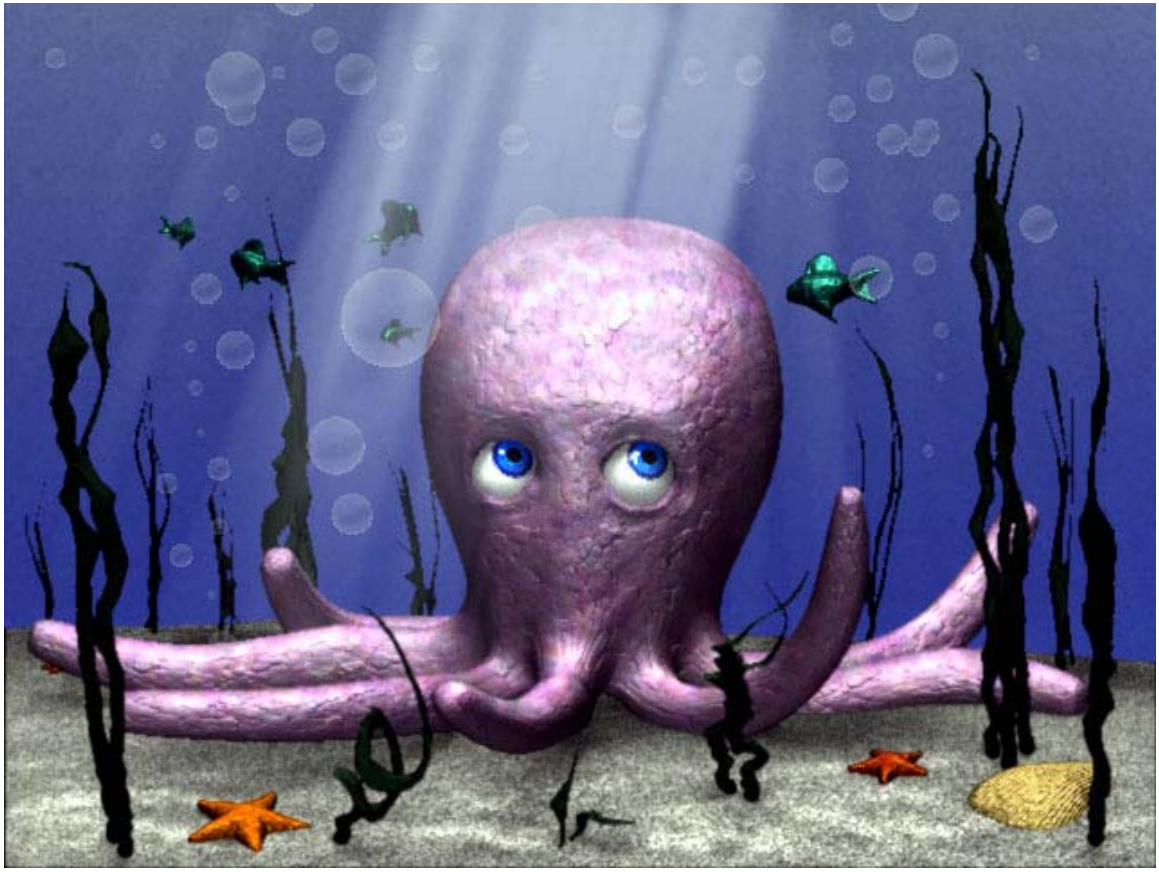
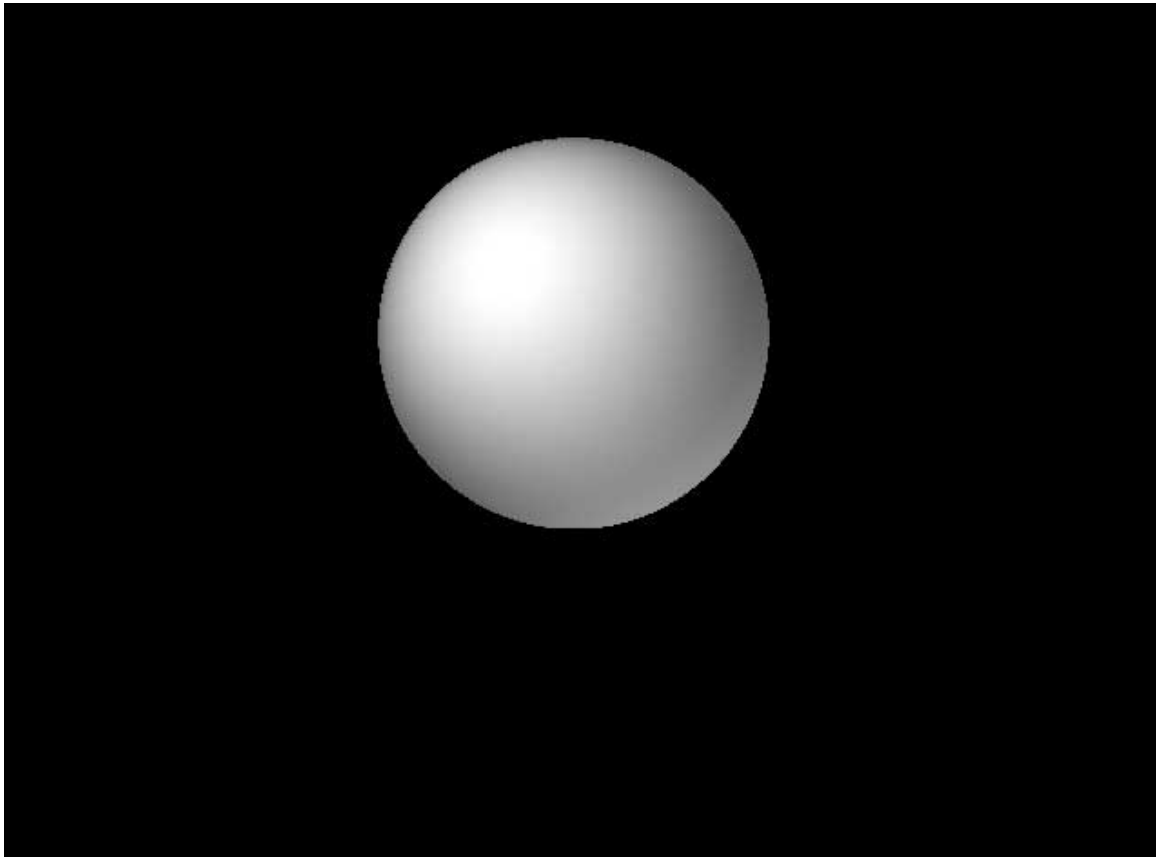
Octopus Tutorial

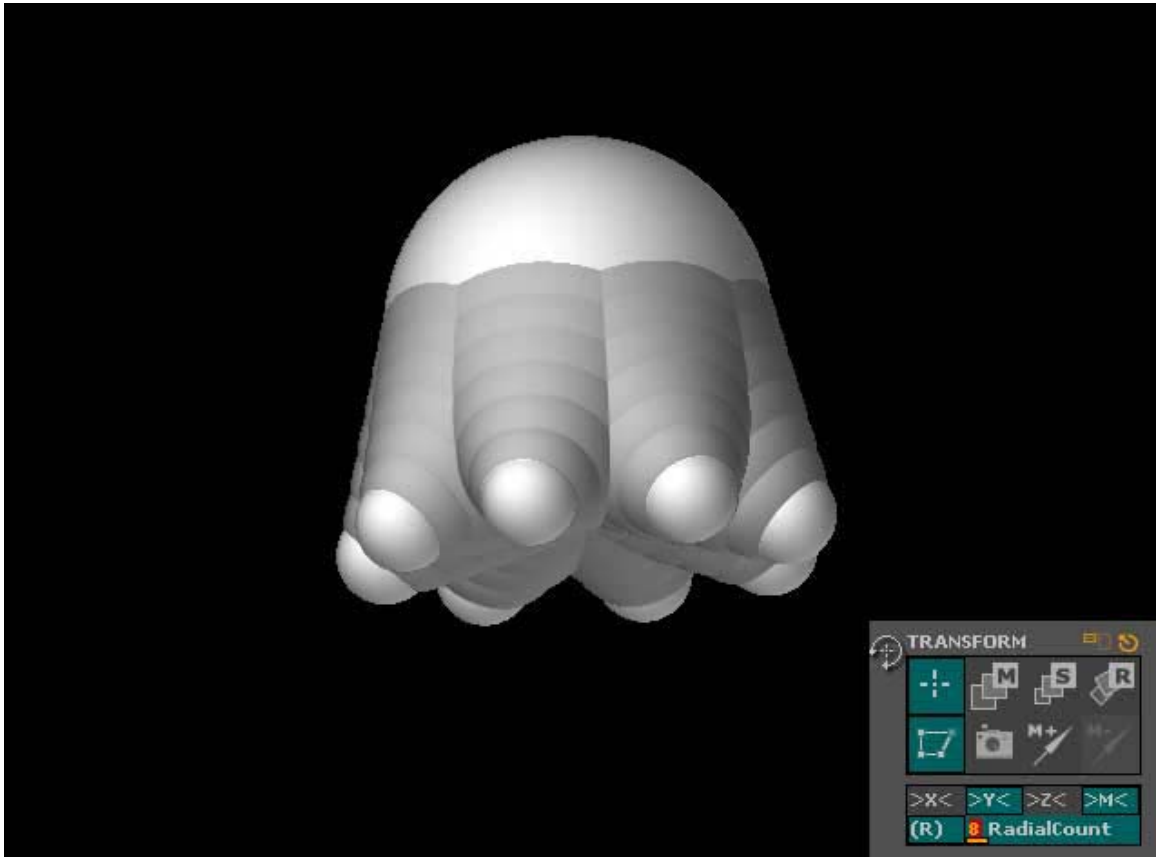
By Ken Brilliant



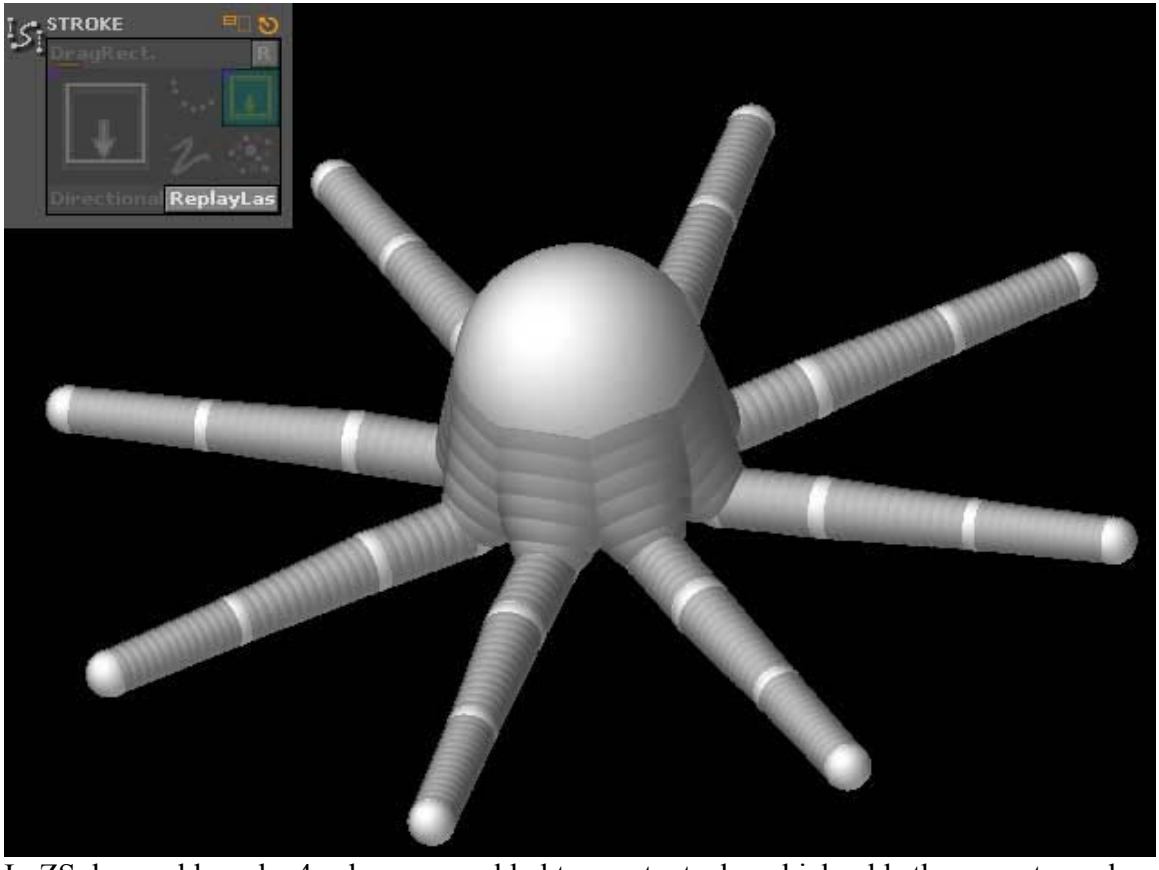
One challenge that many users encounter when creating a model from ZSpheres is how to place several branches close to one another without damaging the mesh. This tutorial shows an example of an adaptive skin mesh made from a ZSphere model that had multiple spheres branching from one end of a single ZSphere.



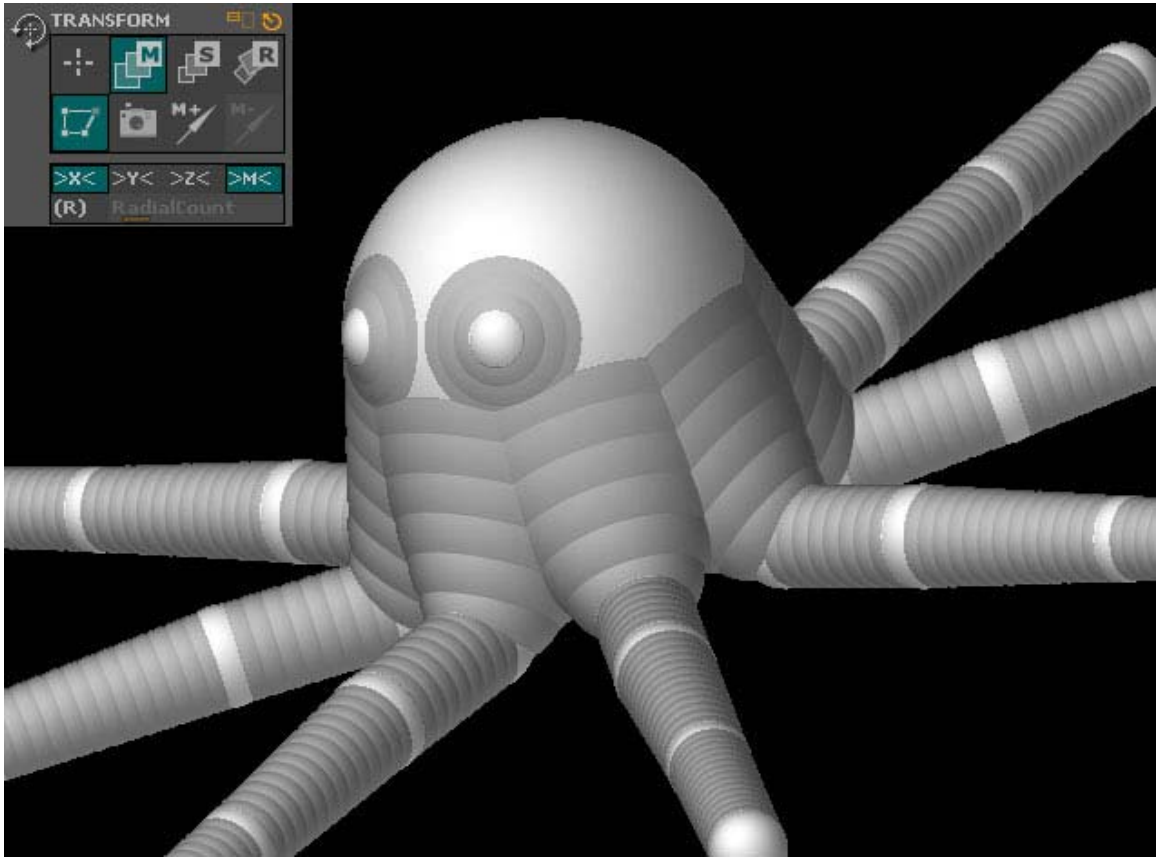
First, the root ZSphere is drawn on screen and taken into edit mode by pressing “T”. Set the draw size to 1 – this is very important when working with ZSpheres to make sure that you only affect one at a time.



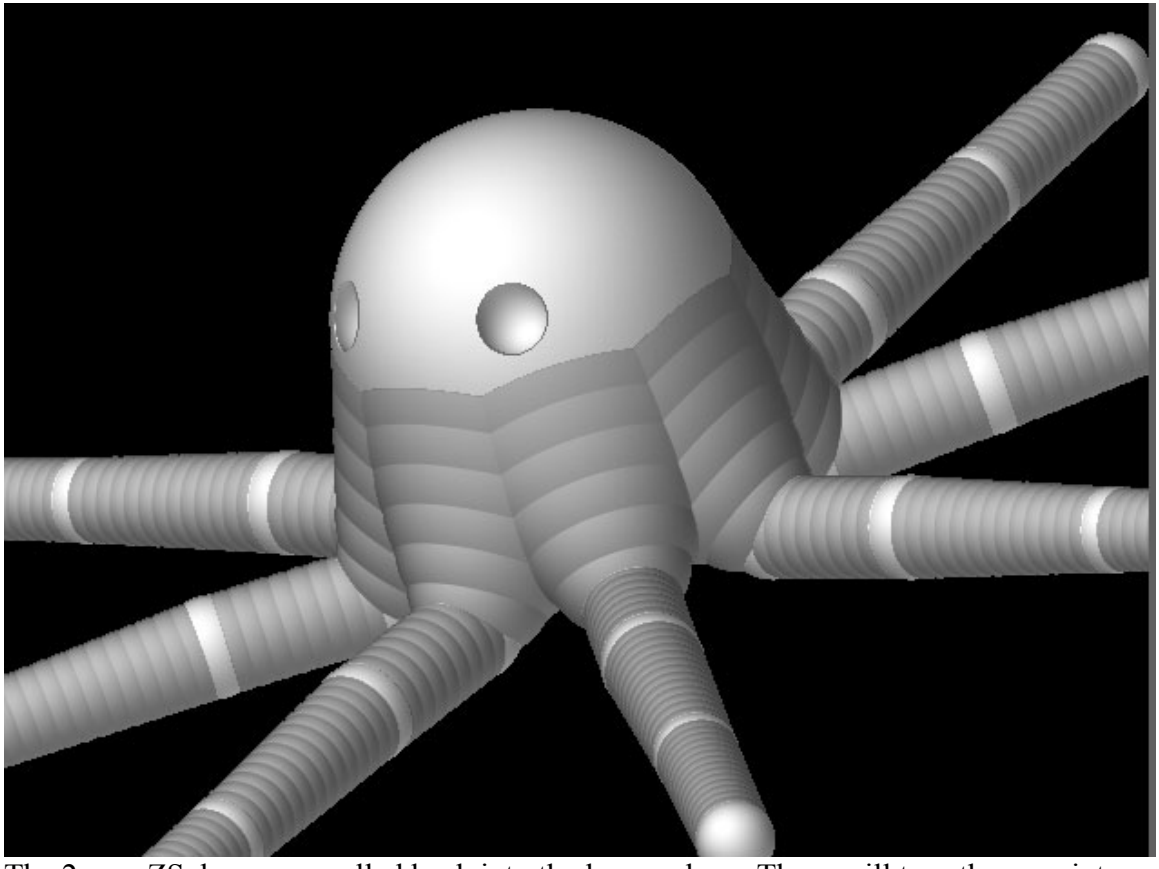
Y radial symmetry with a radial count of 8 is turned on, and smaller spheres are drawn. Move the spheres down a bit.



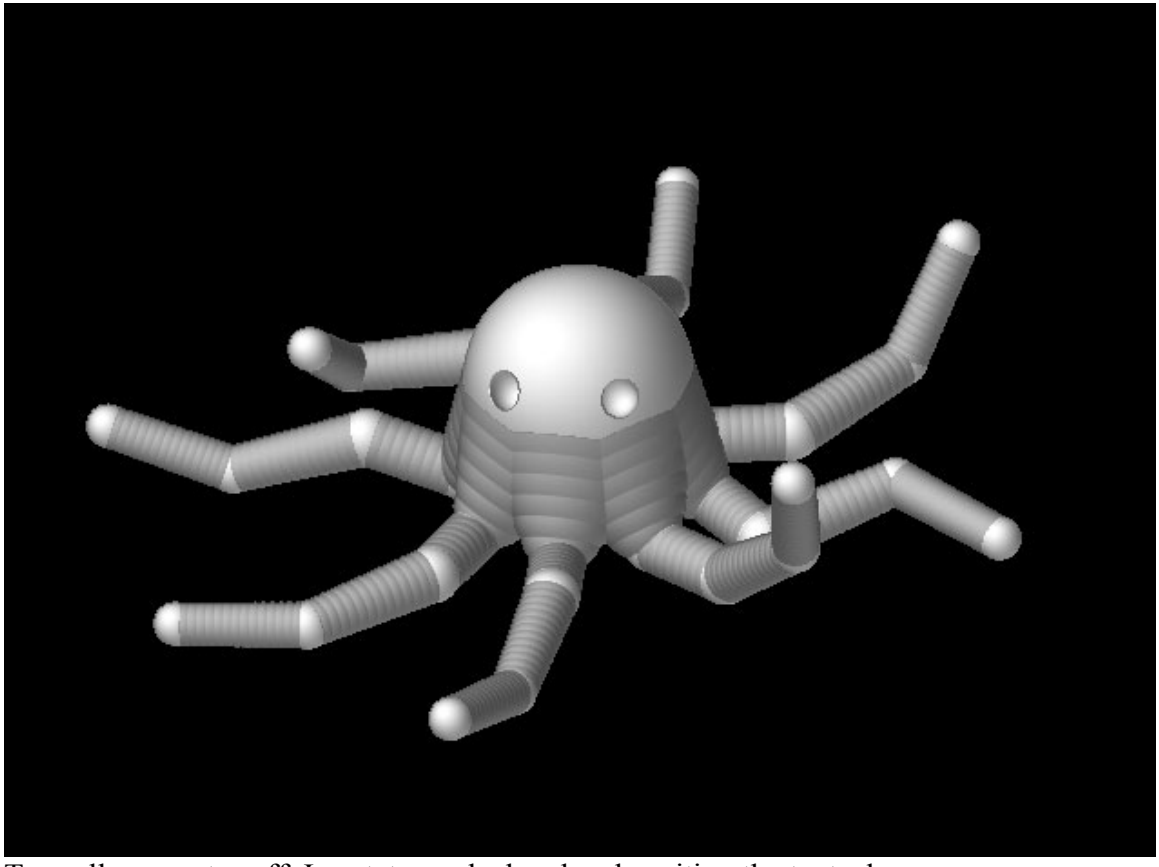
In ZSphere add mode, 4 spheres are added to one tentacle, which adds the same to each tentacle in Y symmetry mode. In this example, the ZSphere was drawn once, and “replay last” was used to quickly add the copies. They were then Moved out into position.



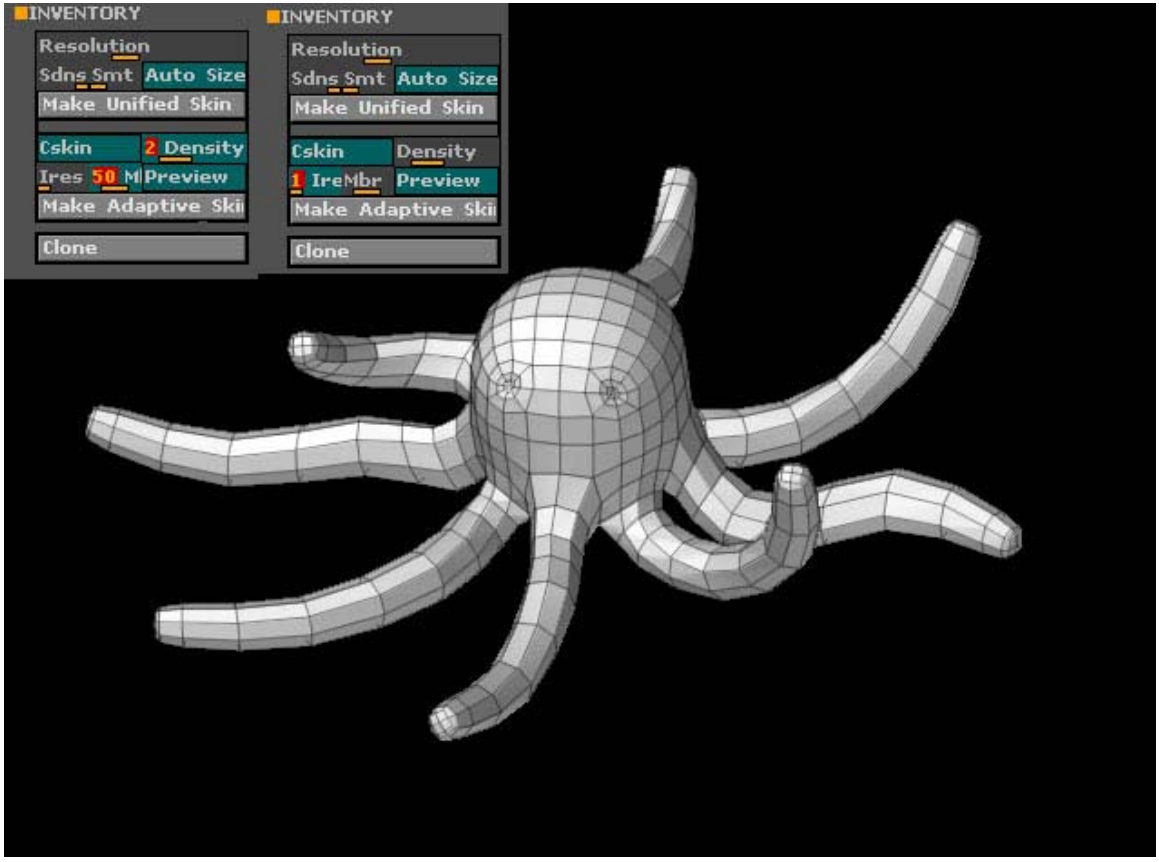
Y radial symmetry is turned off, and X symmetry is turned on (no radial). 2 smaller ZSpheres are added to the main one for the eyes.



The 2 new ZSpheres are pulled back into the large sphere. These will turn the eyes into eye sockets.

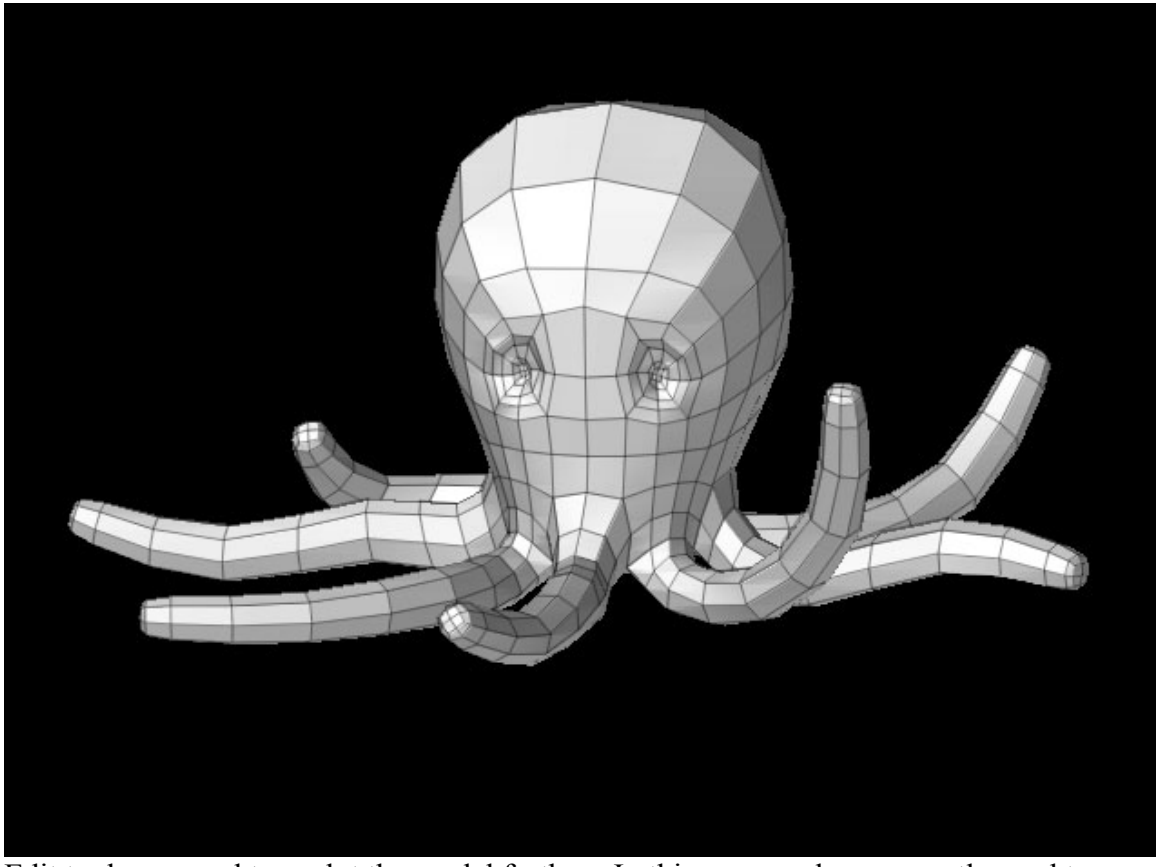


Turn all symmetry off. In rotate mode, bend and position the tentacles.

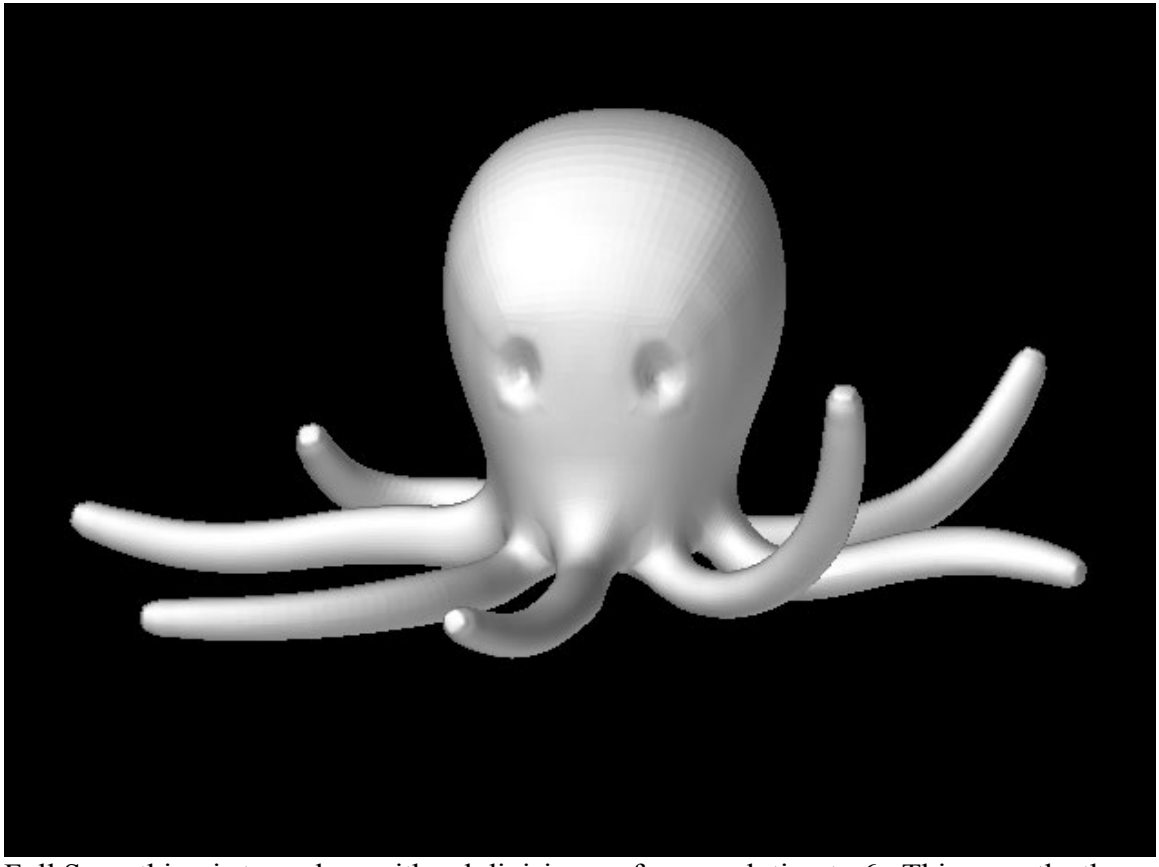


An adaptive skin is made. (see settings in figure) The Ires (Intersection Resolution) setting is important so that ZBrush doesn't cause the tentacles to bunch up where they intersect with the root sphere.

Once the skin is made, you will need to exit Edit Mode and clear your canvas (Ctrl+N) to remove the ZSphere object from the screen. The skinned model will appear as a new tool in the Tool palette.



Edit tools are used to sculpt the model further. In this case, scale was mostly used to change the head shape.



Full Smoothing is turned on with subdivision surface resolution to 6. This smooths the surface without changing the polygon count.

From here you can texture your octopus using TextureMaster and incorporate him into a ZBrush scene or export to another program.