

3D Scan Cleanup Tutorial

1. Acquire 3D Scan

- a. We're going to be using a spoon for this tutorial. This file is in an obj format.



2. Open Zbrush

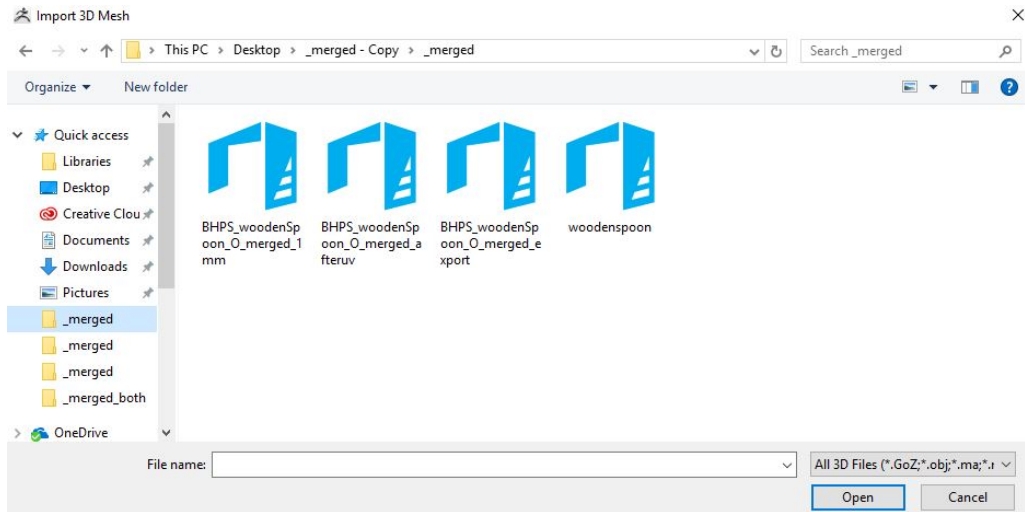
- a. We will be using 4r5

3. Import the object

4. Click import button in upper right box



5. Select file and click import



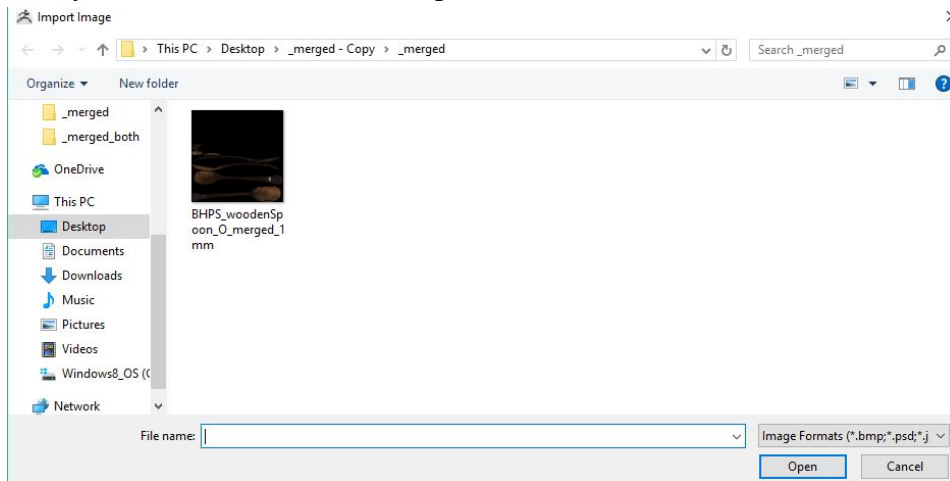
- Click with left mouse button and drag object onto screen.



- Press T to enter edit mode.
- Click on Geometry palette on right side.
- Click Divide at least twice to increase mesh size
- Click “Del Lower” to delete the lower subdivision levels.
- Go to Texture button on top bar
- Click Texture, then Import



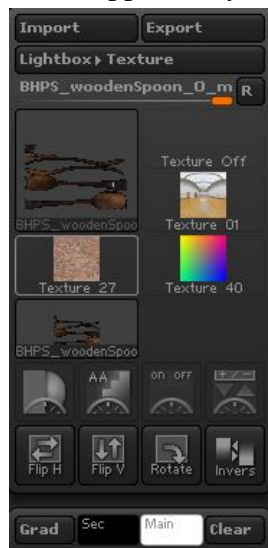
13. Pick your texture file then click open



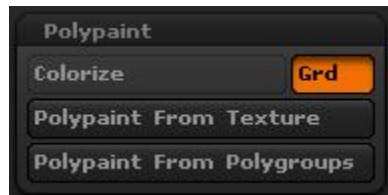
14. Click your imported texture in texture palette

15. Click “Flip V”

a. This corrects the flipped texture so it applies to your texture well.



16. Go to “Polypaint” on right side of screen



17. Click Colorize

a. Clicked objects will turn orange

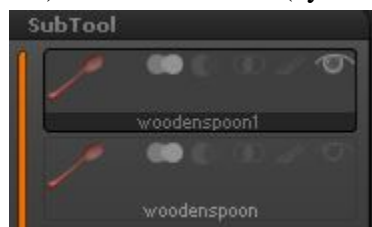
18. Click MGRB at top of screen



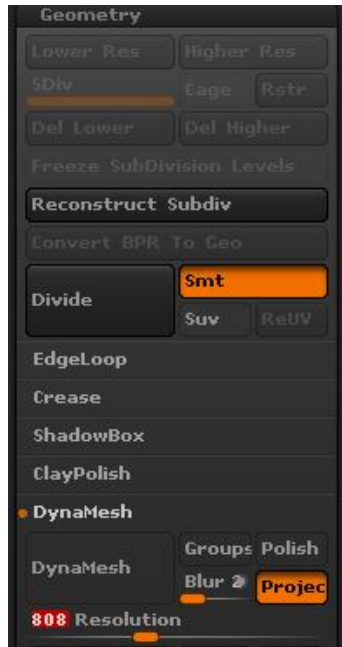
19. Go back to Polypaint tab
20. Click Polypaint From Texture
 - a. Your model will now have a texture
21. Click on Subtool palette



22. Click on Duplicate
 - a. Make sure you only work with top subtool, you can rename it for ease using Rename.
23. Click off texture (paintbrush icon) on both and tool (eye icon) on bottom.



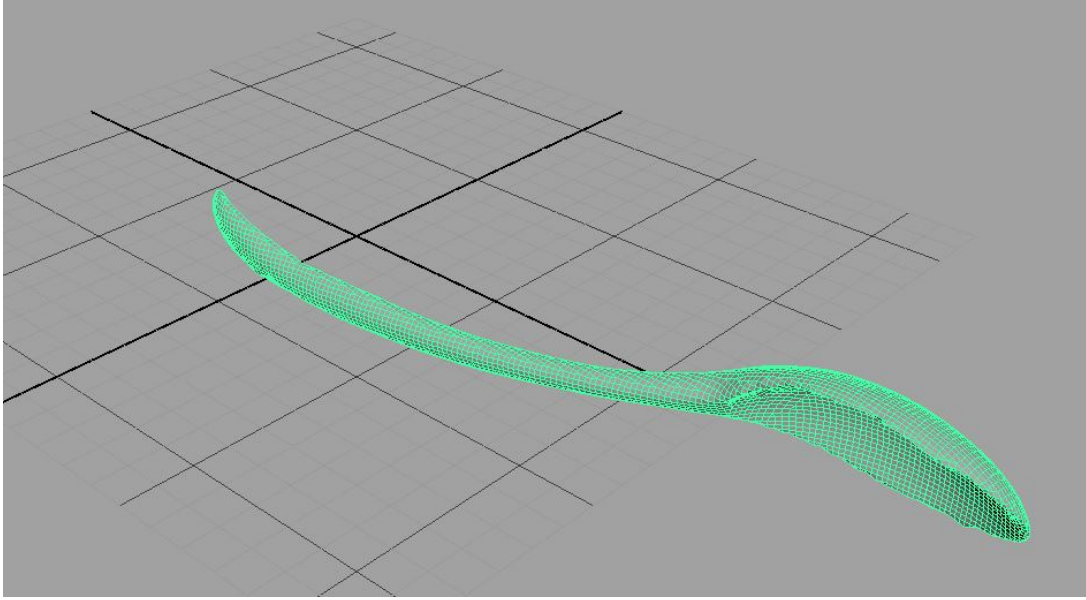
24. Click on Geometry palette
25. Increase resolution using slider to around 800
26. Click Dynamesh



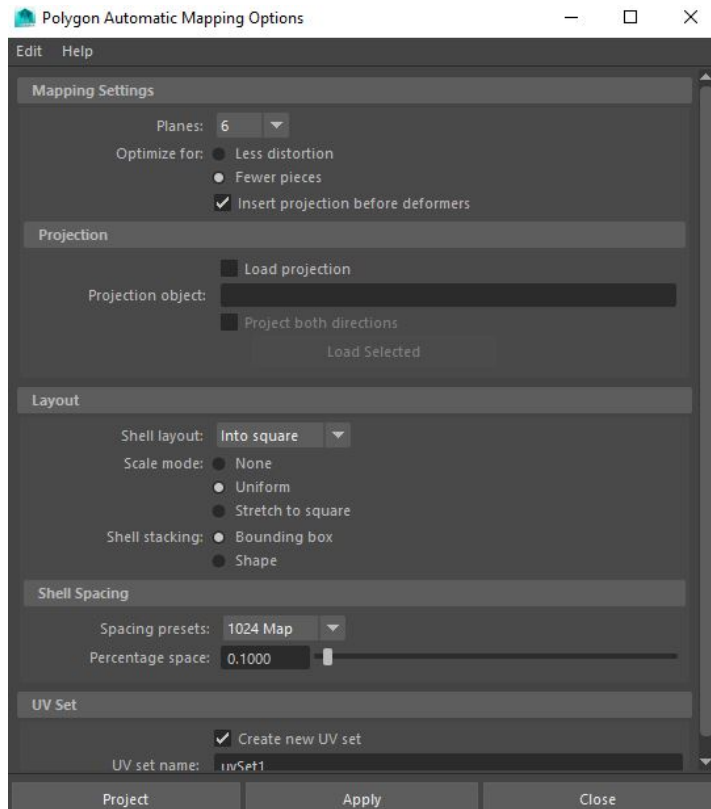
27. Click on brushes at top left
28. Use various brushes to smooth out imperfections in model
 - a. I use Smooth, Clay, and Inflate mostly
29. Use masks as needed to cut off any parts.
 - a. If you use mask press Ctrl and then pain where you need to. Go to Visibility palette and click hide, then go to Geometry and Delete Hidden. Then Close Holes and clean.
30. Now we can take our model to Maya



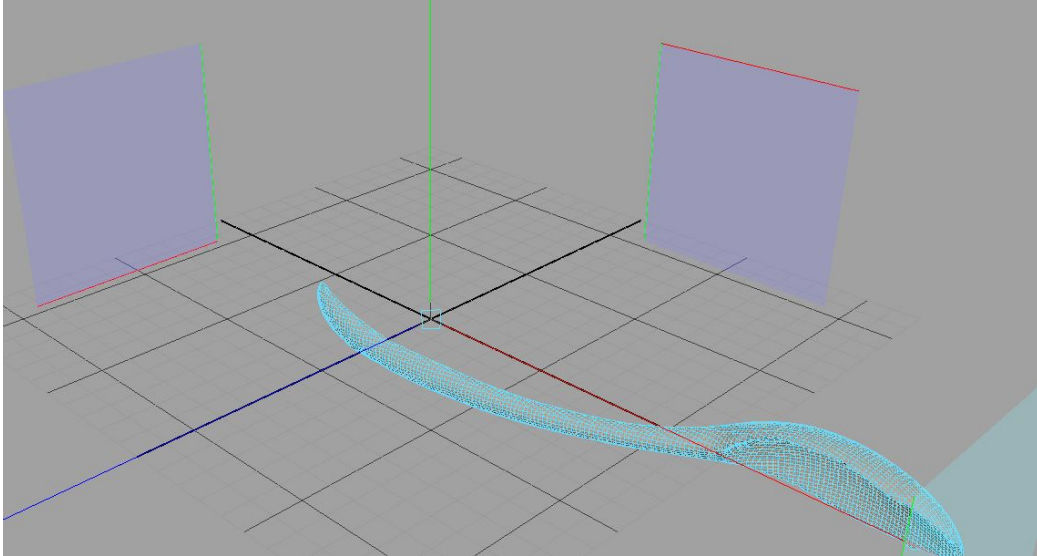
31. Open Maya
32. Click File at top
33. Click Import in dropdown menu
34. Drag using left click over entire object to select it.



35. Click UV at top menu
36. Click box next to Automatic
37. Set planes to 6 and hit project



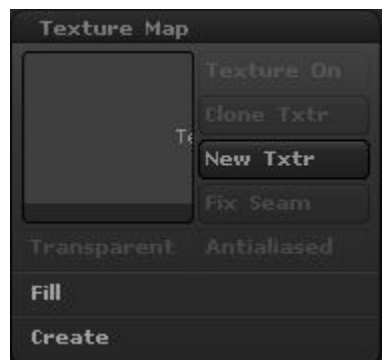
38. Your model now has a UV map, you're ready to export it.



39. Click File
40. Click Export Selection
41. Select obj file type and name your file
42. Go to Zbrush
43. Click Import
 - a. It will come in over your current subtool
44. Go to UV map palette



45. Click 1024 size
46. Click Texture Map palette



47. Click Create

48. Click New From Polypaint
49. Export your file
 - a. You can do this with 3D Print Exporter or by going to Tool >Export
50. Congrats! You're done!
51. Test your file in another program and add it to your collection.