«Display\_Name»

Using Blender 2.7 for Animation - **Activity 2 - Coral Using Sculpt Mode**

GOAL: Use Sculpt mode to make a piece of coral

Open Blender, File, Save As, choose your home drive on the left (such as H:, or T: then click username) then

Name it 3dact2sponge

On the bottom menu bar of the 3D View, change the mode to **Sculpt Mode**

**Hold down the left button to push in parts of the object until** you **make the sphere look like a piece of coral**

* Create a **UV** **Sphere**
* Move it so it is on top of the default cube
* Make it smaller
* Click Material button, new, then under Diffuse click the white color swatch to change the color, such as pale orange-yellow for a sea sponge.
* Change to Sculpt Mode
* Click Dynotopo to expand the Dynotopo options
* Click to make sure Dynotopo button is enabled (button will turn into a Disable button when enabled)
* Scroll down and click the Symmetry to expand symmetry options
	+ Turn off all axes (so neither X Y nor Z look pushed)
* 
* Sculpt the surface of the object so that it will be the shape you want and more faces will be added.
* Go back to Object Mode. On the left, click Tools, Smooth

**Put a glass dome around it**

* Create an Icosphere
* Before you move it, on the bottom left turn up the Subdivisions to 3
	+ If Subdivisions setting does not appear, it is too late—delete the sphere and try again—the subdivision setting is only available when first creating objects.
* On the left click Smooth
* Make it about twice as large as the object
	+ Click Material Button
		- Check the “Transparency” checkbox
		- Choose “Raytrace”
		- Change Alpha to about 0.1
		- Increase IOR (Index of Refraction) to about 1.1 (this causes it to bend light a little, but not too much because it is not supposed to be solid glass
	+ To show the transparency while you are working on the project file, click the Object  button tab then under Display check the “Transparency” checkbox.
* Make a pedestal:
	+ Object Mode; Create Cylinder; make slightly narrower than the Icosphere
		- Click the Material Button, Click the color swatch (white rectangle) then turn the scale on the right to black.
	+ Create another Cylinder (gray pedestal) slightly larger than the Icosphere

(see picture at very top of instructions). Smooth, Add Modifier, Edge Split

* Make a floor (Object Mode, Create, Plane, then make it the same level as the bottom of the gray pedestal
* Make the glass have a shadow: Select the Sponge, Material button, Expand “Shadow” category, check “Receive Transparent” (also check this for your other objects to make the shadow of the glass more subtle).