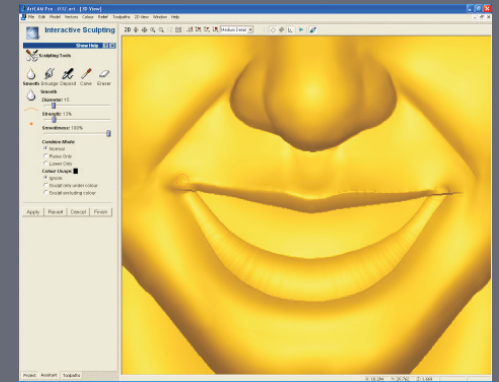
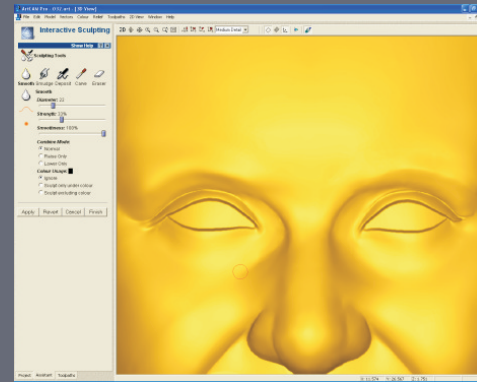
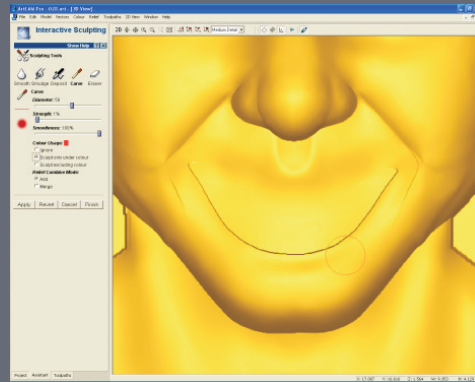
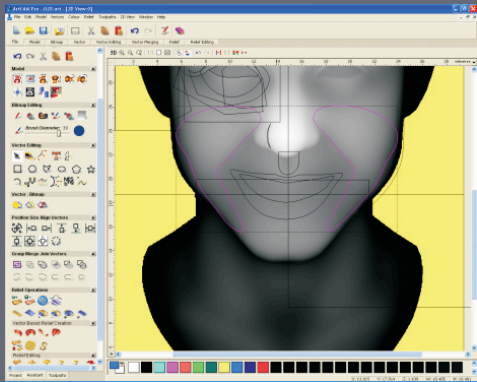
reset the relief and save as mouth

test mouth on face relief [inferior lip is to up, will correct this]



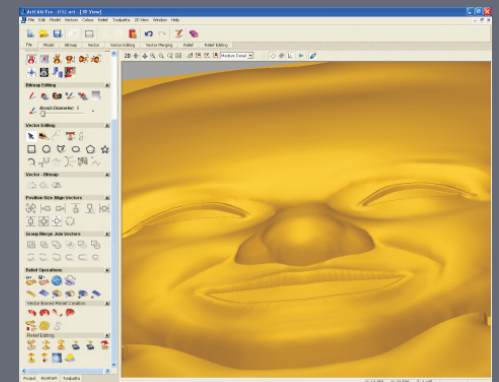
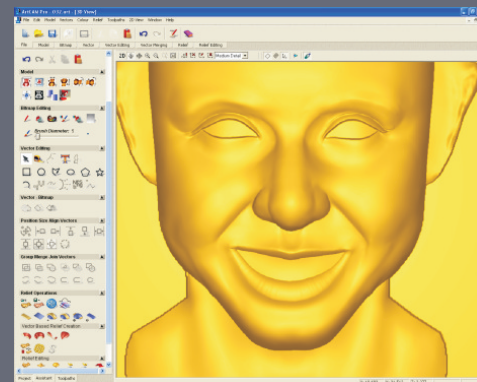
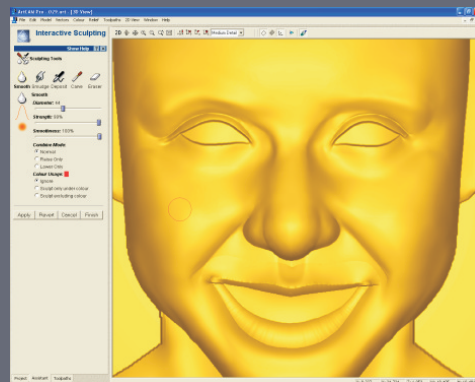
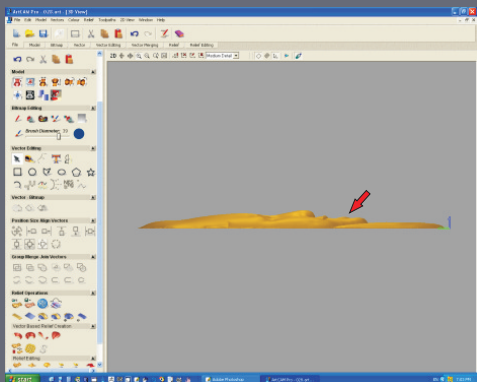


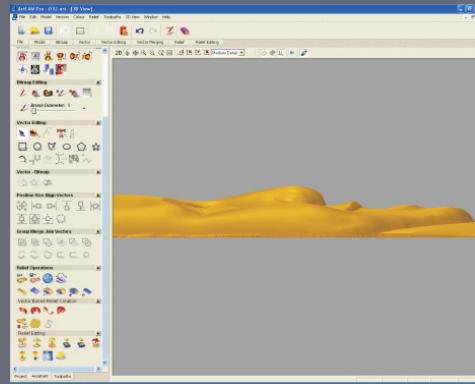
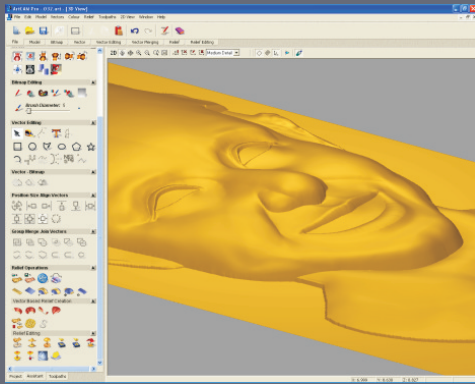
sculpt under color



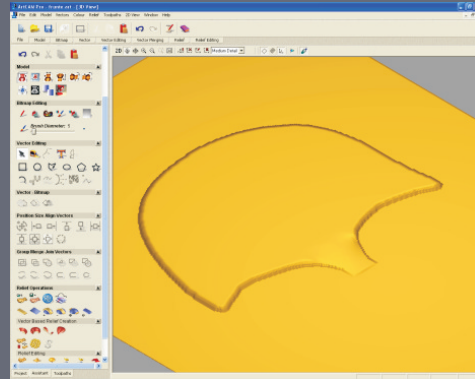
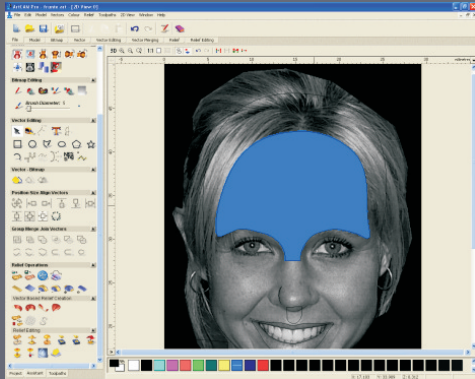
sculpt mouth

now is approximately fine

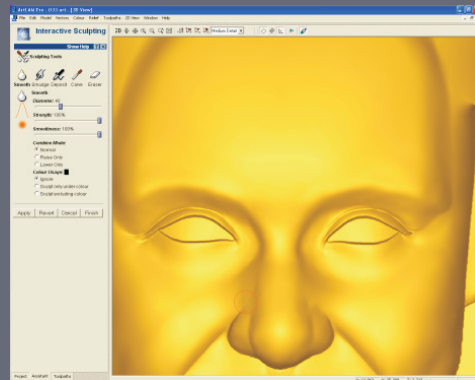
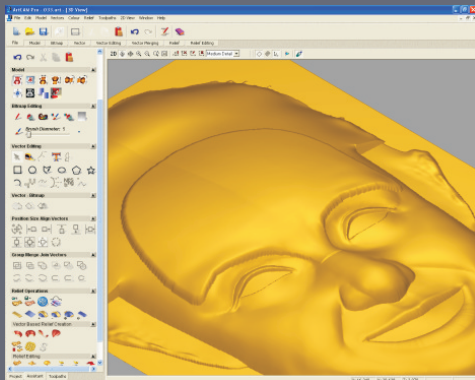




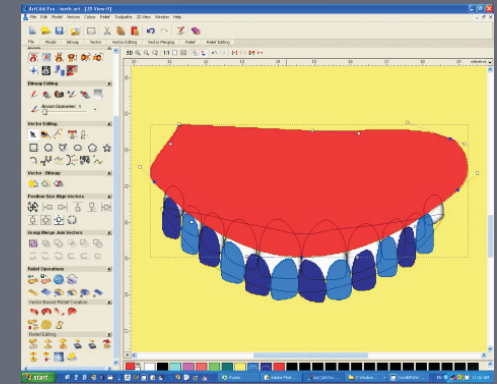
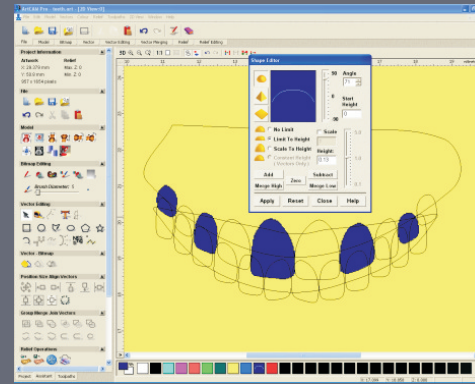
... the ahead is too down, open first relief and make a vector



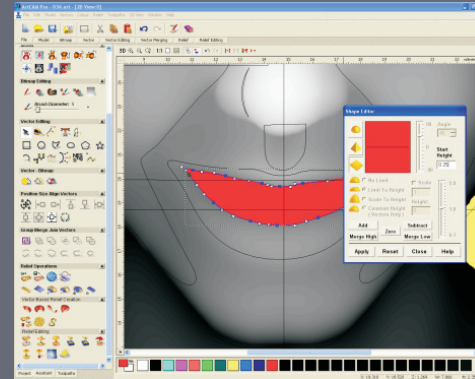
add



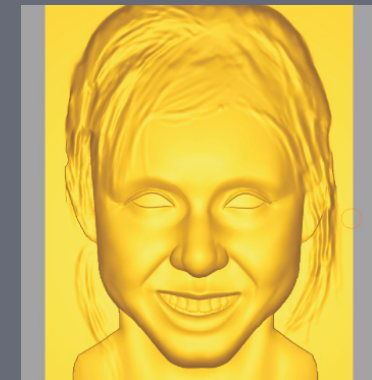
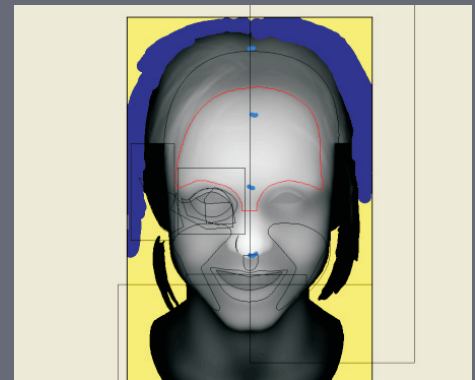
will make now teeth .this is a fiasco

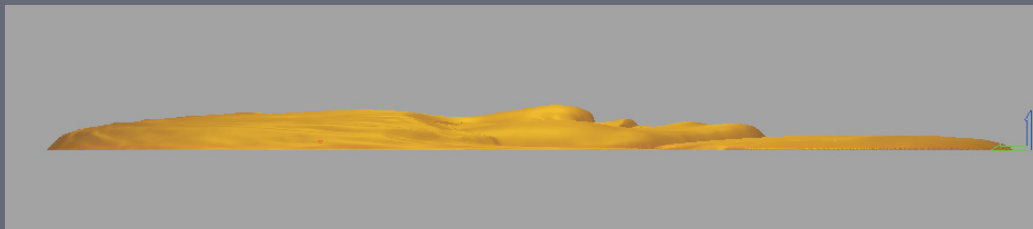
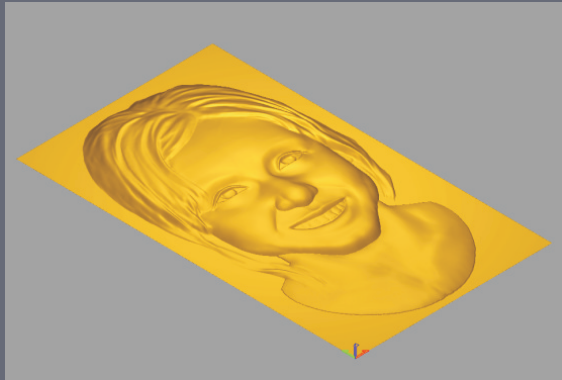
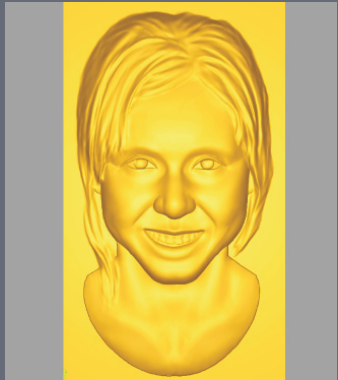


load teeth relief and after this subtract under color



hair





that's all, done, not very well but done.

