

LOW POLY to HIGH POLY to NORMAL MAPPING PIPELINE

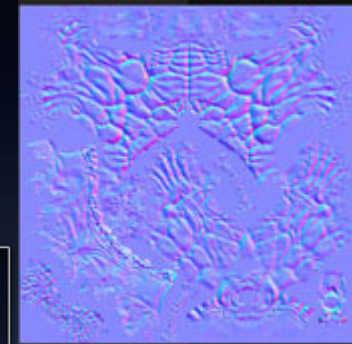
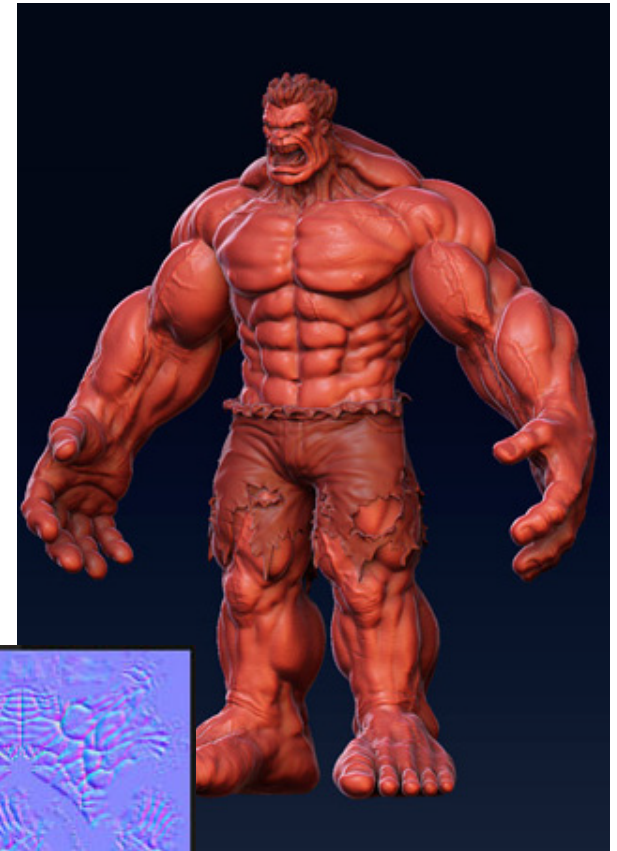
1. Original Low Poly model created in 3D Max



2. Model is imported into a high poly program like Sculpttris or ZBrush. The poly count is increased dramatically and fine details are created - veins, wrinkles in clothing and flesh, and facial anatomy.



4. The Normal Map is brought back into 3D Max and wrapped around the Low Poly model using special software, creating the illusion of fine detail.



3. A "Normal Map" is generated from the High Poly model using special software.



Sculptris is basic High Poly Modeling software. Sculptris is free and download-able off the web. The basic tools and moves needed to begin are outlined in red.

Tool size and strength
Invert - flips the action of any tool to be the opposite (inflate will deflate)

Determines how many new polygons are made when grabbing or inflating.

Global
When clicked this will make the Grab Tool move a sphere and the Scale resize a sphere

Scale - resizing eyeballs

Grab - all purpose tool for grabbing and pulling.

Open a new project or add new spheres for making eyeballs.

Inflate - an efficient way to create lips, ear details, nostrils (when set to "Invert")

Mouse roller - Zoom in & out

Left Mouse Button - Allows spinning around the sphere in space.

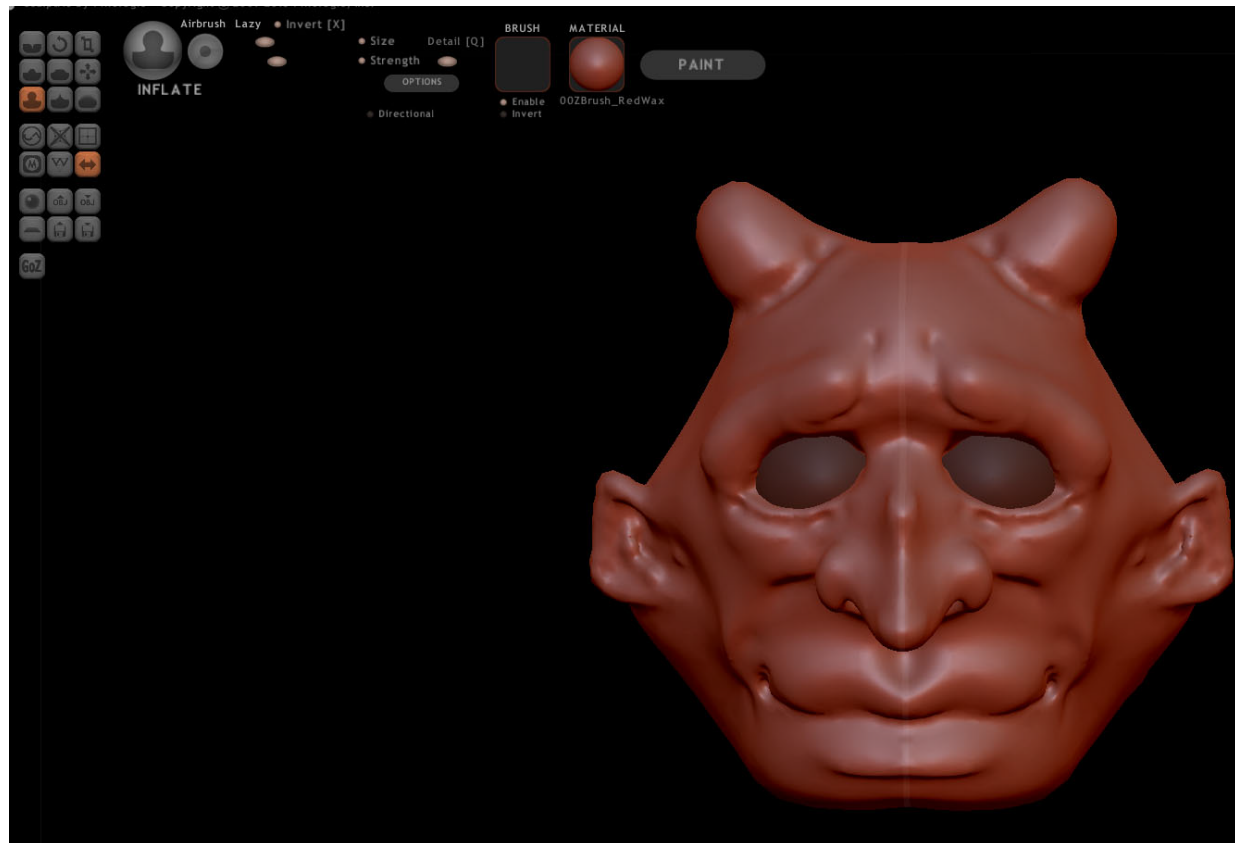
Alt Key - Allows moving through the scene

Control + Z - Undo

The image shows a screenshot of the Sculptris software interface with a central sphere. Red lines connect various UI elements to descriptive text. The interface includes a toolbar with icons for different tools, a 'PAINT' button, and a 'Global' checkbox. A keyboard layout is shown on the right with red boxes highlighting the Alt key and the Ctrl+Z key combination. A mouse is shown at the bottom left with a red box highlighting the mouse roller.

Sculptris is almost fool proof. It is set up to act symmetrically (whatever you do on one side of the sphere is duplicated on the other side). By grabbing and pulling, inflating and deflating you immediately begin seeing a face.

Your assignment is to create a high poly creature/character face to be used in your maze project as a non animated prop. Include eyes, nose, mouth and ears as well as any other facial anatomy or features as you like.



NOTE - Sculptris is a bit buggy. Often tools stop working. All you can do is save your work, shut down the program and reload.