snow city arts
virtual
learning

VIRTUAL
INSTRUCTION
VIDEO TRANSCRIPT

Workshop:

Creature Creations

Learn how to use the SculptGL application to create an original creature sculpture. You will also think about how your creature's aesthetic features relate to its environment.

Teaching Artist:
Mikey Peterson

Workshop duration:
25 - 45 minutes

Hey there! This is Mikey Peterson from Snow City Arts. My pronouns are he, him, and his. Thanks for letting me join you today as we make art using different forms of digital media.

Today we will be digitally sculpting creatures, monsters, and aliens, or really anything that your imagination guides you to make using the online SculptGL application. You can use this type of program to create digital sculptures for video games, films, television, and new media artworks.

Before we begin, feel free to pause the video to check out these links of creature design through different art mediums.

Shigeru Miyamoto's Super Mario Brothers characters:
www.mariowiki.com

Milicent Patrick creating the creature from the 1954 horror classic, *The Creature from the Black Lagoon*:
https://www.cineaste.com/winter2019/lady-from-the-black-lagoon-milicent-patrick

Stuart Freeborn posing with his famous creation, Yoda, from the set of *The Empire Strikes Back.* The resemblance is uncanny:
https://boldentrance.com/stuart-freeborns-based-yoda-on-his-own-facial-features/

Visual artist **Wangechi Mutu** talks about her video, "The End of Eating Everything," featuring musical artist Santigold:
https://www.youtube.com/watch?v=yvGcO73MM-I

As you can see, creature creations have spanned several decades and mediums and can be made from various tools and materials.

To begin your very own creature creation, go to the **SculptGL** application on any web browser. There is no need to download anything. The application functions purely online. Looking at the application's interface, you will see tabs at the top of the screen, tools on the right-hand side, and the virtual clay sphere in the center.

Let's start with moving the clay ball within the center field. Using your

computer's trackpad, press down and keep it pressed, and use another finger to rotate the sphere. To **zoom** in and out, use two fingers at the same time, like a peace sign, and lightly push forward and backward. To **move** the clay sphere, keep the option key pressed down on the keyboard, and use the same method for **rotating** the sphere.

Now let's begin sculpting! On the right-hand side, under **Sculpting and Painting**, and the subheading **Common**, make sure that the **Symmetry** box is checked. This feature divides your sphere in half, creating mirror images of each half. This feature is great for creating faces.

Now let's check out our sculpting tools.

On the right-hand side of the screen, under **Sculpting and Painting**, and the subheading **Tool**, there is a box that says **Brush**. This is the first tool we'll use. If you click this box, you will see a ton of other tool options. We'll get to these later. For now, stay on the **Brush** selection.

Move your cursor over the clay sphere. You will notice a small dot with a circle around it and another small dot. The dot and circle represents the area that would be manipulated when sculpting, and the dot without the circle signifies that the **Symmetry** function is on. A mirror image of your sculpting manipulation will occur at this location. To sculpt, keep the trackpad pressed, and use another finger to manipulate the clay.

As you can see, the manipulation is contained within the circle and it also appears on the other side of the sphere with the **Symmetry** function activated. To change the area of a manipulation, move the **Radius** bar in the **Tool** section. You will see the circle get larger and smaller, depending on which direction you move the bar.

To change the intensity of your sculpting, move the **Intensity** bar in the tool section. You will notice that the sculpting becomes stronger and weaker, depending on which direction you move the bar.

As you can see, when we are sculpting, clay is added to the sphere. If you want to subtract and dig into the sphere, check the **Negative** box located in the **Tool** section.

Now let's explore some of the other tools that we can use for sculpting. So far, we've been using the **Brush** tool. If we click on **Brush**, a window opens to reveal several different tools.

Select the **Drag** tool. When using this tool, you can pull the clay from a sphere like this.

Now select **Flatten**. This will smooth out the clay.

Now try **Paint**. A new section called **PBR Materials** will open up. Click on **Albedo** and a color wheel will open up. Here you can select what color you'd like to use. Your cursor now transforms into a paintbrush. You can also select **Paint All** to paint your entire sculpture.

Keep experimenting with all of these different tools to create your creature. Get comfortable maneuvering the interface, and switching back and forth from different tools.

Now let's speed up the process, so you can see how all of these tools and actions work together to create our creature.

When you're done with your creature, you can save the project as a .sgl file, or export your project into an .obj file by clicking **Files (Import/Export)** at the upper left of the screen. Then select either .sgl or .obj. An .obj file can be imported into other programs, but the .sgl will only work with the SculptGL application.

You can then drag your cursor around the area that you want to capture. The screenshot will be created and put on your desktop.

Congrats, you've finished your creature! You can also think about how its environment affects how it looks and how it functions.

Thanks so much for making art with me today. There are a ton of other cool Snow City Arts workshops, so feel free to check those out as well.

If you are interested in receiving school credit for the work you have completed in this workshop, or if you would like to have your work **displayed in a Snow City Arts exhibition space or virtual gallery**:

Visit **https://snowcityarts.org/consent-releases/** to learn more.

Contact us at programs@snowcityarts.org if you have questions, would like to offer feedback, or would like to continue working with us virtually.

Snow City Arts inspires and educates children and youth in hospitals through the arts.

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