

# Advanced

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## Creating Human Features



### Introduction

This tutorial will explore the modeling capabilities of Amorphium Pro in constructing a human head from a basic sphere. (*pic. 1*)

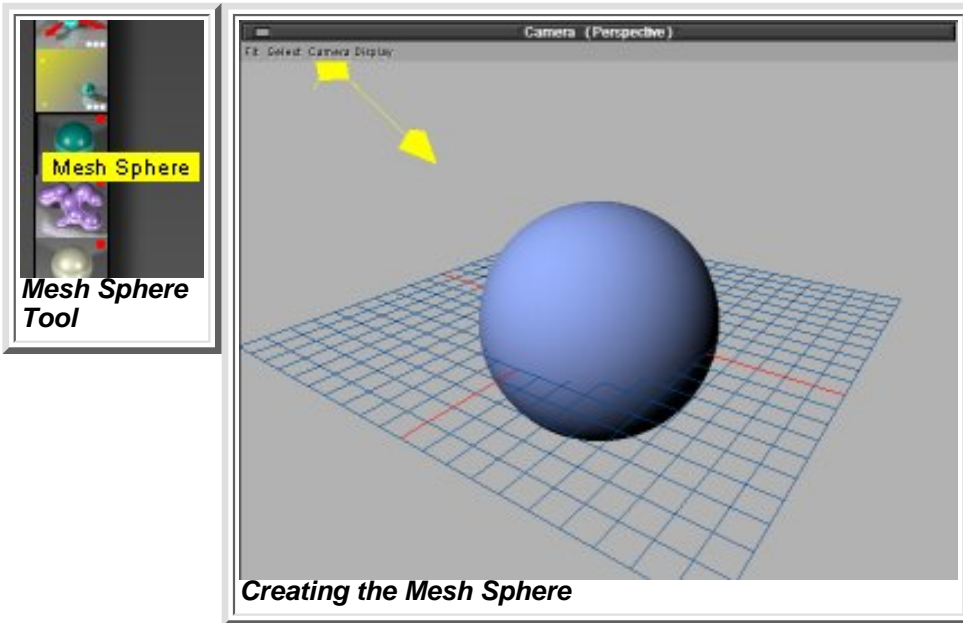
### Getting Started

The first thing you will need for this tutorial, is an empty project.

Launch Amorphium Pro and create a new project.

If you have the preference set to make one, then you will be presented with a default sphere which you will use to create the main structure for the head. If not then select the Mesh Sphere tool, click in the centre of the working grid and drag out to a reasonable size, about half the grid area.

*(pic. 2/3)*



### Using FX

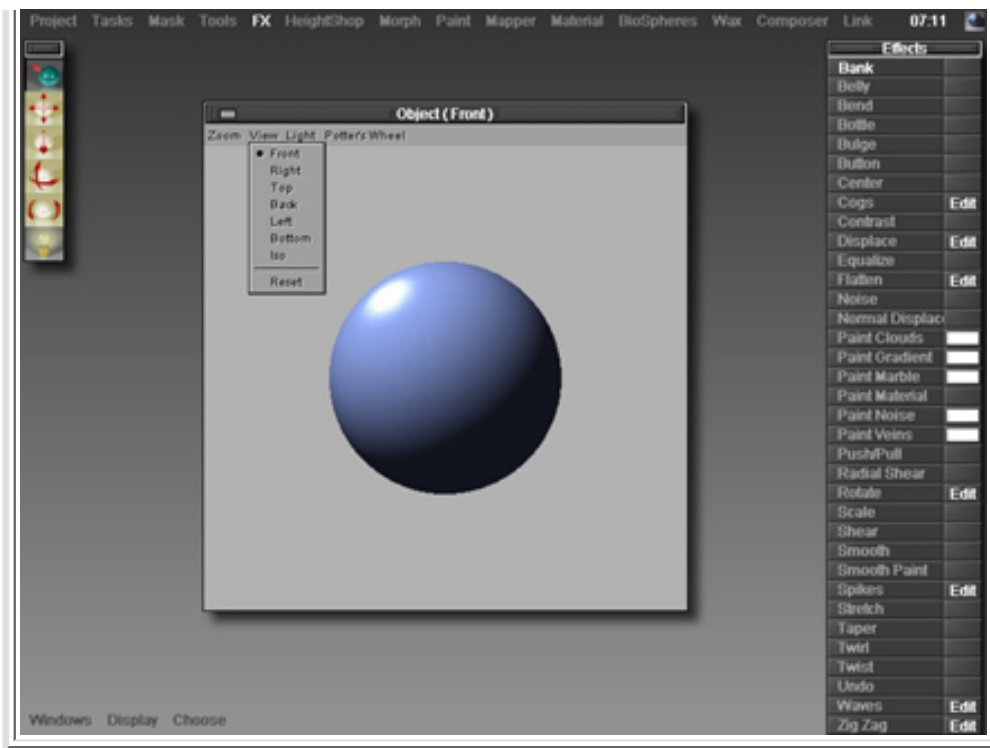
You're going to apply some simple deformations to the sphere to create a start point from which you can begin modeling.

Select FX from the top of your screen.

As the Mesh Sphere is the only object in your project so far it will already be displayed in the working area. Select View at the top of the workspace and then Front.

*(pic. 4)*



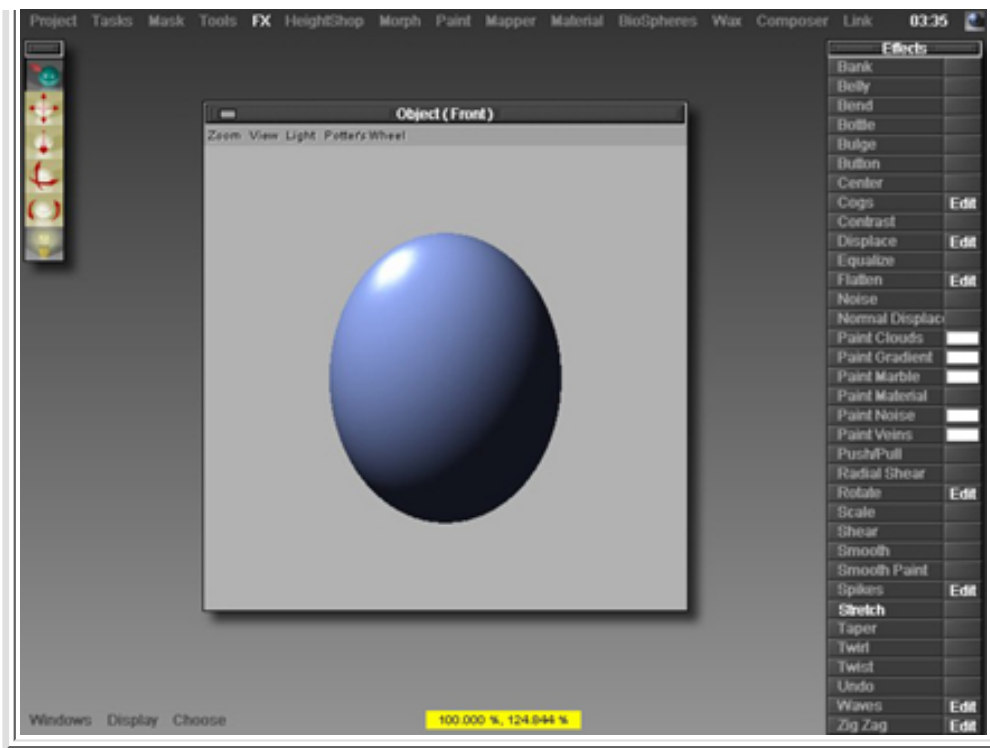


The Effects toolbar shows a list of deformations that can be applied to an object. You need to elongate the sphere into an oval and then broaden the top.

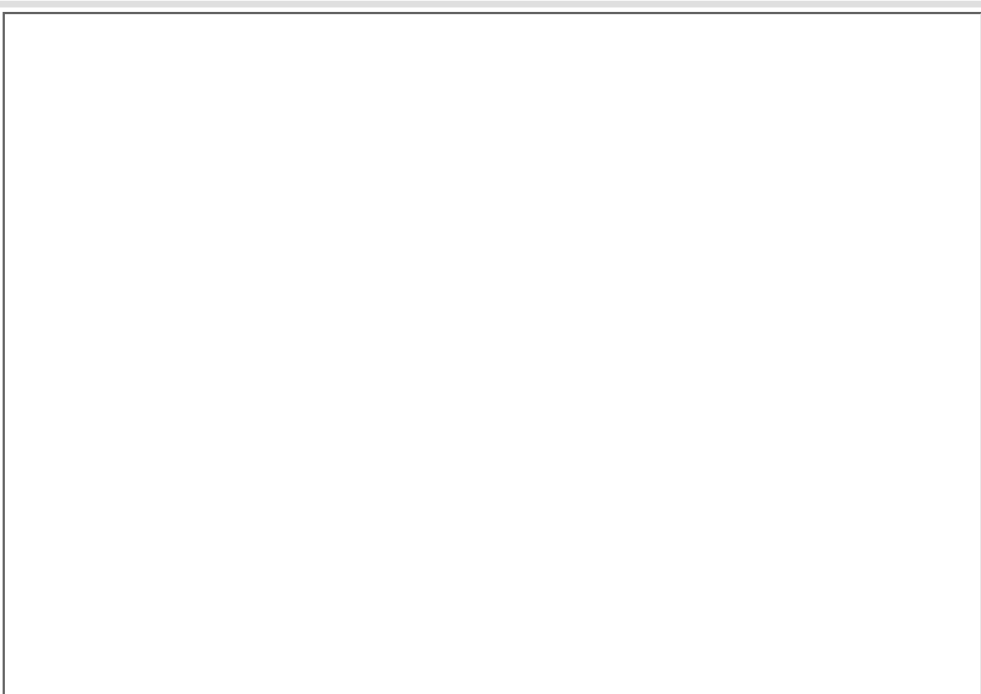
Select Stretch from the list.

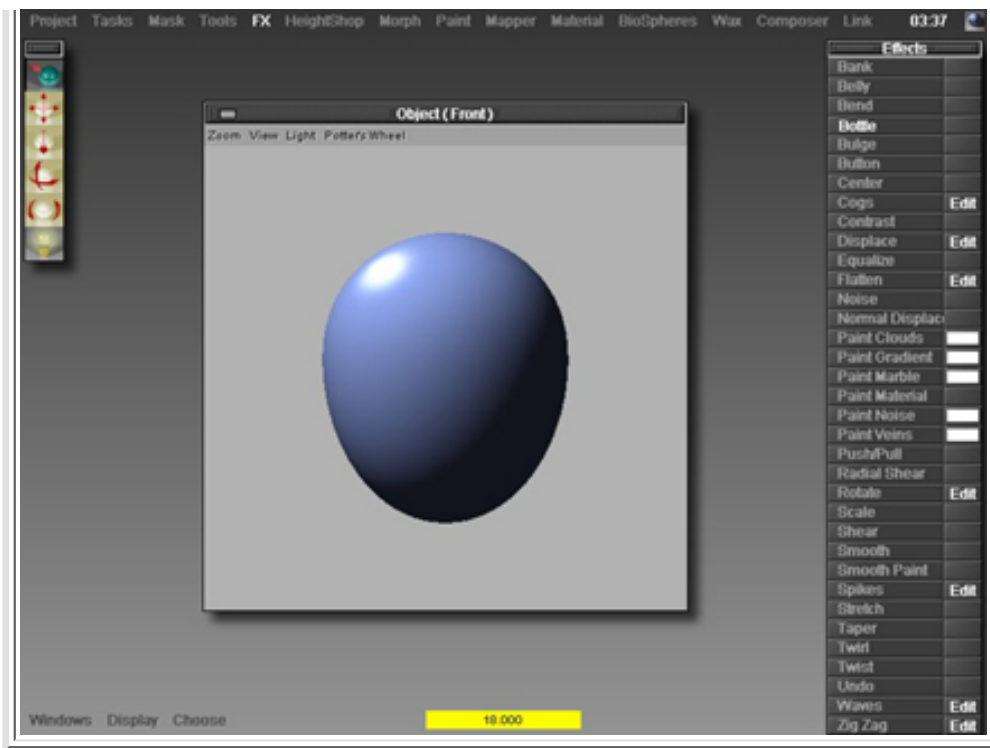
Click in the centre of the workspace, hold and drag into an oval shape. Values are displayed in the yellow bar beneath the workspace as you click and drag. Keep the first ( horizontal width ) value to 100 % and drag upwards until the second ( vertical width ) value is approximately 125 %. **(pic. 5)**





You can now use the Bottle tool to broaden the top of the head. Click in the centre of the object and drag out to the right until you receive the desired effect. A value of about 18 should be sufficient. **(pic. 6)**





### Modeling Using Tools

You now have a rudimentary shape from which you can model the more intricate structures of a human head.

Select the Tools option on the main screen, it's adjacent to the FX option you've just been using. You'll be confronted with the same workspace but with different toolbars. Notice the Brush toolbar, this contains a set of Brush shapes you can apply to your object.

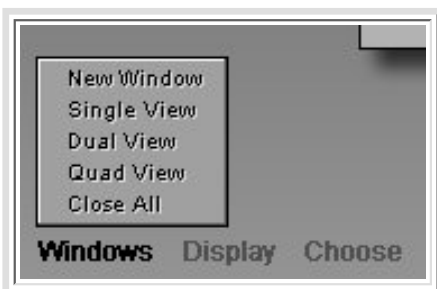
Modeling in Amorphium Pro is very similar to modeling in the real world with clay. You can push inwards with any of the Brush tools, also pull outwards and drag across. Size and pressure of the brush can be changed, and also the symmetry which you apply to an object.

### Undo

You'll find that one of the most used options when modeling is the undo button. Hit the Ctrl and Z keys together as a shortcut. To redo hold Ctrl, Shift and Z down, you'll find that invaluable when viewing in Composer any changes made in Tools or FX.

### Windows

Amorphium Pro has the ability to display multiple windows in real time as you work. Click on Windows in the bottom left of your screen to bring up a list of options. Dual View will bring up the Right hand view beside the Front view already displayed, while Quad View displays all four views at once. **(pic. 7)**



To keep this tutorial as simple as possible, I'll be using one view at a time, but you should have at least two views open while you model in Tools, to check how far you've extruded from the other the side.

### Brush Settings

The main brush tool you'll be using for modeling is the one furthest to the top left of the Brush menu, it provides a smoother more gradual effect than the other brushes.

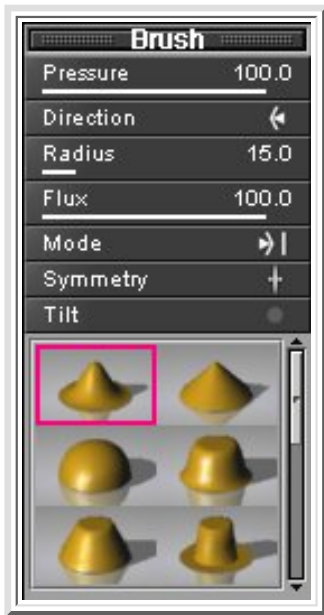
Select that brush and then we'll look at the other options in the Brush menu.

The Pressure is set to 100, if you find that you need more control or room for error then click and drag it to a lower setting.

Direction, you'll be pulling outwards to start with, so click the arrow so that it points to your left ( inwards is pointing to the right).

The Radius can be dragged down to about 15 for your first set of changes, notice how the change in size is shown onscreen.

Flux relates to how often the Brush effect is applied when directed at an object, you can leave that at 100 for this tutorial. **(pic. 8)**



The Mode selection defines whether your tool is applied purely to the front, or both the front and back of your object. You'll be modelling the front of the head so you can select the arrow to straight line option if it isn't already selected.

Your modeling needs to be mirrored on opposite sides to produce a symmetrical face. Select the line with a dot on either side for the Symmetry.

You wont need to use Tilt in this tutorial, so we'll leave that as it is.

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