In-browser sculpting

Easily sculpt 3D models for free, all within the comfort of your own web browser, with SculptFab and Leopoly

SculptFab is based on SculptGL – a browser-based sculpting application originally developed by Stéphanie Ginier as part of a previous C++ school project made at the University of Montréal. SculptFab enables users to sculpt in a web browser using seven different brushes. There are also five topology options and a range of different features such as negative sculpting and parameters such as Radius and Intensity. Models can be imported into the application as OBJ files as well as published to SketchFab in one click or downloaded as an OBJ file.

Leopoly hopes to bridge the gap between professionals and beginners of 3D design by providing an easy 3D-sculpting tool and community-based, game-like experience. It provides users with the ability to share creative designs and save them in a cloud-based gallery, as well as prepare files for 3D printing in minutes. The tool will also work in 3D mode and gives users the ability to paint objects online and sculpt using a specialised 3D mouse.

Visit https://labs.sketchfab.com/sculptfab to access the SculptFab tool, or http://leopoly.com to start using Leopoly and check out what others have made!

Five-minute aging

How Anthony Cerniello re-created the subtleties of the aging process using 3ds Max, After Effects and NUKE

“Every time I see a CG person, there’s something off about it, there’s always something slightly wrong,” begins Anthony Cerniello. Taking his dislike of the Uncanny Valley effect – as well as the financial budget of the personal project – into consideration, Cerniello decided to base his new film, ‘Danielle’, on real photographs and video footage of several women representing various ages, from friend Danielle’s family. His aim: to ultimately re-create the effect of a single person growing older as photorealistically as possible, so that the viewer barely realises it’s happening.

After scanning the portraits into a drum scanner, Cerniello, along with animators Nathan Meier and Edmund Earle, worked in After Effects and 3ds Max to morph and animate the still photos after having wrapped them onto a simple face model. You can see the incredible short in full and find more of Cerniello’s work on his personal Vimeo page: http://vimeo.com/anthonycerniello.

*The original scans of each picture were about 120MB, so they were pretty big,” says Cerniello. One of the challenges of the project was morphing between the video footage and the detailed high-resolution scans. ‘Danielle’ has even received attention from the medical community as an example of what aging does to a person’s features.*