

Mastering
SCULPTING

THE ULTIMATE GUIDE TO DYNAMIC TOPOLOGY SCULPTING

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Workshop Summary

Here is a summary of the 4 chapters of this course. For this course we are using Blender 2.78 and 2.79. If you are using Blender 2.8, you should be able to do nearly everything the same way as explained in this course.

Chapter 1 - Sculpting Tools & Settings

In the first chapter you will learn sculpting techniques and how to use the sculpt mode tools, settings and brushes. Additionally, you will learn how to create base meshes, how to solve common sculpting problems and how to use the Sculpt Tools and SpeedSculpt add-ons. After you've made your way through this chapter, you will have a basic understanding of Blender's sculpting tools and how to use them properly. You can come back to this chapter any time you need to brush up on your basic skills.

34 tutorials | ~3.3 hrs running time

- | | |
|-------------------------------------|-------------------------------|
| 01 Navigate using a Graphics Tablet | 20 Nudge |
| 02 Simple Shaping | 21 Pinch / Magnify |
| 03 Multiresolution Modifier | 22 Rotate |
| 04 Dynamic Topology | 23 Scrape / Peaks |
| 05 Texture | 24 SculptDraw |
| 06 Stroke | 25 Smooth |
| 07 Curve | 26 Snake Hook |
| 08 Symmetry / Lock | 27 Thumb |
| 09 Brush Settings | 28 Sculpt Mode Options |
| 10 Blob | 29 Masking and Hiding |
| 11 Clay | 30 Sculpting UI Optimizations |
| 12 Clay Stripes | 31 Sculpt Tools Add-on |
| 13 Crease | 32 SpeedSculpt Add-on |
| 14 Fill / Deepen | 33 Creating Base Meshes |
| 15 Flatten / Contrast | 34 Common Sculpting Problems |
| 16 Grab | |
| 17 Inflate / Deflate | |
| 18 Layer | |
| 19 Mask | |

Chapter 2 - Sculpting Exercise for Beginners

In the second chapter you will learn how to sculpt a small monster from scratch. This chapter is suitable for beginners, since nearly everything is sculpted in realtime and fully commented. Starting with a cube you will create a base mesh based on a concept drawing. After that you will add all the details using Blender's sculpt mode. Throughout the process you will learn how to use the sculpting brushes for Dynamic Topology sculpting, how to merge different objects, how to pose a sculpting and how to create custom brush textures.

4 tutorials | ~2.5 hrs running time

- 01 Base Mesh
- 02 Sculpting Main Shapes
- 03 Sculpting Details
- 04 Sculpting Fur

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Chapter 3 - Advanced Sculpting Exercise

In the third chapter you will learn how to sculpt a complex creature from scratch. This exercise is suitable for advanced users. Here you will learn about the full potential of Blender's sculpt mode. You will be taught how to create a base mesh, sculpt important shapes, add separate scales to the creature, create custom brushes, optimize the mesh using Instant Meshes, pose the creature and much more. In this exercise you will use Dynamic Topology once more.

15 tutorials | ~4.5 hrs running time

- 01 Base Mesh
- 02 Main Shapes
- 03 Mid-Level Details
- 04 Separate Details
- 05 High Details
- 06 Creating Brush Textures
- 07 Sculpting with Texture Brushes
- 08 Optimize High Poly Meshes
- 09 Posing
- 10 Reference Human Character
- 11 Saddle
- 12 Stitching and Procedural Details
- 13 Luggage
- 14 Ropes
- 15 Belts

Chapter 4 - Procedural Shading

In the fourth and final chapter you will discover procedural shading techniques and how to light up and render your scene. Since this course uses exclusively Dynamic Topology to create sculptings, you will have a sculpting with many polygons and bad topology in the end. In order to do a quick but nice rendering without spending hours on retopology and UV mapping, you may use quickly generated textures (procedural textures), which you will be able to map onto the sculpting without visible seams. In this chapter you will get an introduction to procedural shading, lighting, rendering, camera animation and you will create a procedural clay shader from scratch.

9 tutorials | ~2 hrs running time

- 01 Principled Shader
- 02 Procedural Textures
- 03 Seamless Textures
- 04 Pointiness
- 05 Vertex Painting
- 06 Procedural Clay Shader
- 07 Lighting
- 08 Rendering
- 09 Camera Animation

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LINKS

Here you can find all of the links mentioned in this workshop:

My Channels

[Website](#)

[YouTube](#)

[Facebook](#)

[Twitter](#)

[Instagram](#)

[Artstation](#)

Software

[Blender](#)

[Latest Blender builds](#)

[Krita](#)

[Instant Meshes](#)

Add-ons

[Sculpt Tools Add-on](#)

[SpeedSculpt Add-on](#)

[Quick Preferences Add-on](#)

[Manuel Bastioni Lab Add-on](#)

Learn Blender

[Blender Foundation Fundamentals Tutorial Series](#)

[Blender Guru Beginner Tutorial Series](#)

Graphic Tablet

[Wacom](#)

[Wacom Intous Pro M](#) (Graphics tablet I use)

More Sculpting Tutorials

[YouTube channel of YanSculpts](#)

[YouTube channel of Алексей Ковалев](#)

[YouTube channel of Julien Kaspar](#)

Learn Anatomy

[Pinterest](#)

[Anatomy Figures by 3DTotal](#)

[Book: Masters of Anatomy](#)

[Book: Anatomy for 3D Artists](#)

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[Book: Anatomy for Sculptors](#)

SculptJanuary Event

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Additional Tutorials

[Retopology Tutorial](#)

[Cycles Rendering Settings](#)

[Creating Seamless Textures](#)

Texture/ HDRI Resources

[HDRI Haven](#)

[Pixabay](#)

[Textures.com](#)

[Eisklotz](#)

Mentioned Artists

[Santani](#) (Cute Monsters)

[Sergey Vasnev](#) (Turtle Concept Art)

Renderfarm

[RenderStreet](#)

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Zacharias Reinhardt (Neuperverstr. 20, 29410 Salzwedel, Germany)

email: mail@zachariasreinhardt.com

website: zachariasreinhardt.com

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My Computer Specs

Here you can find the info about my system, I was using while recording the tutorials for this workshop. For the first half of the tutorial I used a Windows 10 notebook and after that I purchased a new Windows 10 workstation, which I used to record the second half of the workshop.

Notebook

CPU: Intel Core i7-4710HQ @ 2,50 GHz
GPU: NVIDIA GTX 850 M
RAM: 16 GB

Workstation

CPU: Intel Core i7-7700K @ 4,20 GHz
GPU: NVIDIA GTX 1080 Ti
RAM: 32 GB

Recording Software

[Bandicam](#)

[OBS](#) (I recommend this, it's free and powerful)

[Adobe Premiere Pro](#) (for editing)

Contact

If you have any questions or feedback, you can find my contact info below:

Zacharias Reinhardt
Neuperverstr. 30
29410 Hansestadt Salzwedel
GERMANY

eMail: mail@zachariasreinhardt.com

Website: zachariasreinhardt.com

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