Sculpting in Blender: Using Alpha Brushes

Pixologic -> Skins

https://pixologic.com/zbrush/downloadcenter/alpha/#prettyPhoto
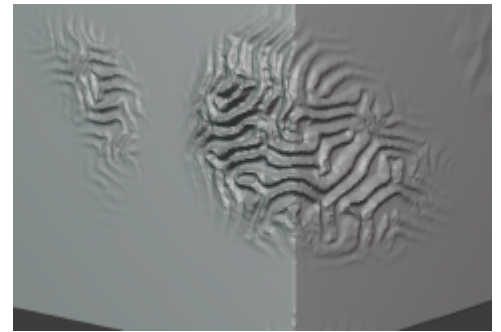
1) Select your object. This object needs to have detail (a lot of vertices) for the brushes to show up. This can also be achieved by re-meshing your character with a lower voxel number. More voxels = slower computer, however, more detail.
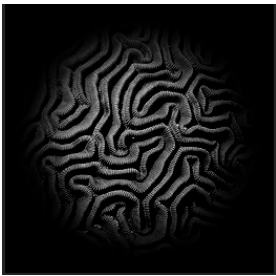
To give you an idea of how detailed your mesh must be: On the left you have a default cube re-meshed to 0.05, on the right it's the same cube re-meshed at 0.005. They both use the same brush 'Alienskin_5' from Pixologic.
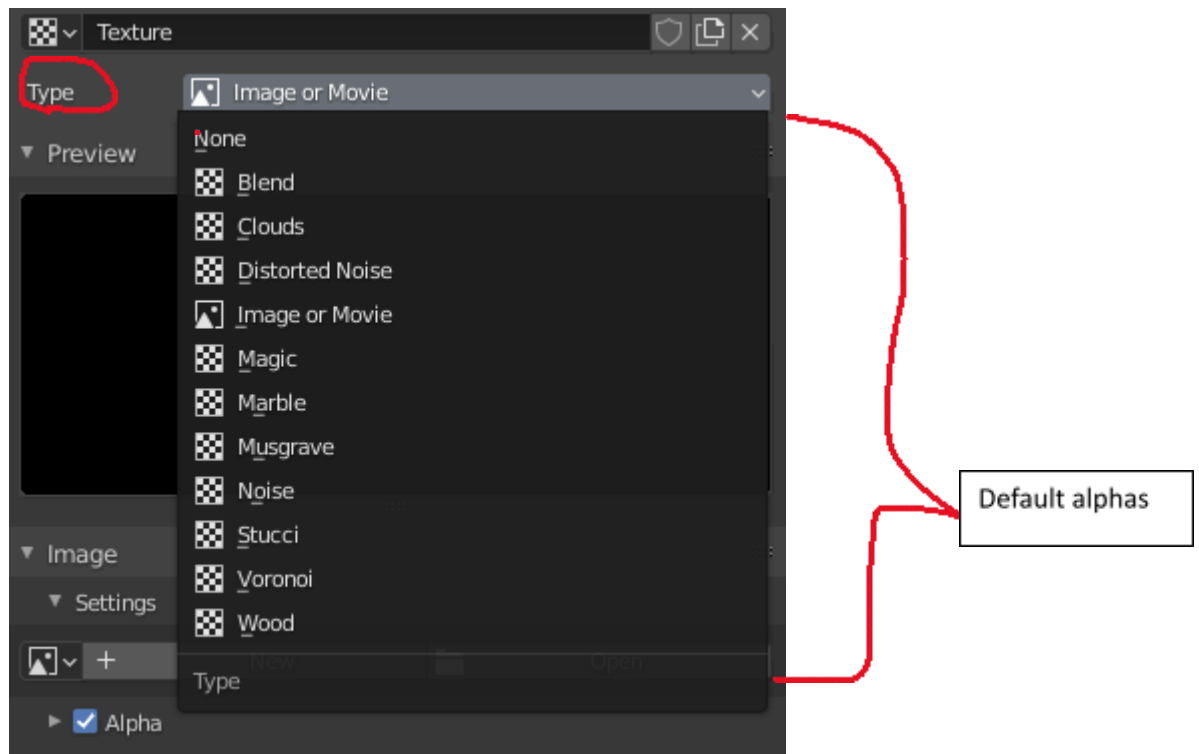
2) Go to **Sculpting** workspace (top ribbon menu)
3) Choose the **Drawing Brush.**
4) You will be using the **Active Tool and Workspace Settings** and **Texture Properties** window in the properties editor in the bottom right corner.

5) In the Texture Properties, click new.
6) You already have some textures available by default. You can choose some of them from the drop-down menu '**Type'.**


7) If you aren't interested in any of the defaults, choose the **'Image or movie'** option in the drop-down menu

8) Then press the button **'Open**' and find the brush that you have downloaded. Blender can read psd. files. The files from Pixologic site are psd. files that are zipped. Extract them before you use them in Blender.
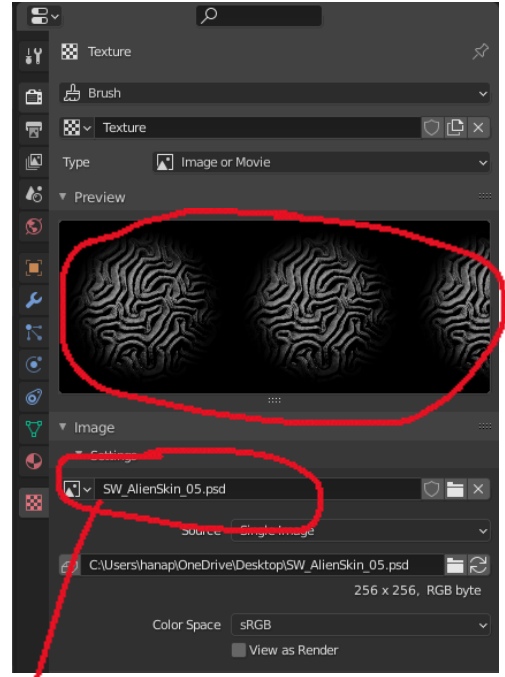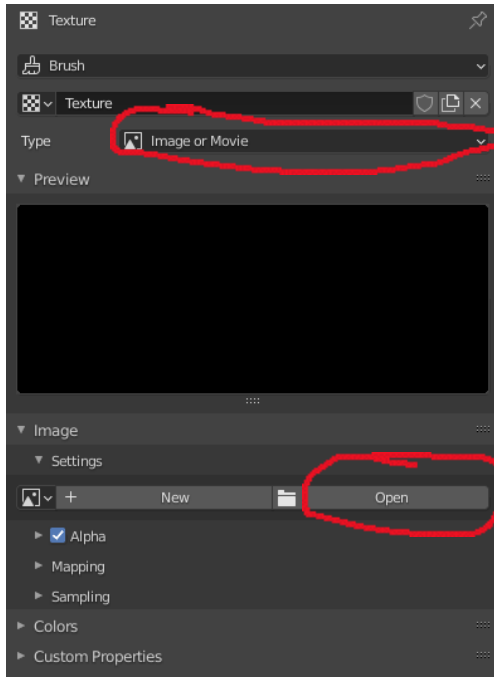
My new texture

9) Once you choose your alpha brush, it will also update in the Active Tools and Workspace Settings window In the Brushes Settings under submenu Texture.
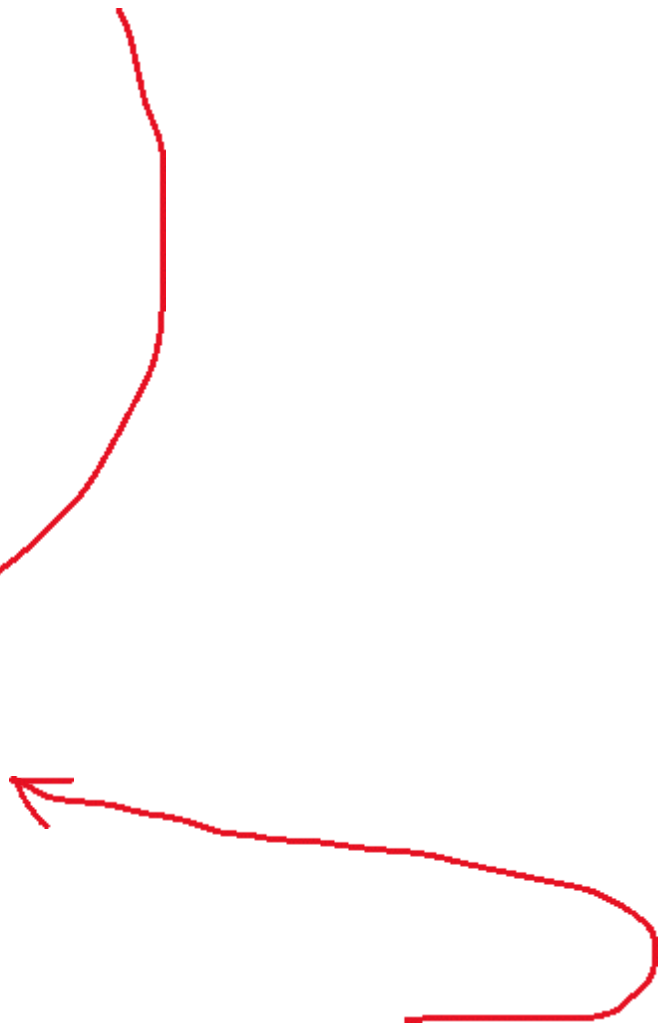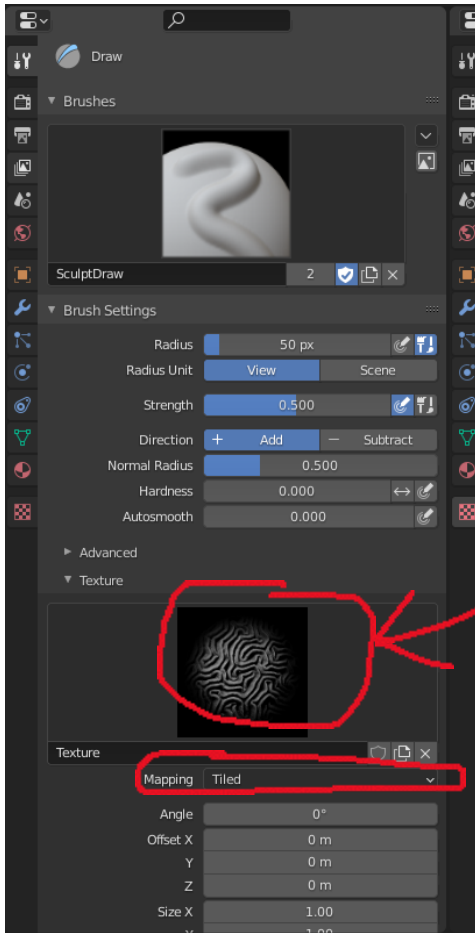
10) By default, when you now use this brush, it is 'Tiled' and gives a very structured pattern. You can change this to **'Random'** in the Brush Settings -> Texture -> Mapping.

11) You can go to the 'Stroke' submenu, where you can choose the 'Stroke Method' from '**Space'** to '**Anchored'**. This will allow you to re-size and rotate the alpha brush on the skin by clicking on the mesh and dragging and rotating the mouse/ pen. If you'd like to keep your texture brush the same default size, leave it at 'Space'.
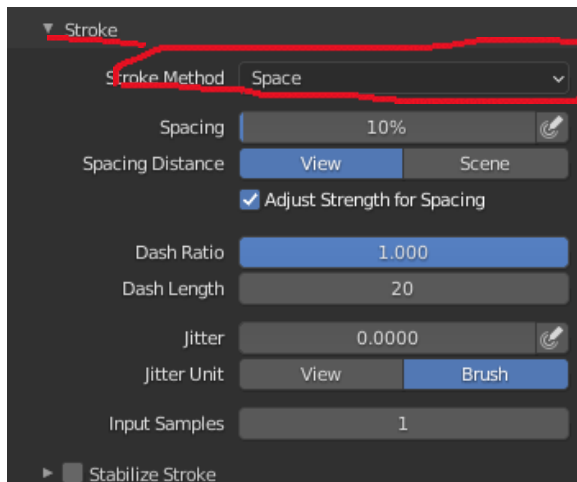

12) You can always change the strength and size of the brush 1) in the top ribbon menu on the left (above main view port), 2) by pressing F and Shift+F3) or in the Brush Settings Menu in the ATWS.
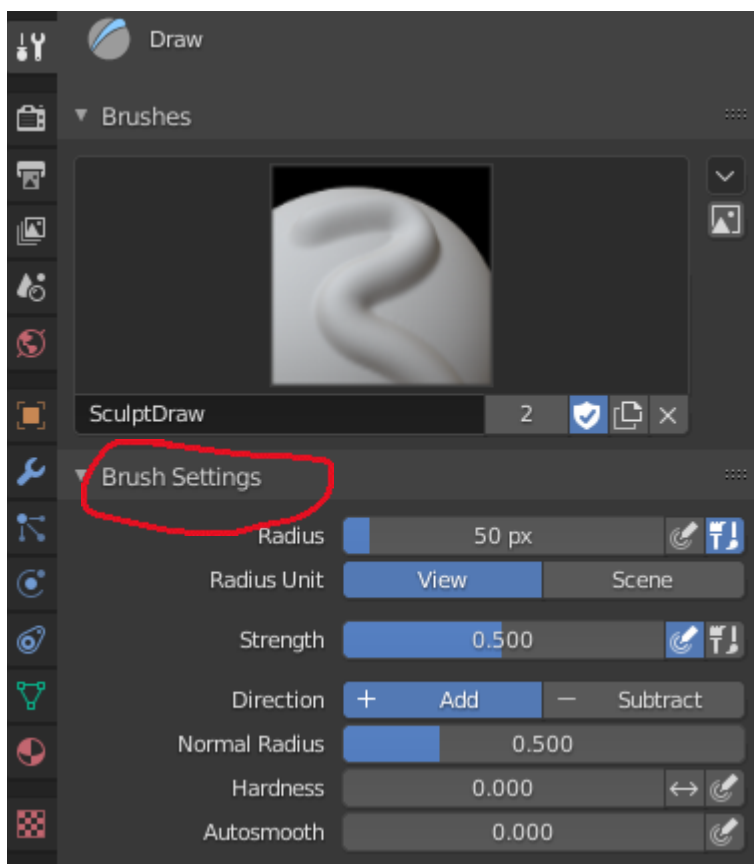
13) You can also use the brush on higher strength and then use the Smooth brush to make the marks less prominent (can be done by pressing Shift).

14) In ATWS -> Brush Settings -> Texture
You can see your active brush, name your brush or save your brush (when you close Blender it will not save automatically despite you saving the Blender file, unless you click the 'Fake User' shield) or load a new brush by clicking the 'New Texture' button.
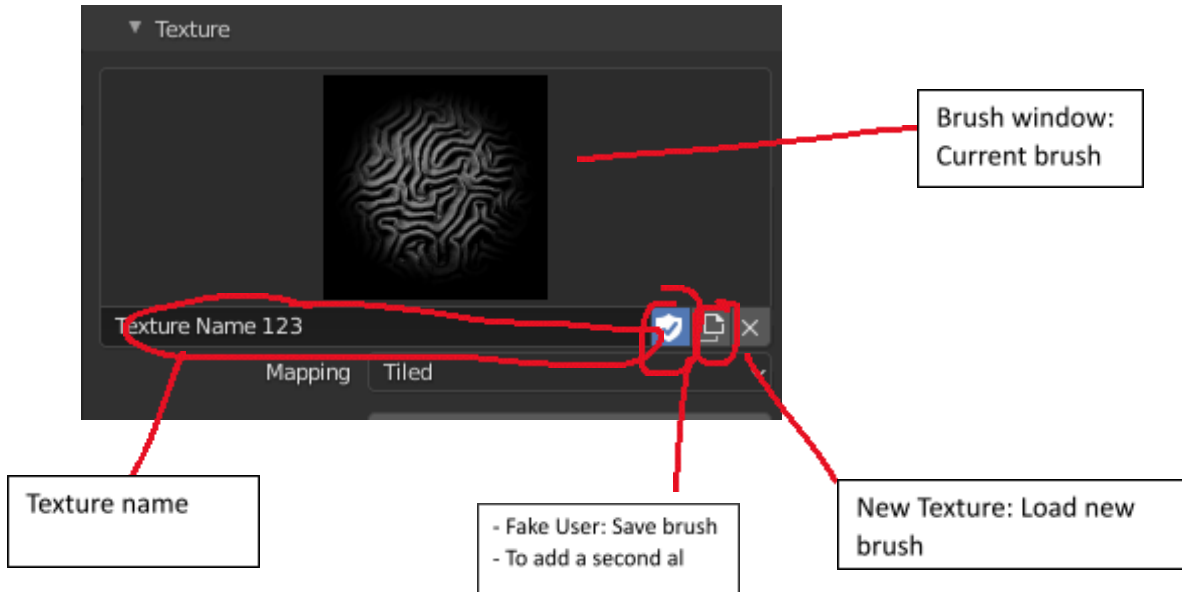
15) To add the next alpha brush texture, save your current brush by pressing the **'Fake User'** shield button, click the **'New Texture'** button (which will turn your window black. By clicking on the brush window, you can choose a brush you have already saved in this project. To load a completely new one, go back to the **Texture Properties** option

16) Repeat the initial process from before and press 'Open', chose a new alpha texture that you downloaded…

Source: Grant Abbitt, Pixologic