

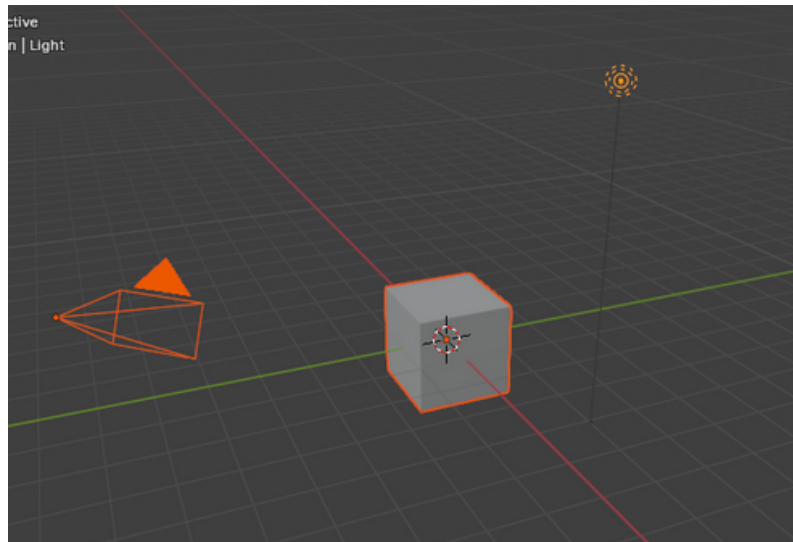
Open Blender

Click in empty space

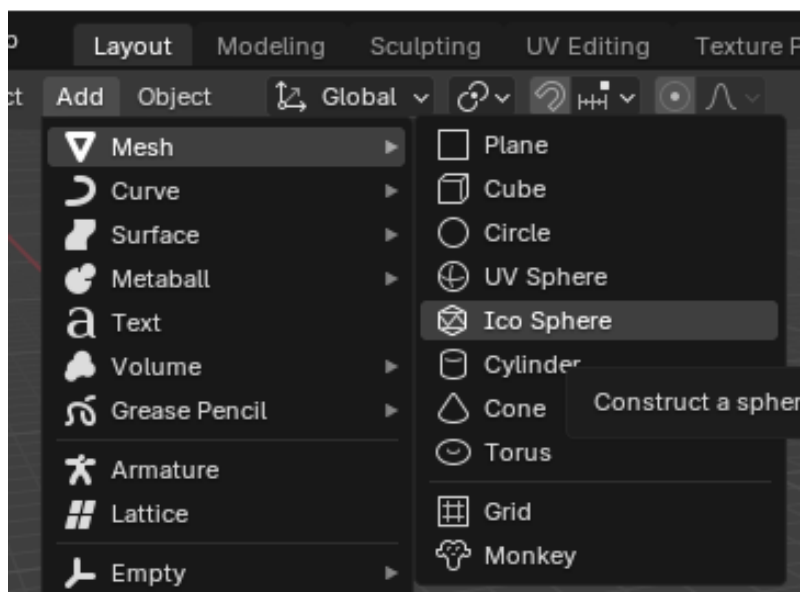
Press A to select All

You will see objects select in orange

and then press Delete Key
on your keyboard
to Delete All

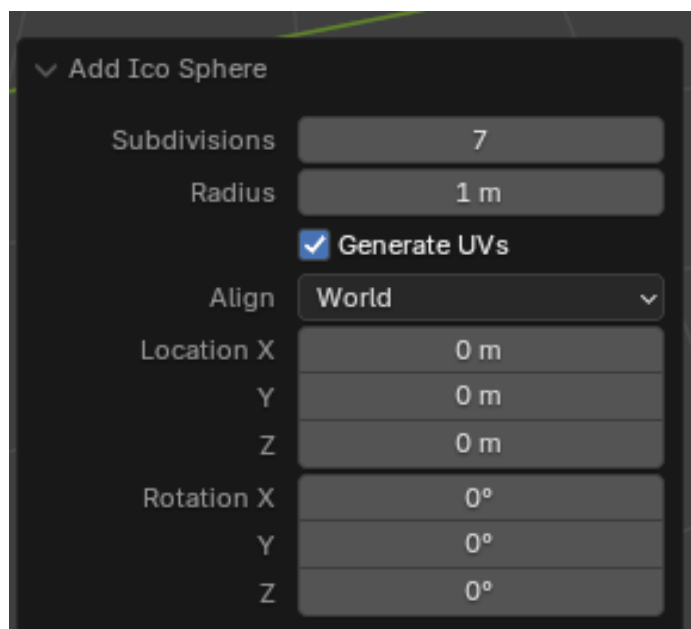


Go to ADD > MESH > ICO
SPHERE

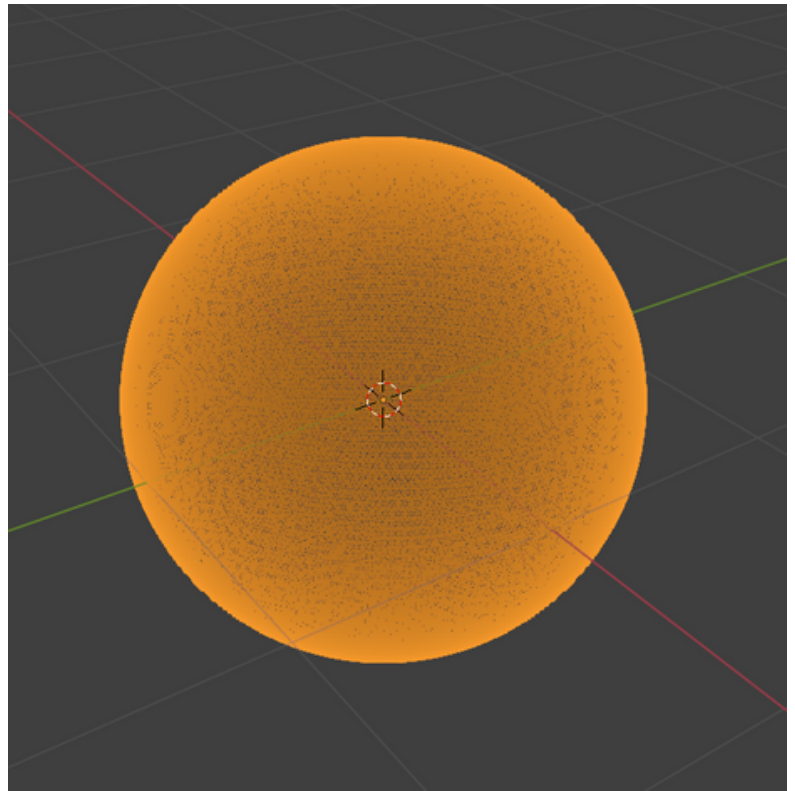


Bottom Right Screen

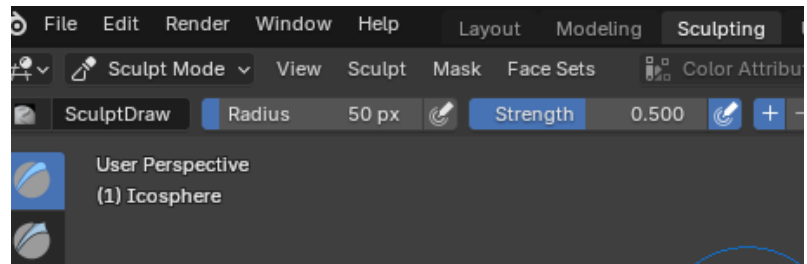
>ADD ICO SPHERE options
ChangeSUBDIVISIONS to 7



This will increase the geometry, the faces of the icosphere.



Click on the Sculpting tab



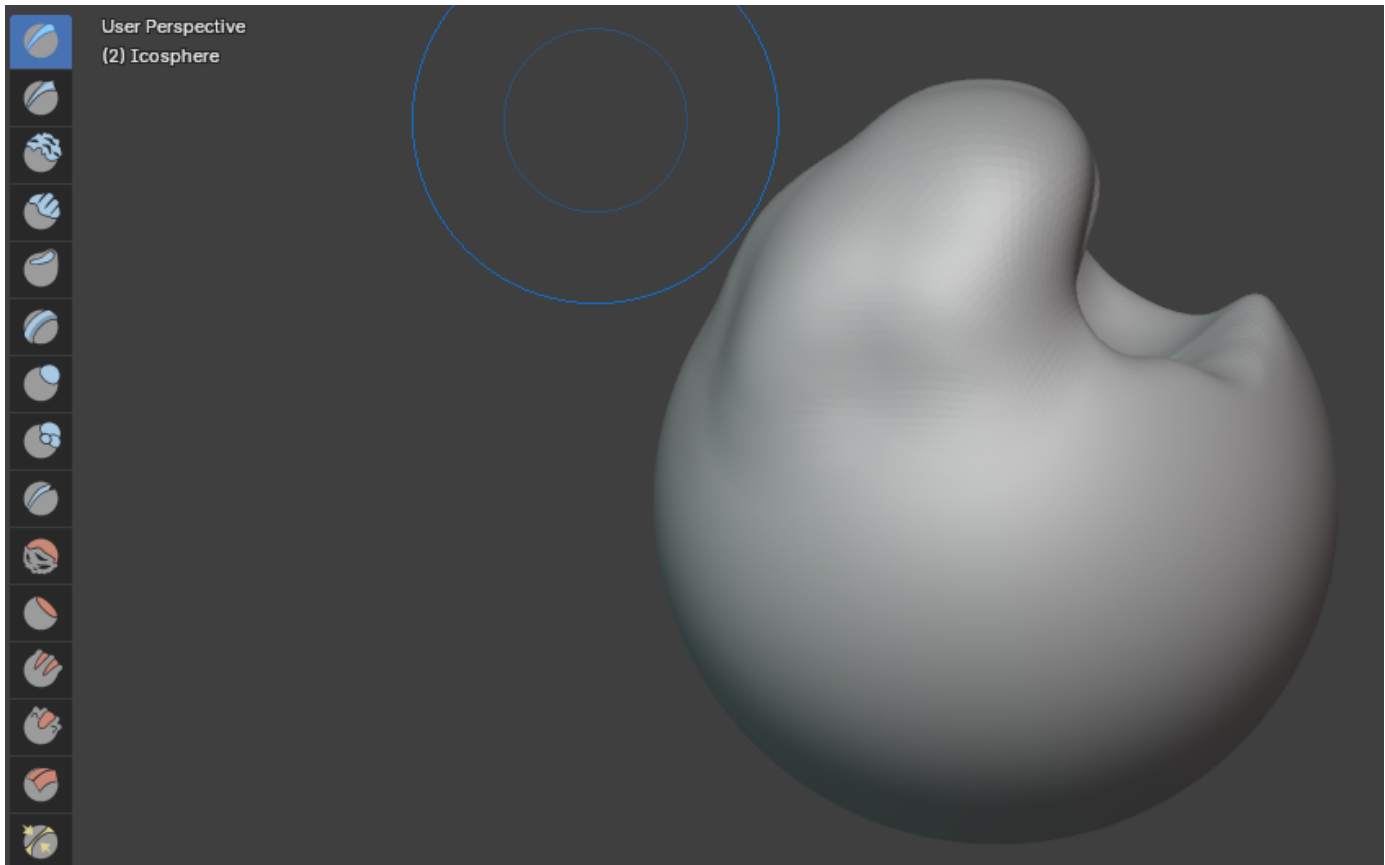
Use the SCROLL WHEEL on your mouse to zoom in and out

Hold SHIFT while clicking and holding the SCROLL WHEEL to Pan across the screen

Click on the sphere and you will be adding 'clay', your tool will start with the DRAW setting.

Hold CTRL as you draw to remove clay.

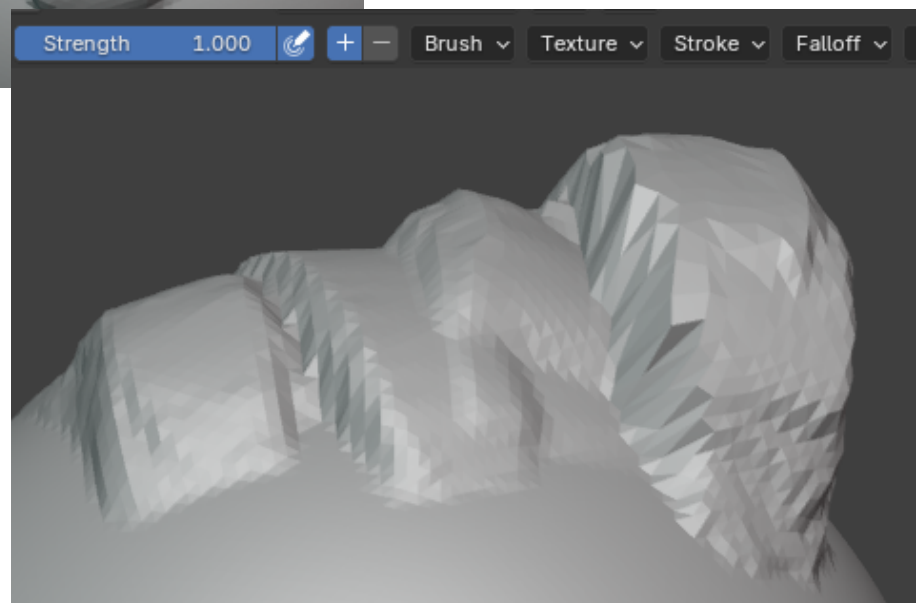
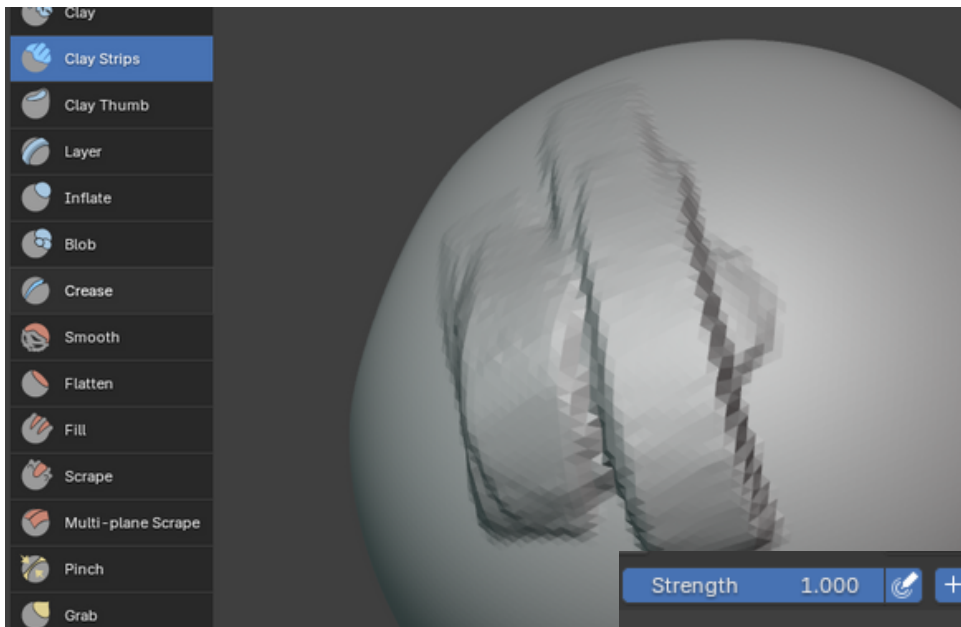
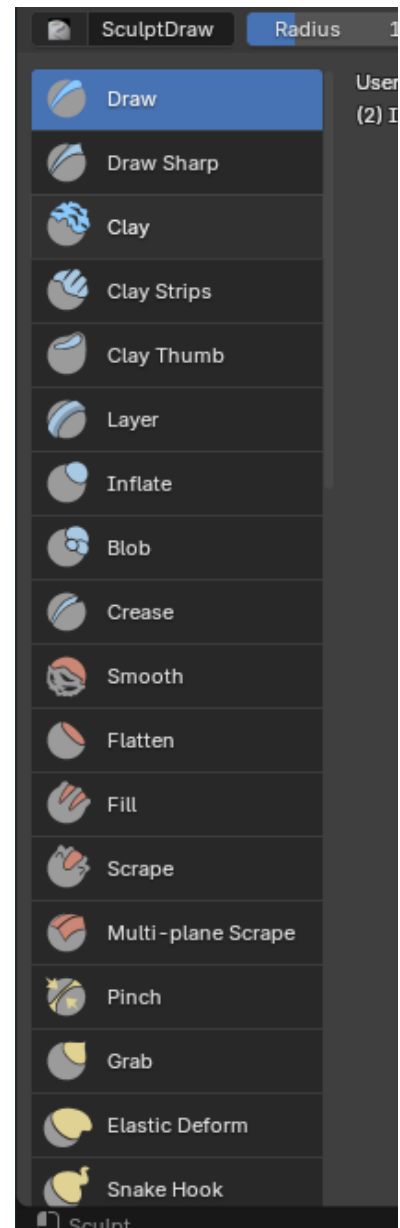
use the [] keys to make your brush bigger or smaller .



To see the names of all the tools, drag the slider on the side of the tool list.

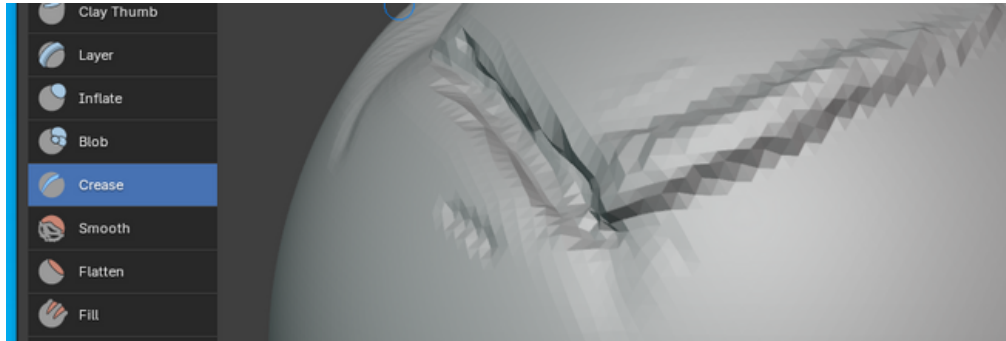
The Clay Strips tool will add a lot of clay at once. Increase the STRENGTH to add thicker clay.

Hold Shift + F while dragging the mouse to adjust the strength with a visual aid.



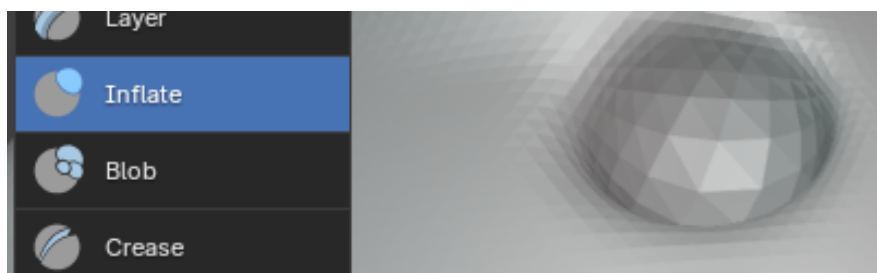
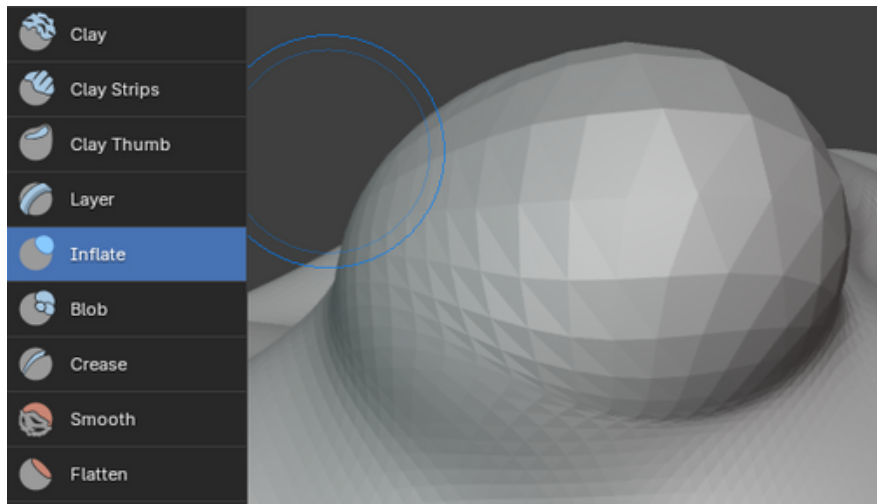
Use the Crease tool
to make thin creases into the clay.

Press Ctrl to make thinner ridges.

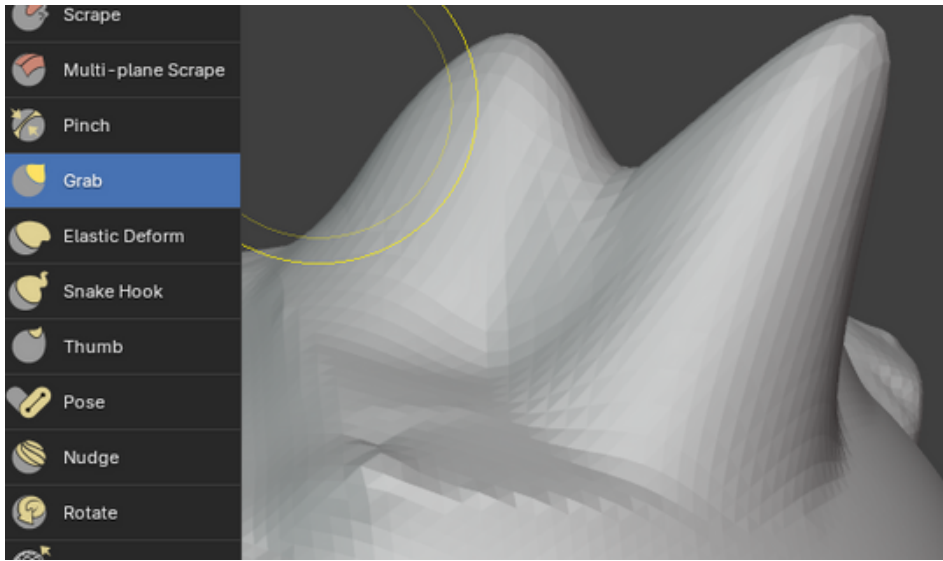


Use the Inflate tool
to make the clay inflate

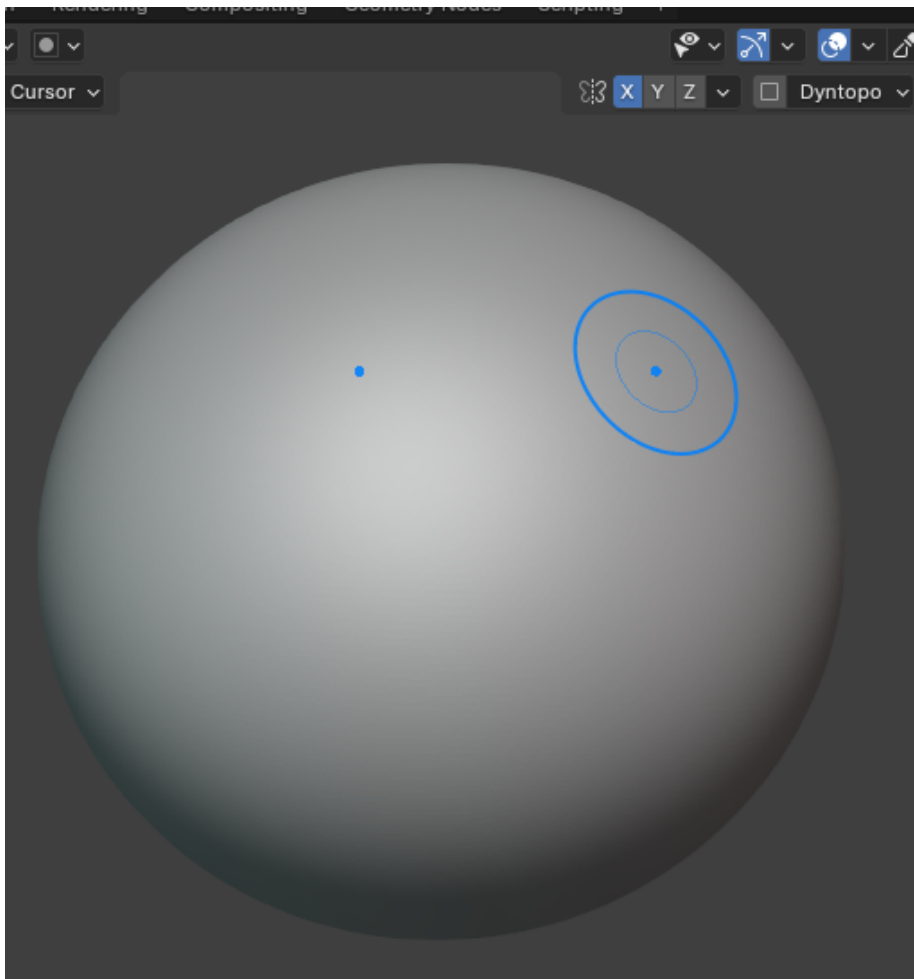
Press Ctrl to make it cut into your shape



Use the Grab Tool to quickly move a large section of the clay

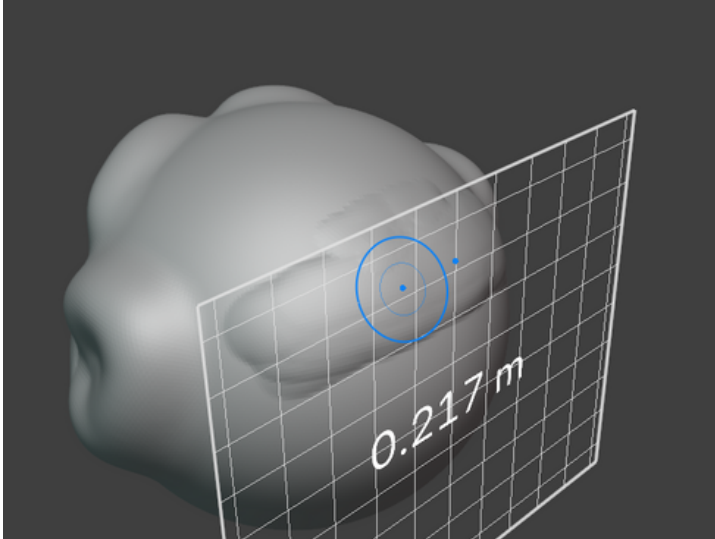


Next to the Butterfly symbol press on the X to use symmetry. The blue dot will appear on the other side and make clay.

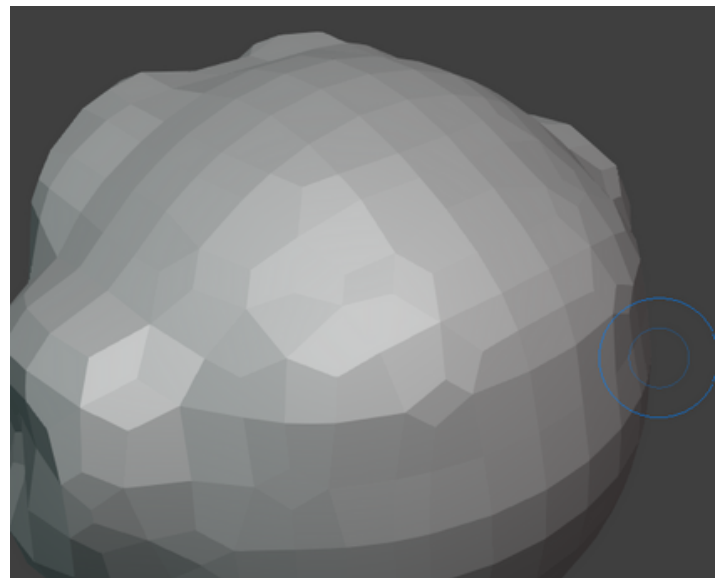
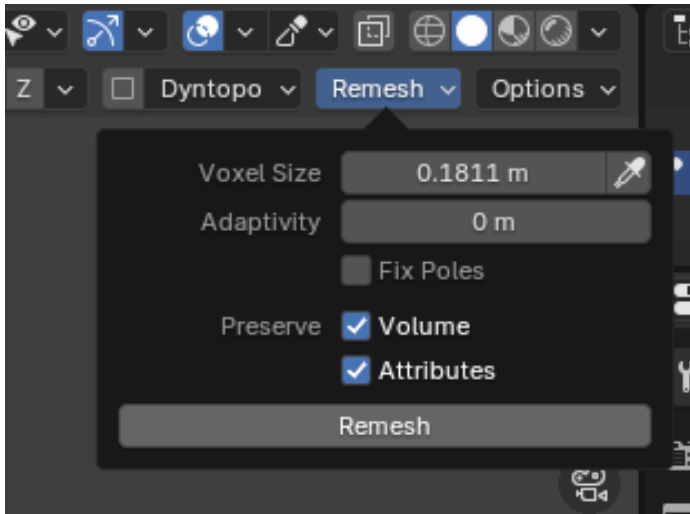


You can add mesh to add more geometry or take it away.

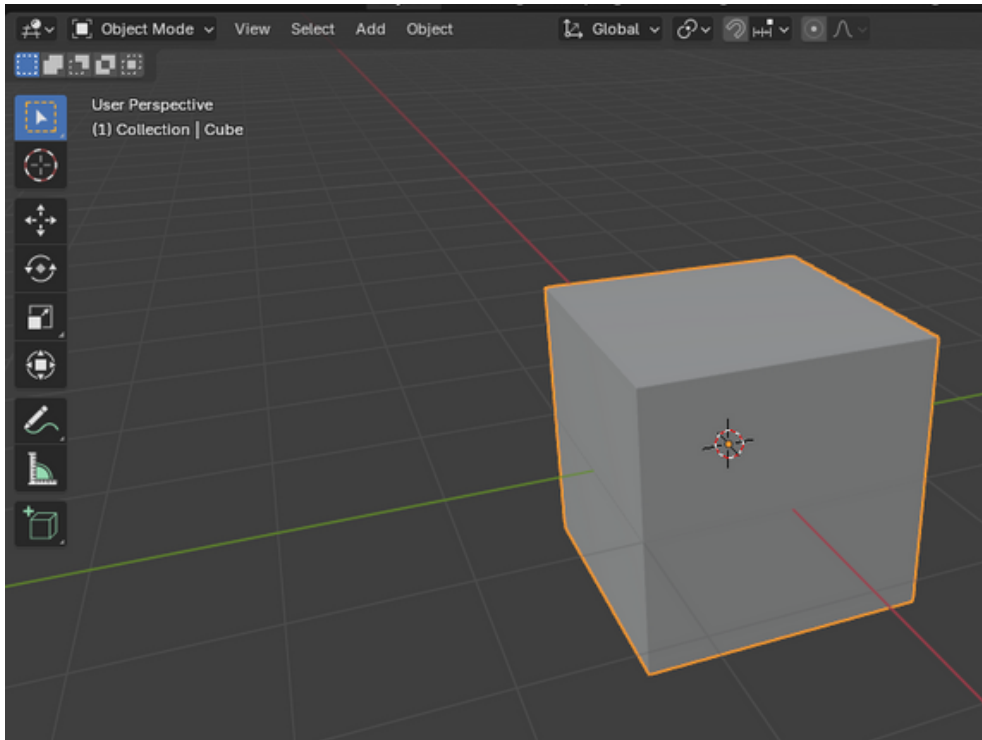
To start, Press R. This brings up a grid that will show you the grid that will be used for the remesh.



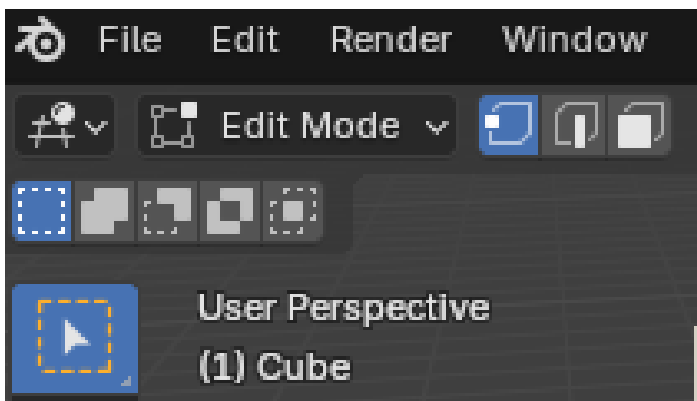
Then you will click on the REMESH button and it will change the mesh



Go back to Layout mode and delete the object we have worked on. Click on LAYOUT in the top of the screen to go back to LAYOUT mode.

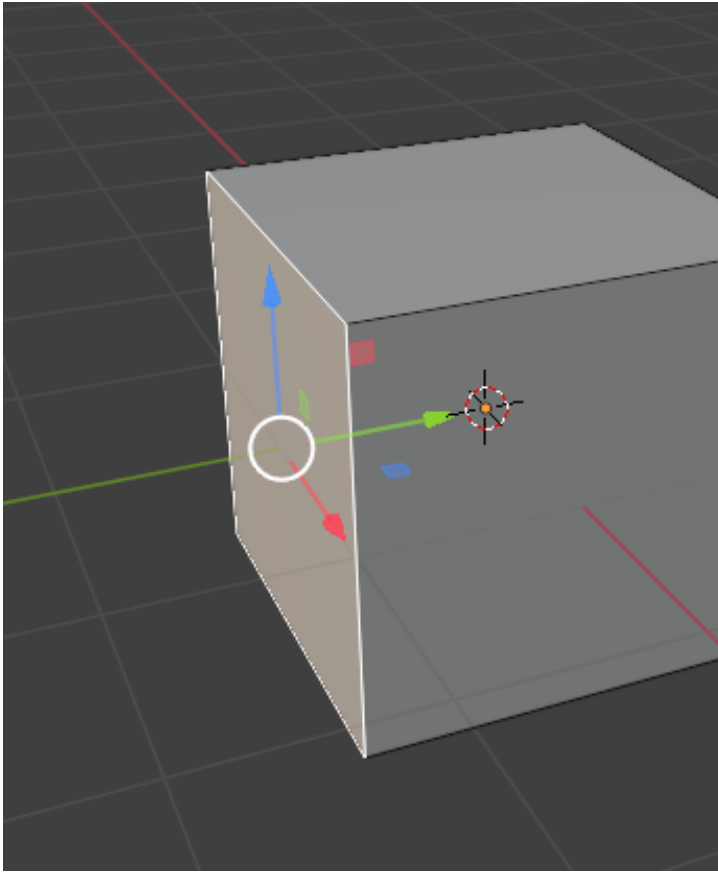


Press tab to enter EDIT MODE. Edit Mode lets you select and edit Vertex, Edge and Face.
Switch to Face mode

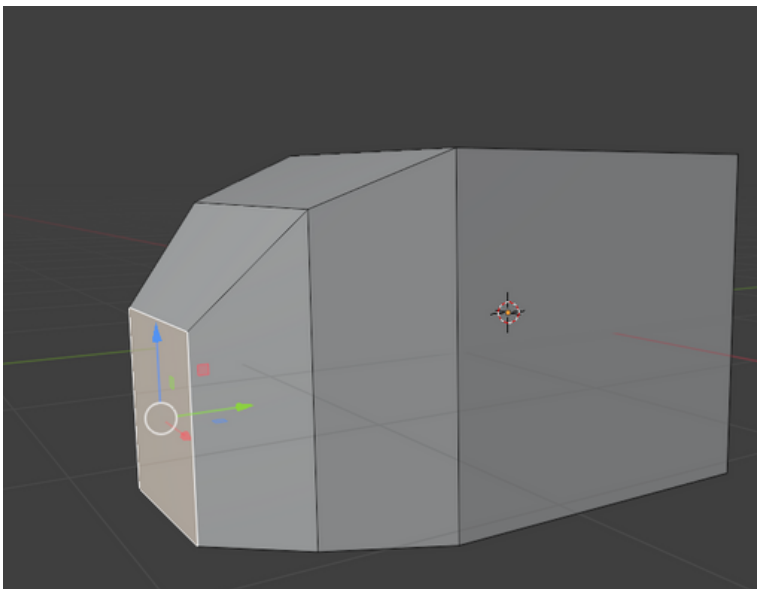


Select the side face.

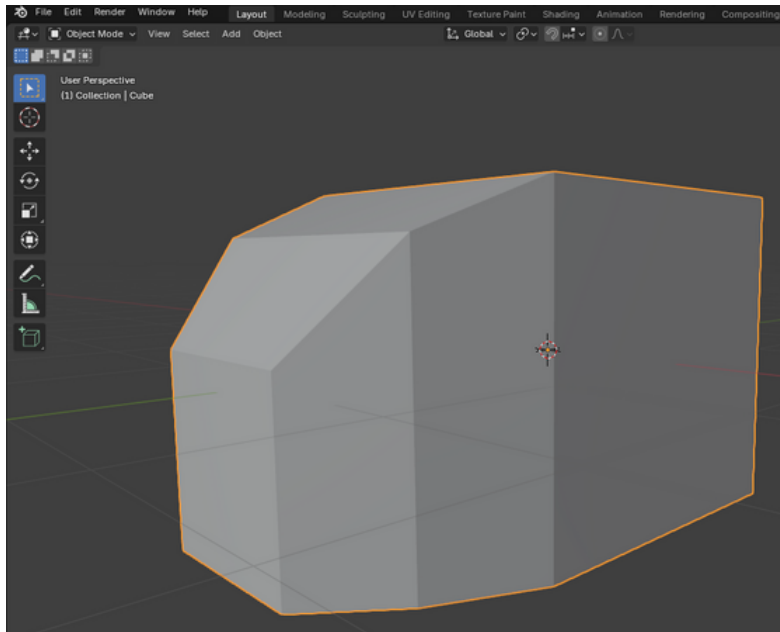
While it is selected tap the E key on your keyboard. This will make an EXTURSION.



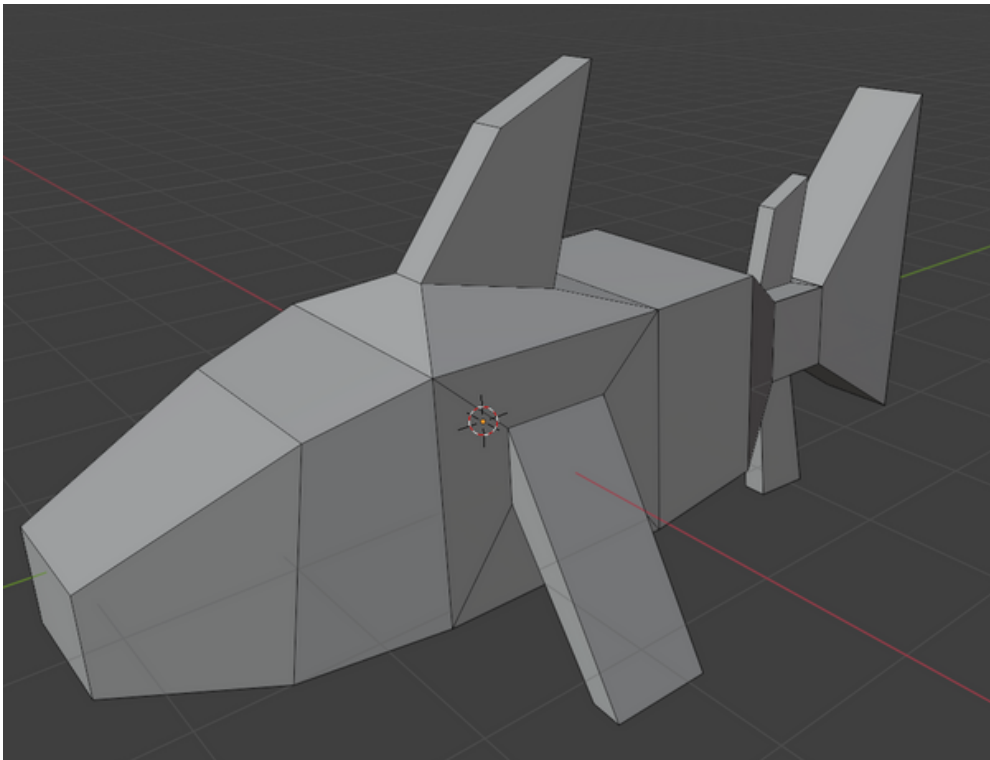
Use the Move tool, and drag using the green arrow, this will Extrude a new section cut. Repeat the process and pull out another section and use SCALE to make it smaller.



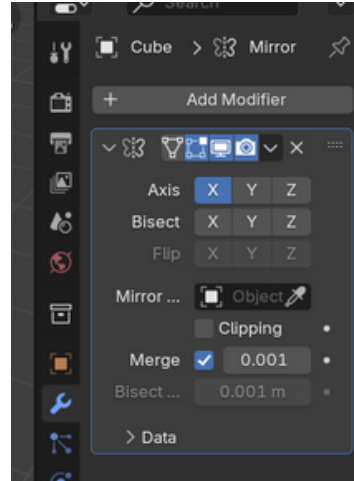
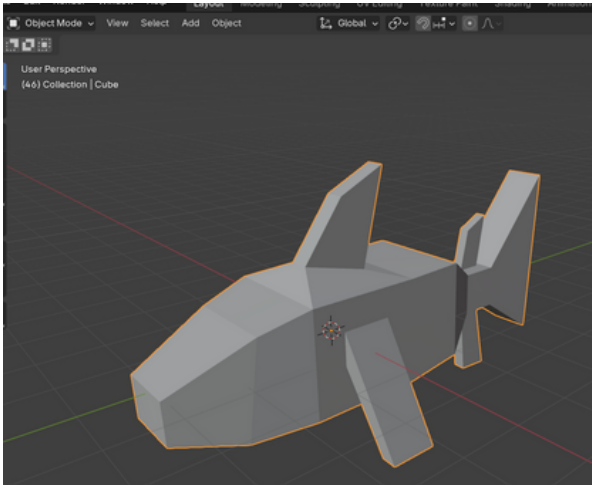
Press Tab to go back to OBJECT MODE
this selects the entire OBJECT



Press Tab to go back to EDIT MODE
Tap the I key to Inset the faces of the shape to make the fins
Use Edge select to modify the edges of the shapes

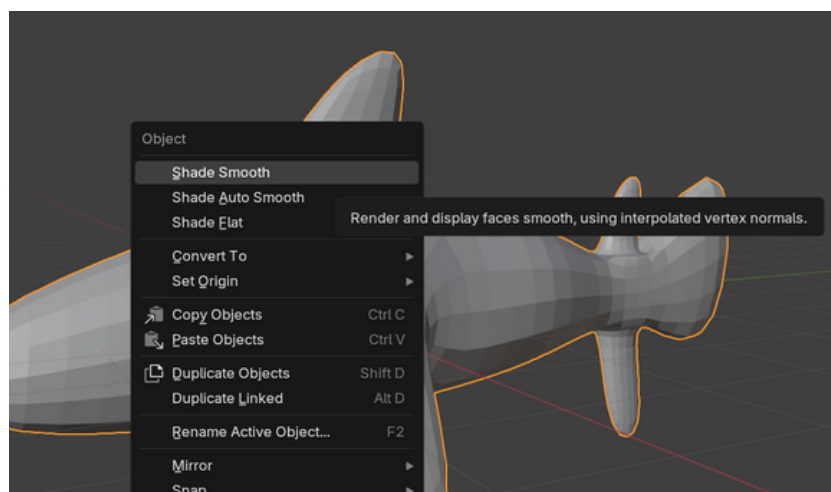
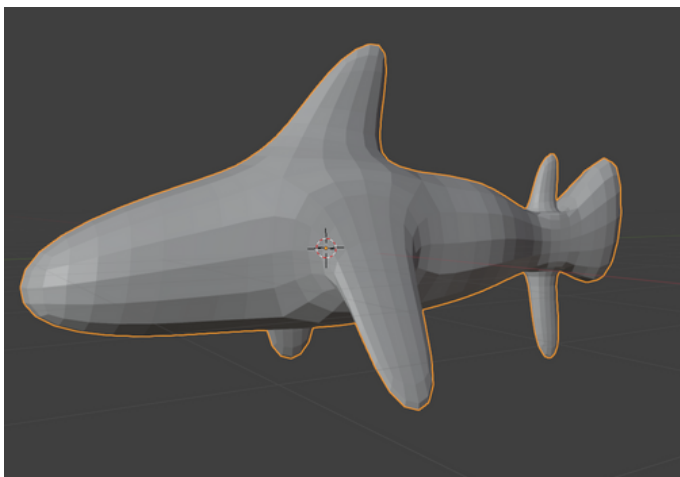


To do MIRRORING for the left and right fins, click on the face on the side then go to the MODIFIER (wrench) and choose MIRROR



Now press CONTROL + 2 this will make a SUBDIVISION modifier and will create smooth geometry on your object.

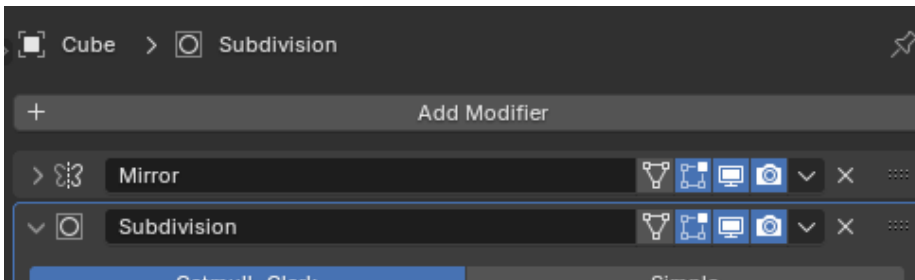
To make it even more smooth, you can right click on the object and choose Shade Smooth.



To make these changes apply to your model, you need to APPLY the MODIFIERS.

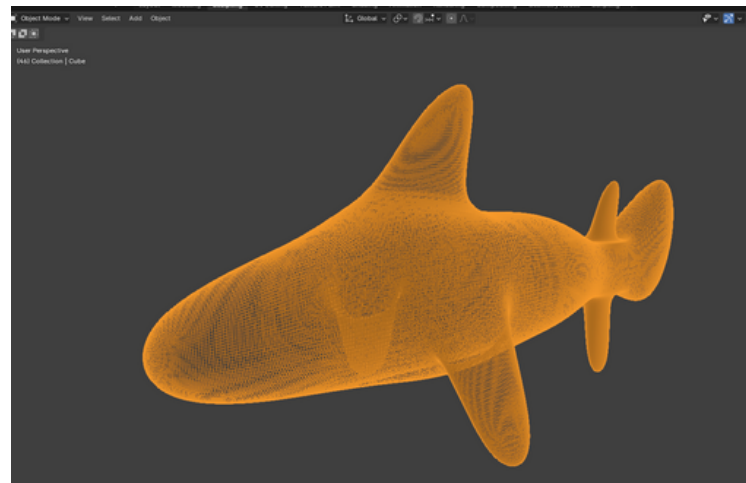
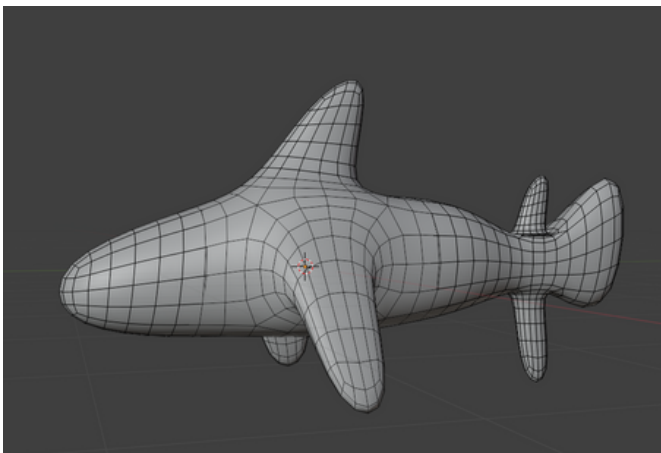
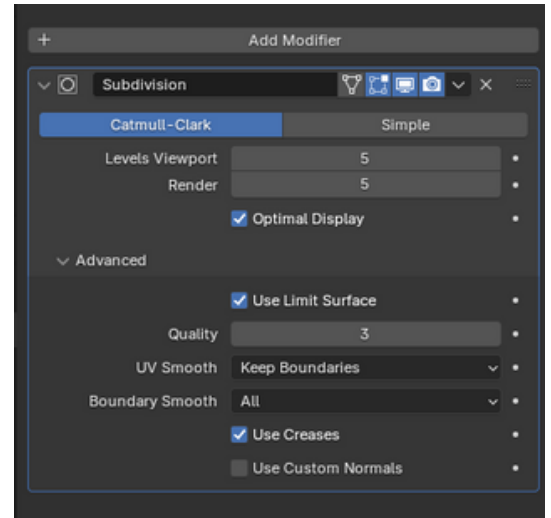
Go to the wrench to find the MODIFY TAB.

In our practice we had 2 modifiers - MIRROR and SUBDIVISION



Click on APPLY to make the changes.

Your model will now have more 'topology' which are more shapes! This will make sculpting more detailed.



If you need to modify the mesh you can press R and then set the mesh width and then press the REMESH BUTTON

