Using zSpace and Leopoly

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 pool 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!