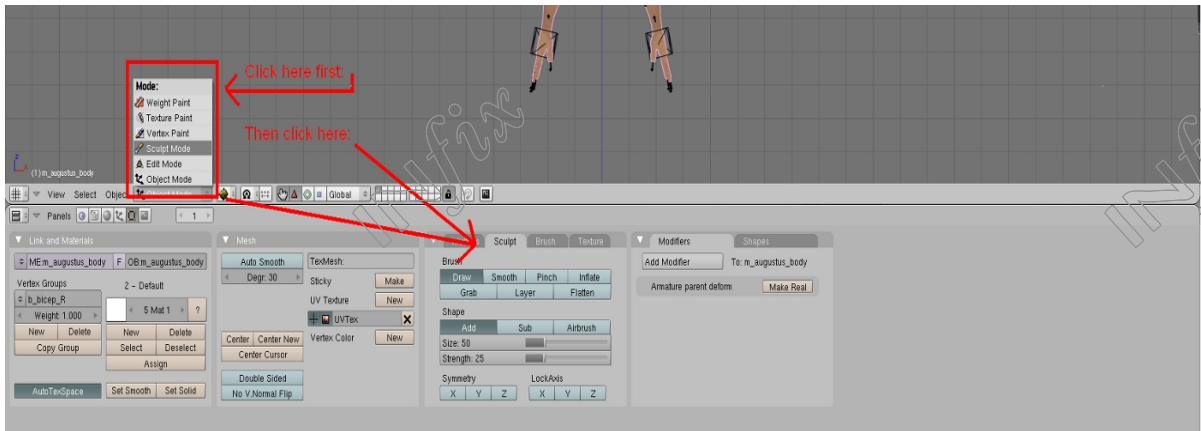


Nitram's guide for sculpting in Blender 2.49a/b

Hi! Sculpting is a very Easy Mode of editing Leaderheads in Blender.

Here are the steps what helps you, to start sculpting.

1. Import your NIF.
2. To go to sculpt mode, click to the mesh, then click to sculpt mode like in the picture below.

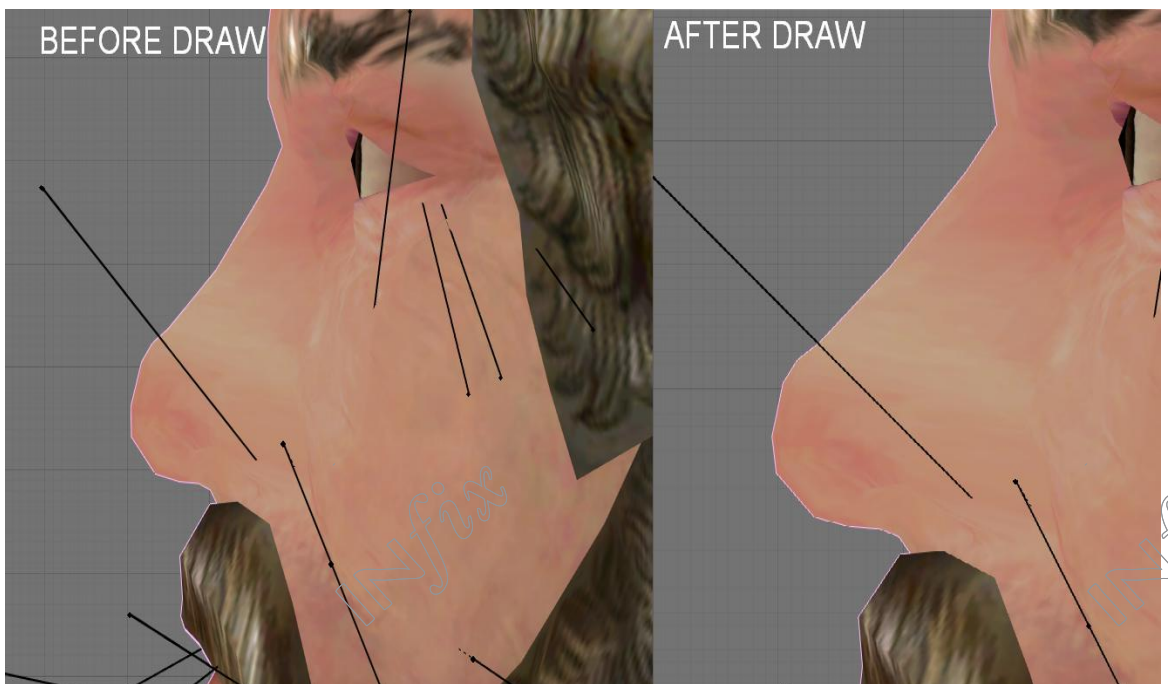


There are 7 Mode of sculpting. Below, I introduce all.

But, before you do these steps, check in the X Symmetry at bottom of the screen. This is very important!

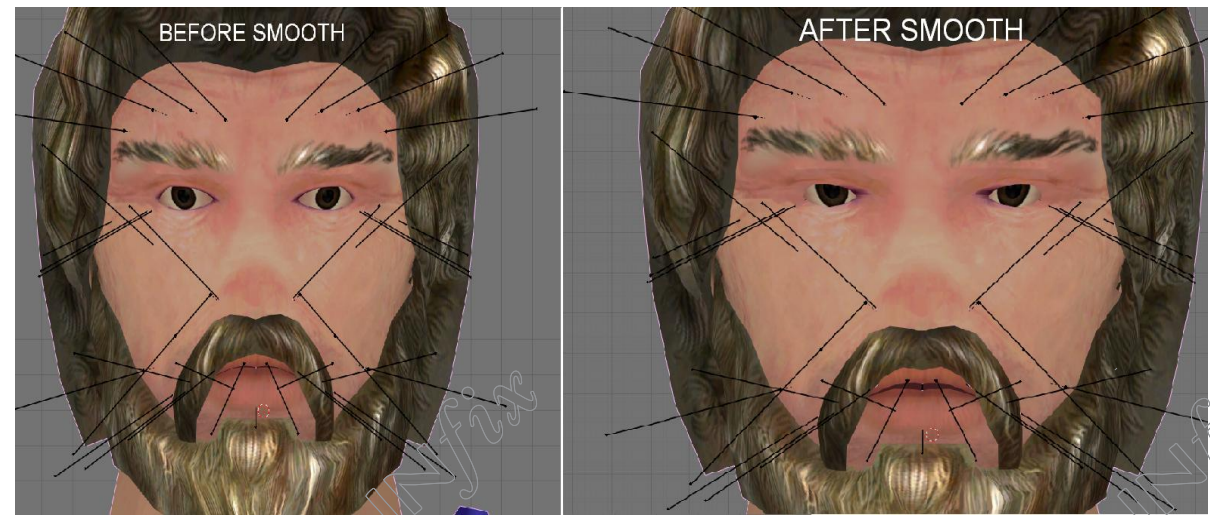
I. Draw

Draw is a sculpting mode, what is can drawing (deform) the visible vertices, and change their positions. I use it for noses or faces, but be careful with it, because, when you don't careful with it, your Leaderhead will be ugly!



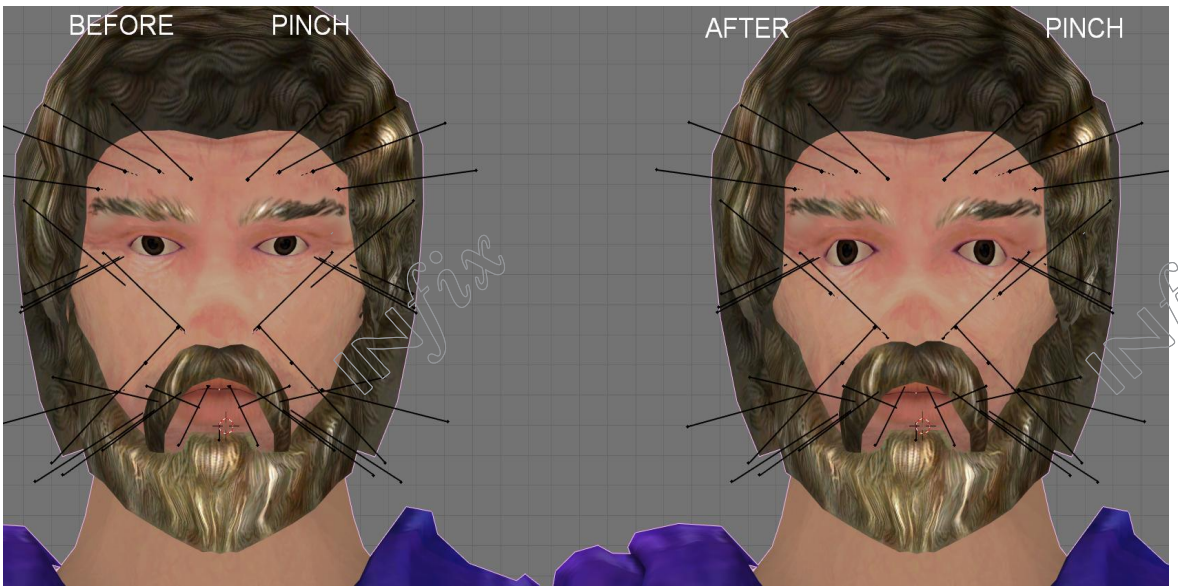
II. Smooth

Smooth is useful for eyes and mouthes, because it is sucks all in. Here is sa picture what can be do:



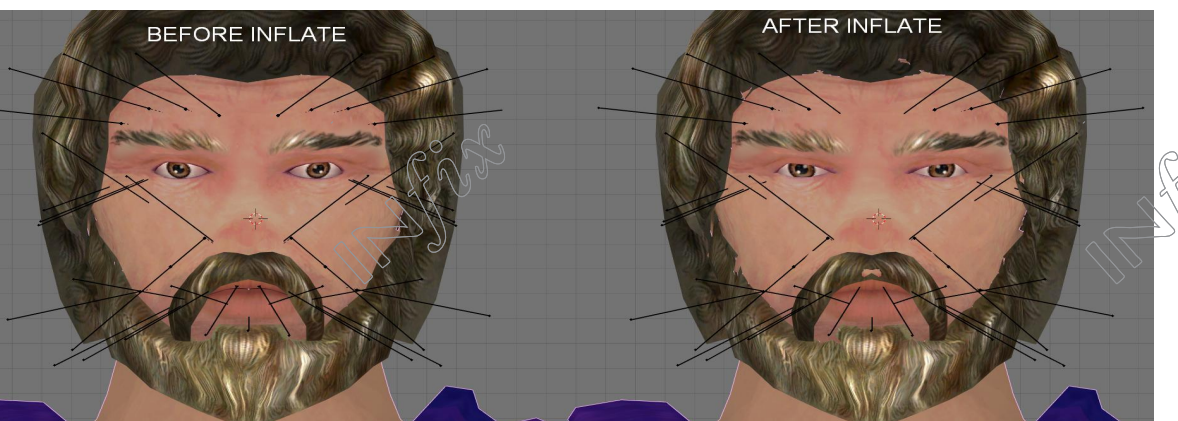
III. Pinch

Pinch is works like a vacuum. It sucks every visible vertices to one point. It can suck to WHOLE MESH! Useful for make somthing thinner. A picture about Pinch:



IV. Inflate

Inflate is makes things rounder. It can be useful for making a LH fattier or for noses/faces/eyes/cheeks. A picture what can it do:



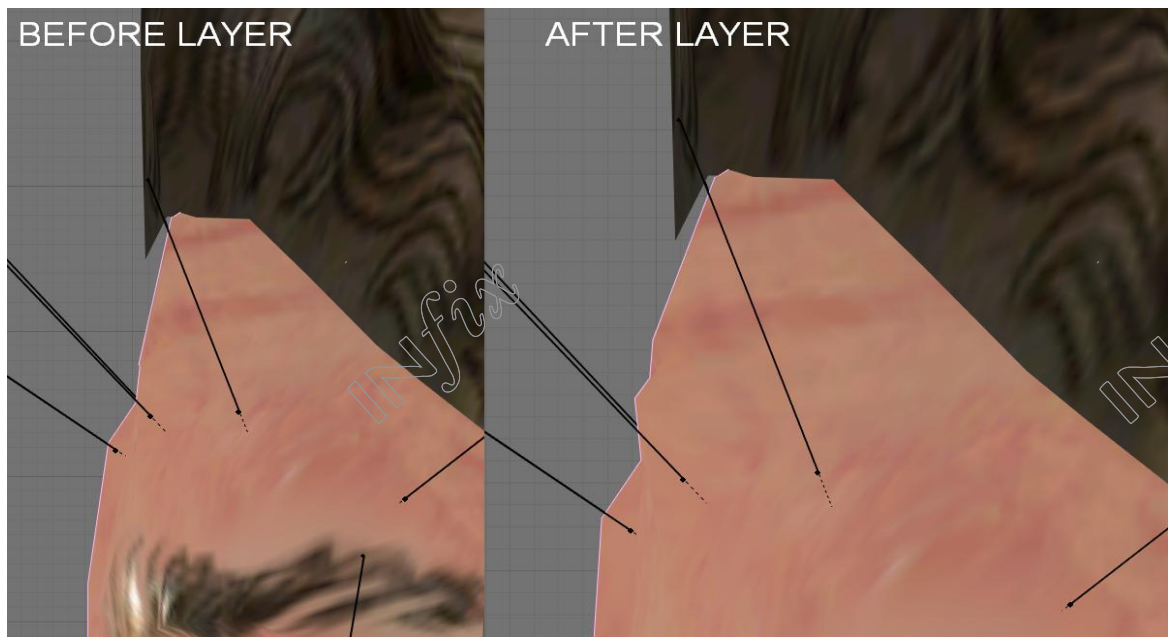
V. Grab

This is my favourite sculpting mode, and I think it is the best of all! It can grab and move ALL visible vertices what you want to EVERYWHERE! It is good for everything. A picture:



VI. Layer

Layer is one of the strangest one. It is creates balance between the vertices. Good for the face and the hands. (sometimes for the clothes too)



VII. Flatten

Flatten isn't useful in Civ4. You can't use it for anything, because its function isn't reach our goal. I can say, it is very disappointing. It is sucks the Y/X/Z axis' to one point, like a paper, but from opposite, you can't see anything. You think, maybe it is went far. But not. I can't take picture. Try out!

Thank you for reading my guide. I am, sorry, if I wasn't so clear. Try out everything! I hope you will enjoy leaderhead making.

Best wishes,
Nitram