TUTORIAL NOTES

In this tutorial, we created a puffy heart from a Sphere3D, and learned how to start a new ZTool from the SimpleBrush button in the Tool palette.

We practiced our startup sequence: **click on the SimpleBrush** button in the Tool palette to choose a Sphere3D, **click and drag to place the sphere** on the stage, **press the T key** to switch to the Edit mode, then click **Make PolyMesh3D** to make the sphere sculptable.

Using Gizmo 3D in the Move Mode to Scale an Object: Using the rectangles on the Gizmo 3D allows you to scale on one (or two) axes.

Using Symmetry: We used XZ Symmetry (shortcut **X** with the modifiers in the lower left of the custom interface) to make sure that the heart was symmetrical both left to right and also front to back.

Using PolyFrame to View the Mesh: We can see that the Sphere3D has lines like a globe that will interfere with sculpting. For this simple project it's not a problem.

Roughing Out the Model with SnakeHook and ClayBuildup Brushes: One of my favorite brushes, SnakeHook (shortcut BSH) with a large size is an amazing tool for pulling the primitive into a basic shape. Adding material with ClayBuildup (BCB). We also smoothed with the Shift key.

Dividing to Smooth: Once the model is roughed out, we used **Divide** (⌘-D/ Ctrl-D) to smooth, then we used Del Lower to remove the lower subdivisions.