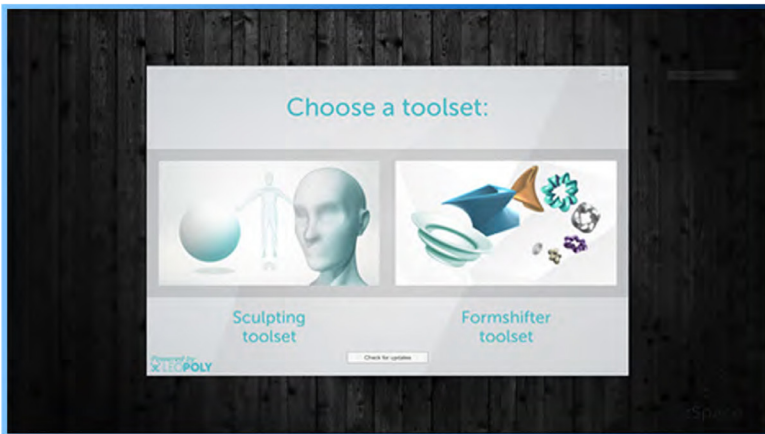


## Using zSpace and Leopoldy

Let's make our first 3D object in minutes with a wide range of design tools, from parametric modeling to sculpting tools.



We can start with the sculpting toolset.



The UI is grouped in five sections

Section 1 contains your stylus controls...

Section 2 contains your sculpting tools...

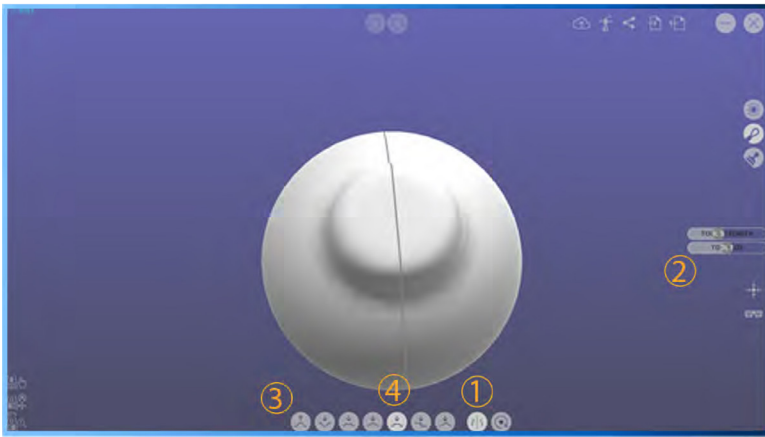
Section 3 contains the modes of material preview, sculpt and paint...

Section 4 is your import/export tools...

Section 5 is undo and redo...



Let's sculpt this pig!



- 1 Turn on Mirror mode so we can take advantage of symmetrical modeling
- 2 Set the tool size to about half, as well as the tool pressure to half
- 3 Switch to the pull tool. Pull out the nose! click click click...
- 4 Switch to the flatten tool. Flatten out the nose! click click click...



- 1 Switch to the push tool!
- 2 Take the size of the tool way down! Push one nostril in! click click click...
- 2 Take the size of the tool down again! Push in one eye...click click click...



- 1 Pull out a pair of legs...
- 2 Flatten them down...



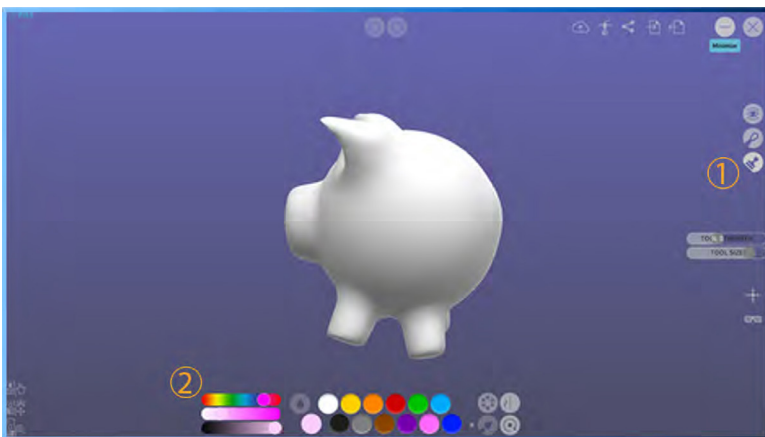
- 1 Using the pull tool, pull out the initial shape for the ear. Click click click...



- 1 Using the push tool, let's push the ear in to give it some shape. Click click click...



- 1 Turn off mirror mode
- 2 Select the sculpt tool, and have some fun shaping the ears!

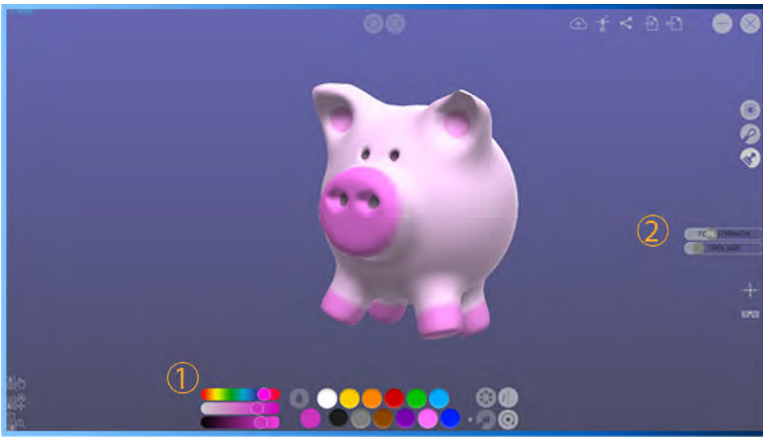


### Let's paint this little piggy!

- 1 Switch to paint mode!
- 2 Pick a nice color for the piggy...



- 1 Make the brush really big and splash paint all over him.



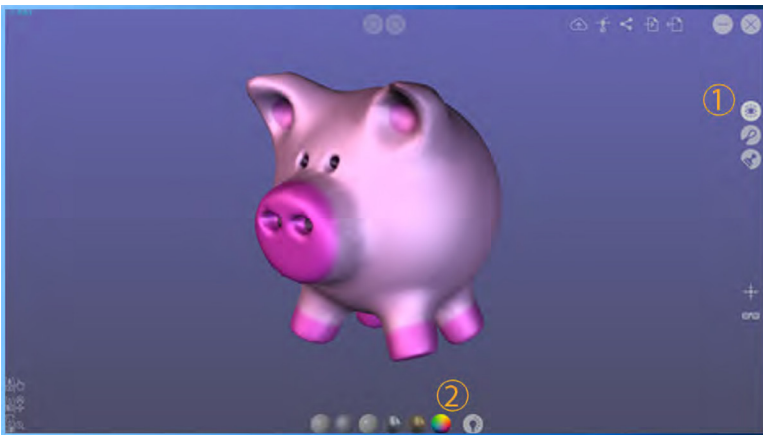
- 1 Choose a darker color
  - 2 Make a smaller brush and detail his nose, feet, and ears!
- 1 Choose the black color
  - 2 Make a tiny brush and darken his eyes and nose!



**Let's emboss a little tail on the piggy!**

*(make sure you have your darker color selected)*

- 1 Pick a fun shape...
- 2 Select the Emboss with Color Tool
- 3 Scale up the shape and maximize the embossness...Stamp the tail on its butt!



- 1 Switch to Material Mode
- 2 Now have some fun with the materials and lights on your piggy...Well Done!