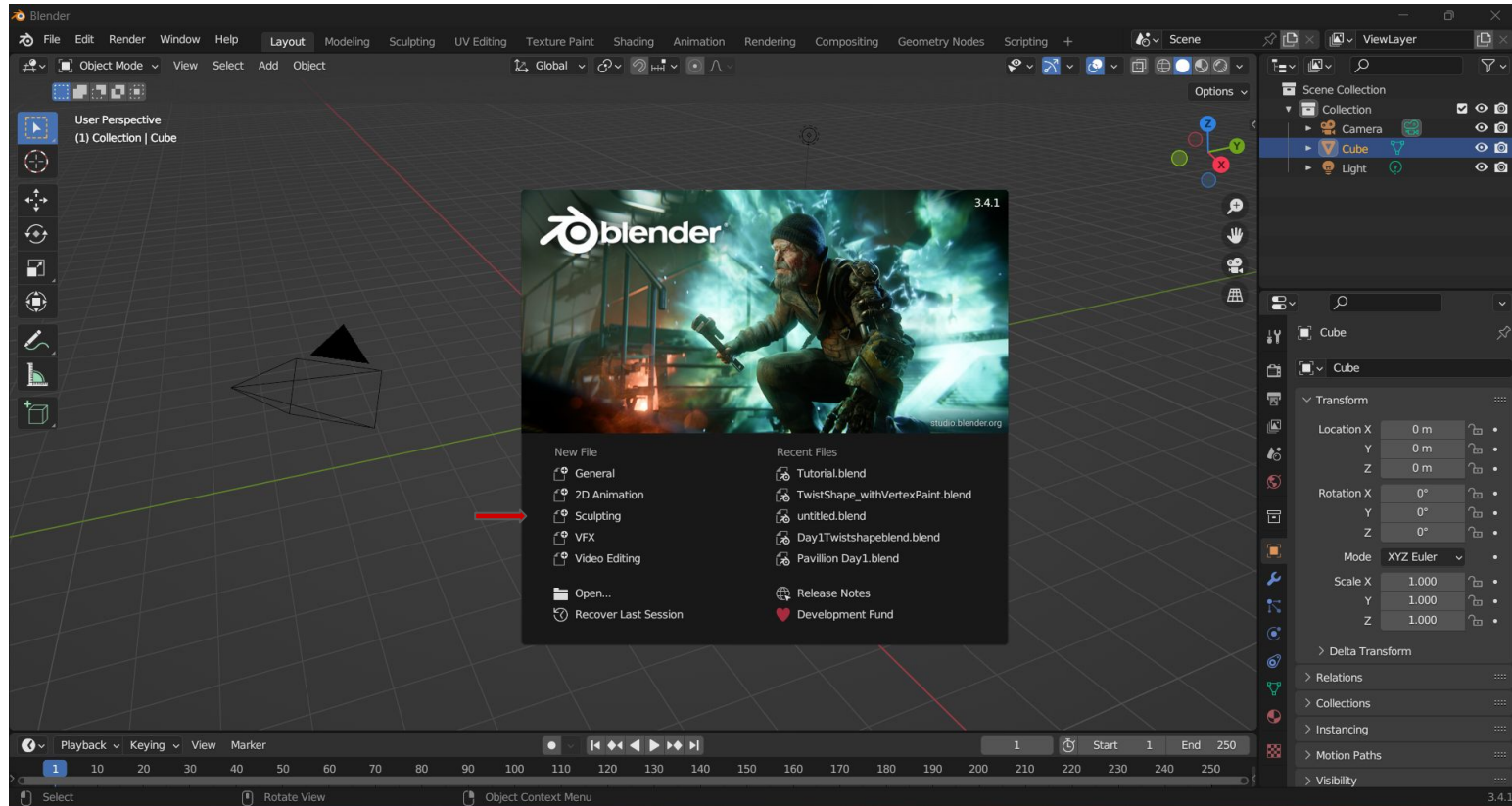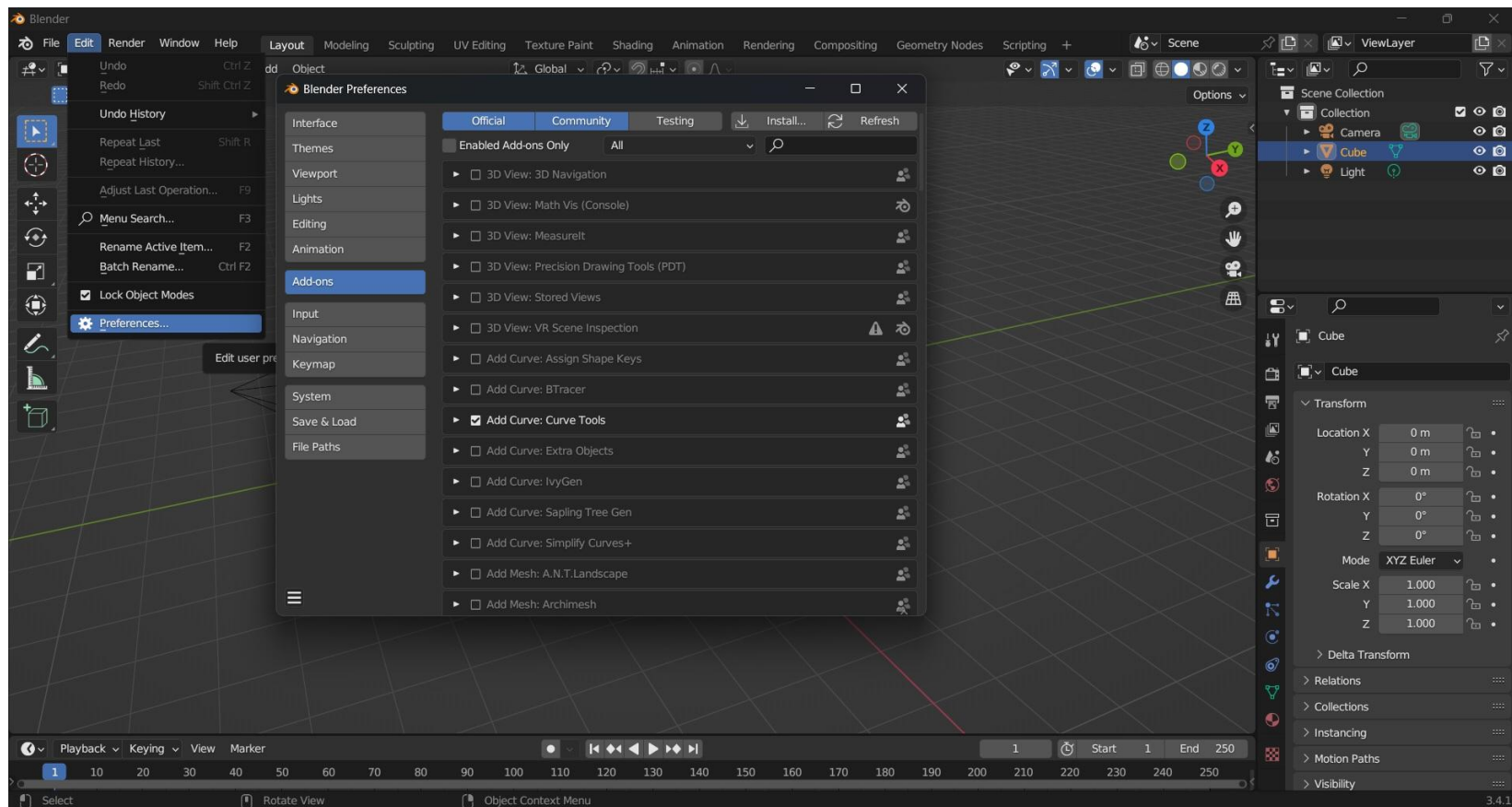# Blender Tutorial

(Create a twisted, layered, wireframe object using WeightPaint)
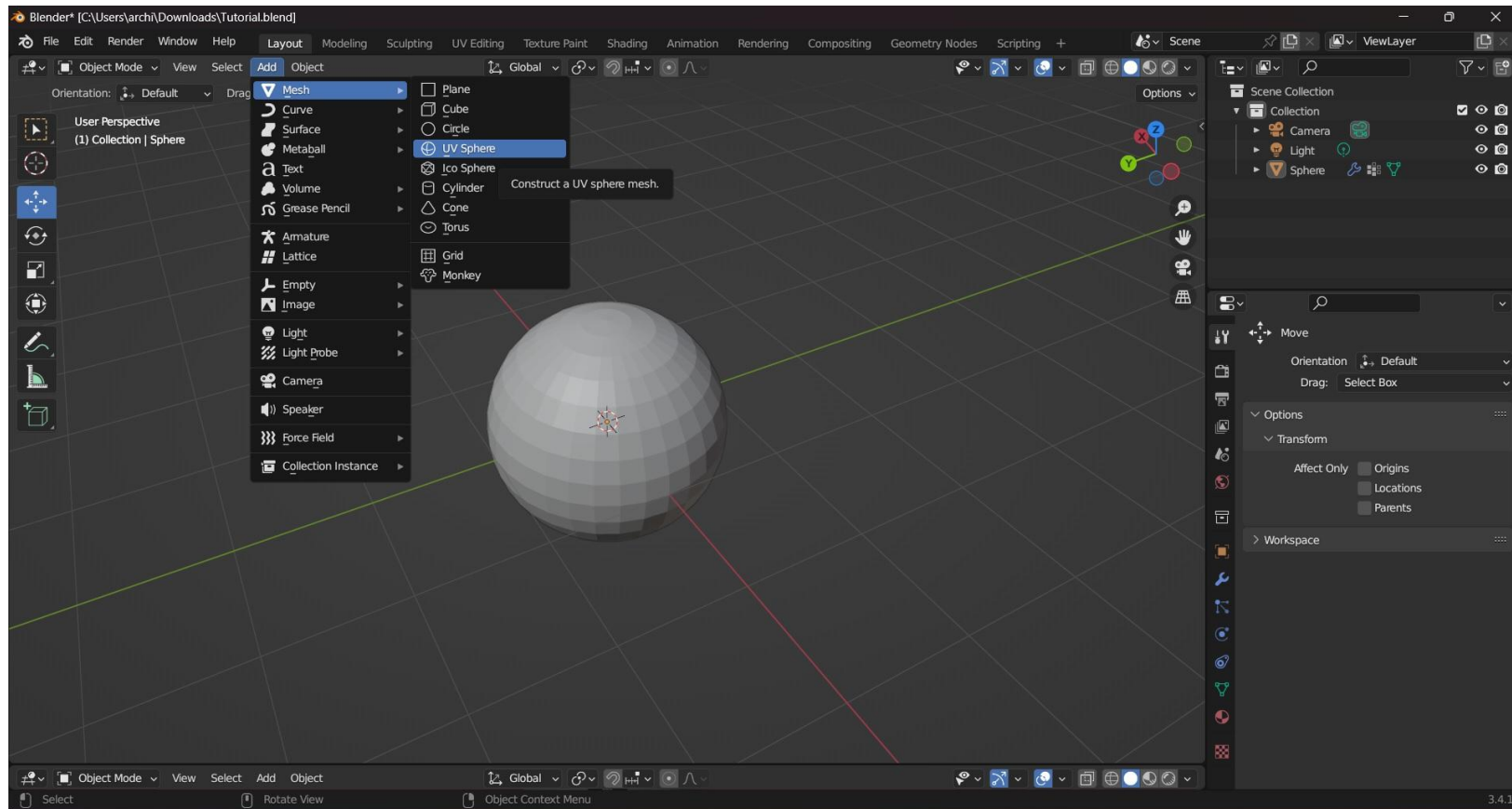
Open Blender
Splash screen appears - Choose *General* or *Open* previous files/recover last session

Install some Add-ons for this tutorial -Click preferences under Edit menu, and find these add-ons Curve, mesh tissue, modifier tools, node wrangler
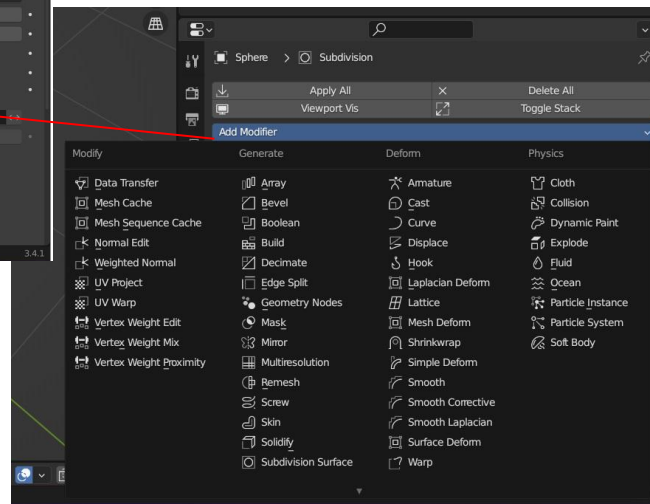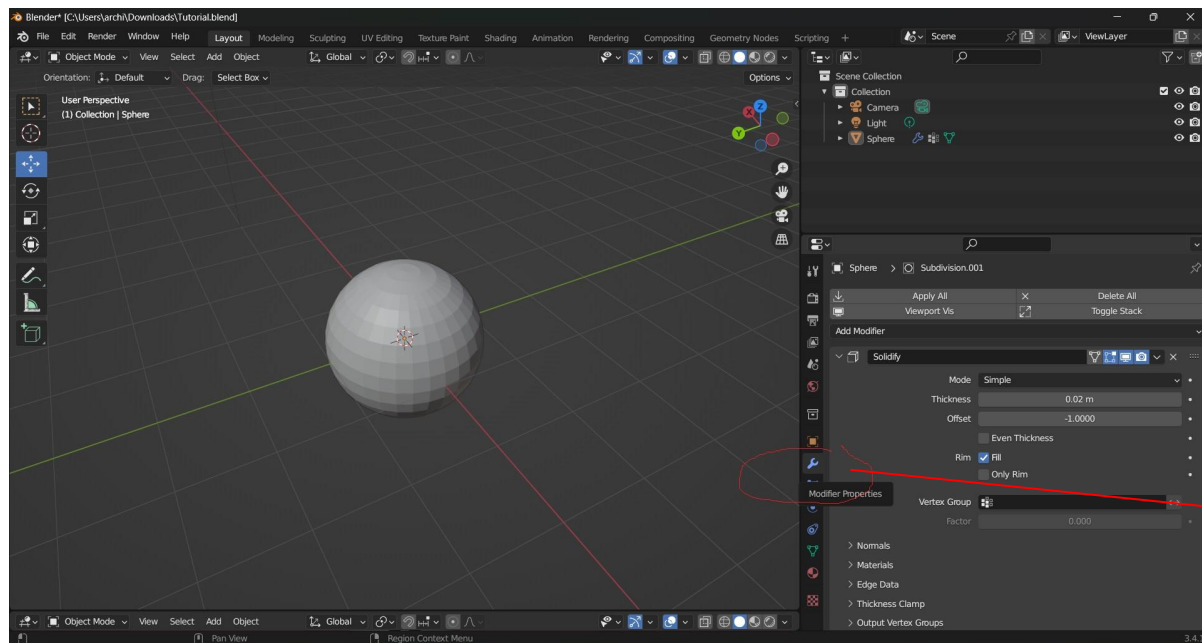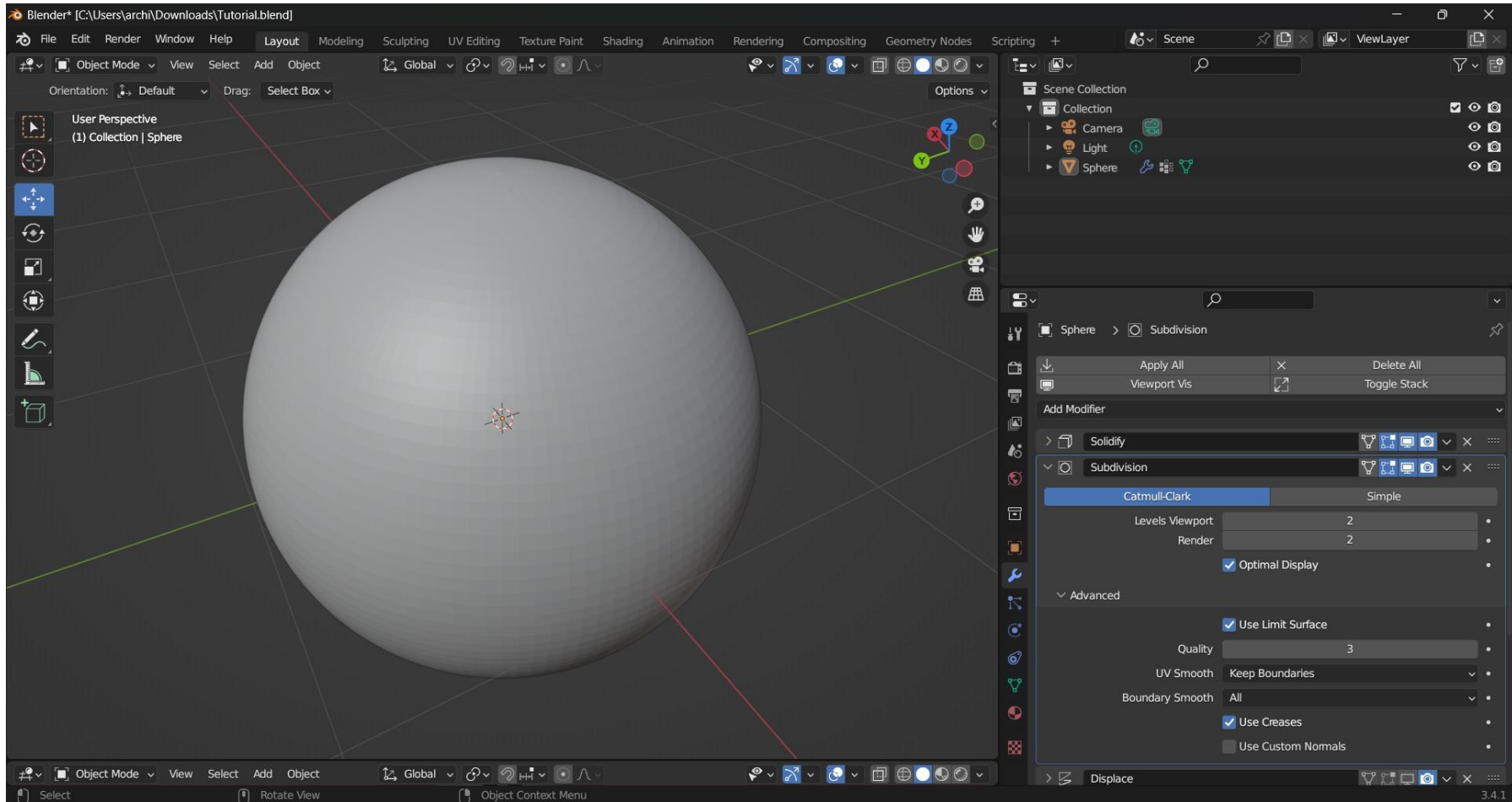
Create a UV Sphere. Click Add and find it under Mesh

Go to the Modifier tool and start adding the following modifiers to the sphere as shown below and the following slides
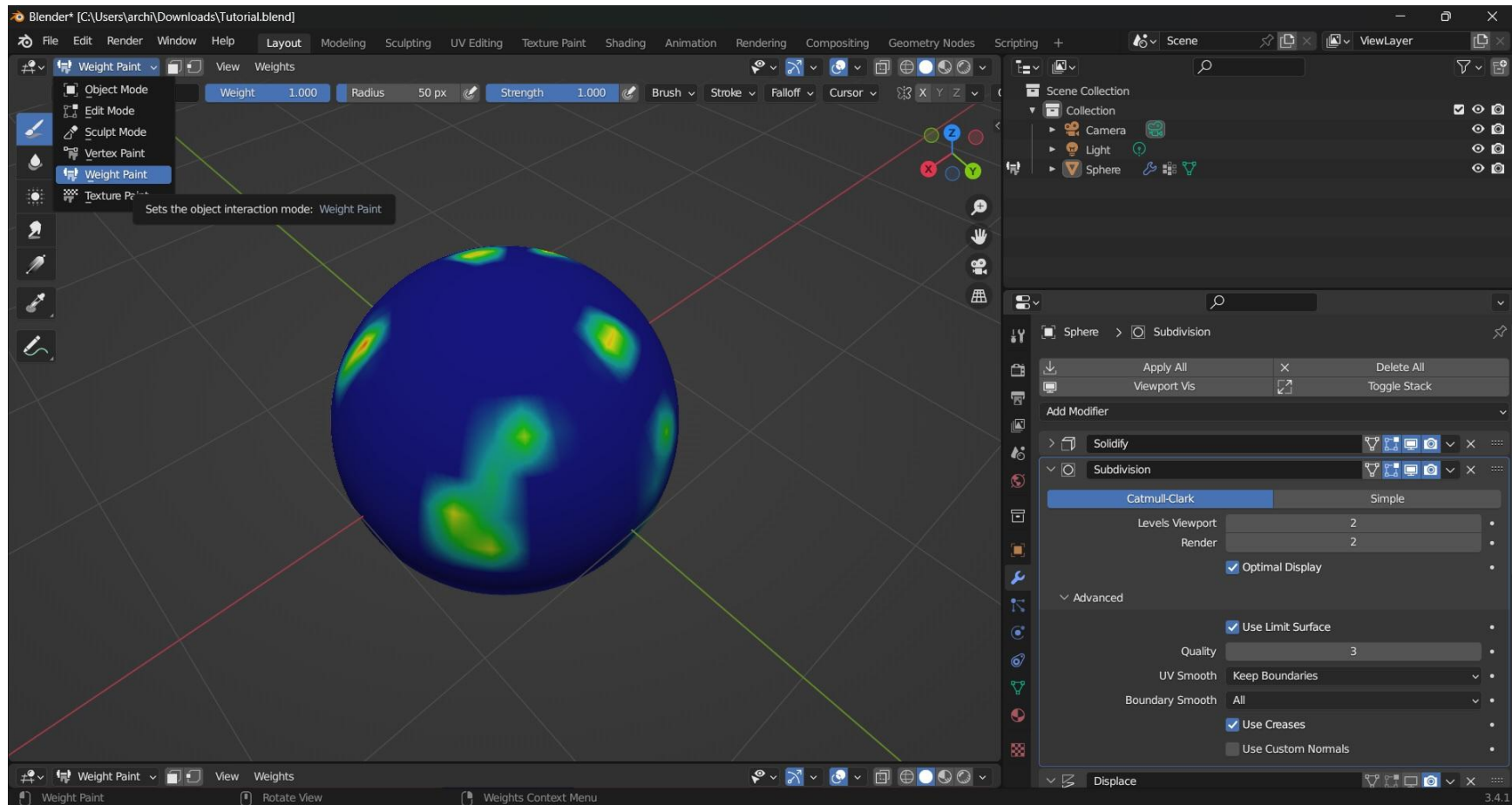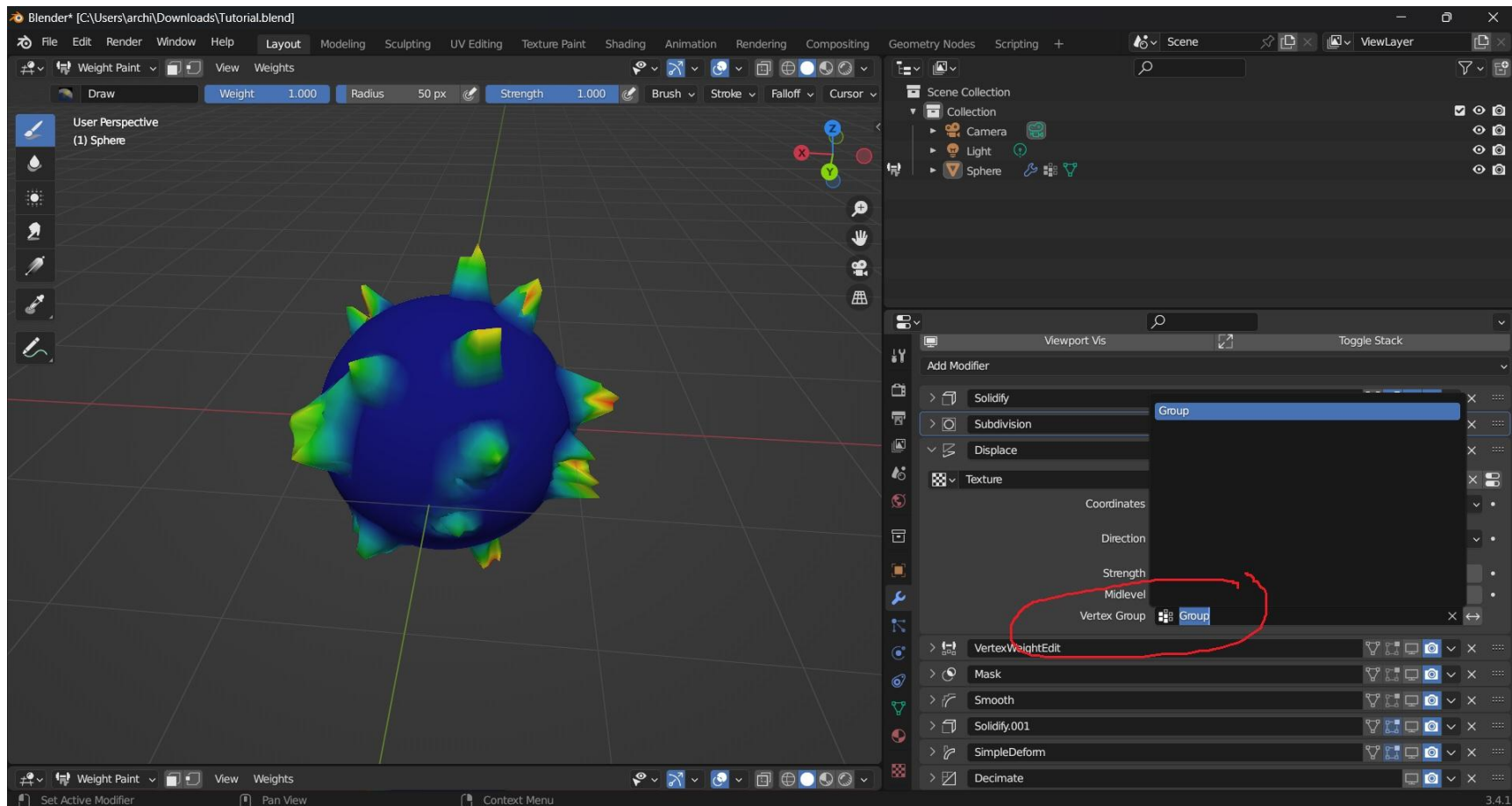1. Solidify

2. Subdivision

Select the Weight Paint mode and using the paint brush, paint on parts of the surface you want to modify

Add a Displace modifier and go to Vertex group and select the Group shown. This group contains all the areas that you painted on the surface for modifying.

Switch back to Object mode to see the changes. Under Displace modifier, the Texture needs to be assigned. For this, go to next step.
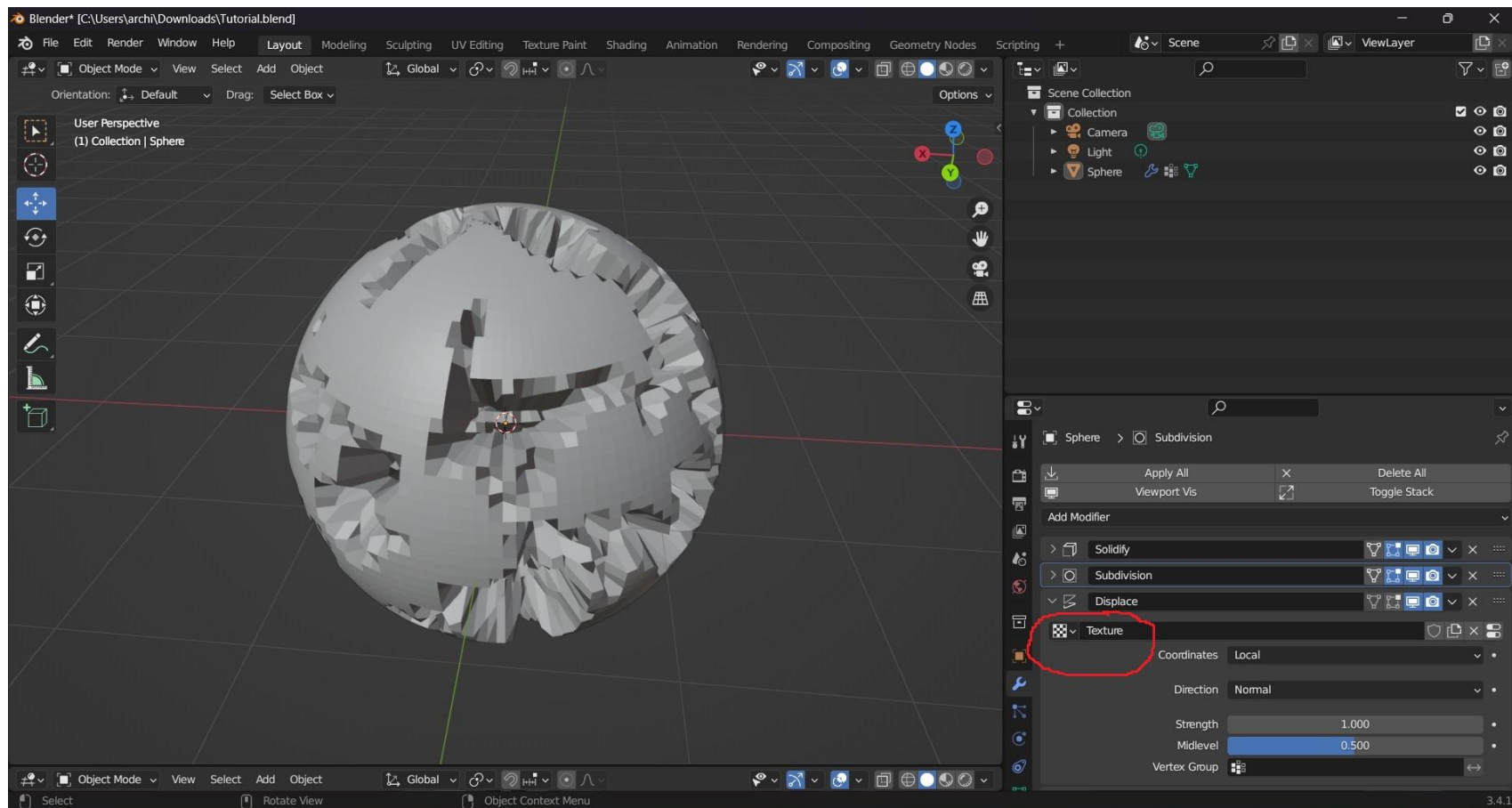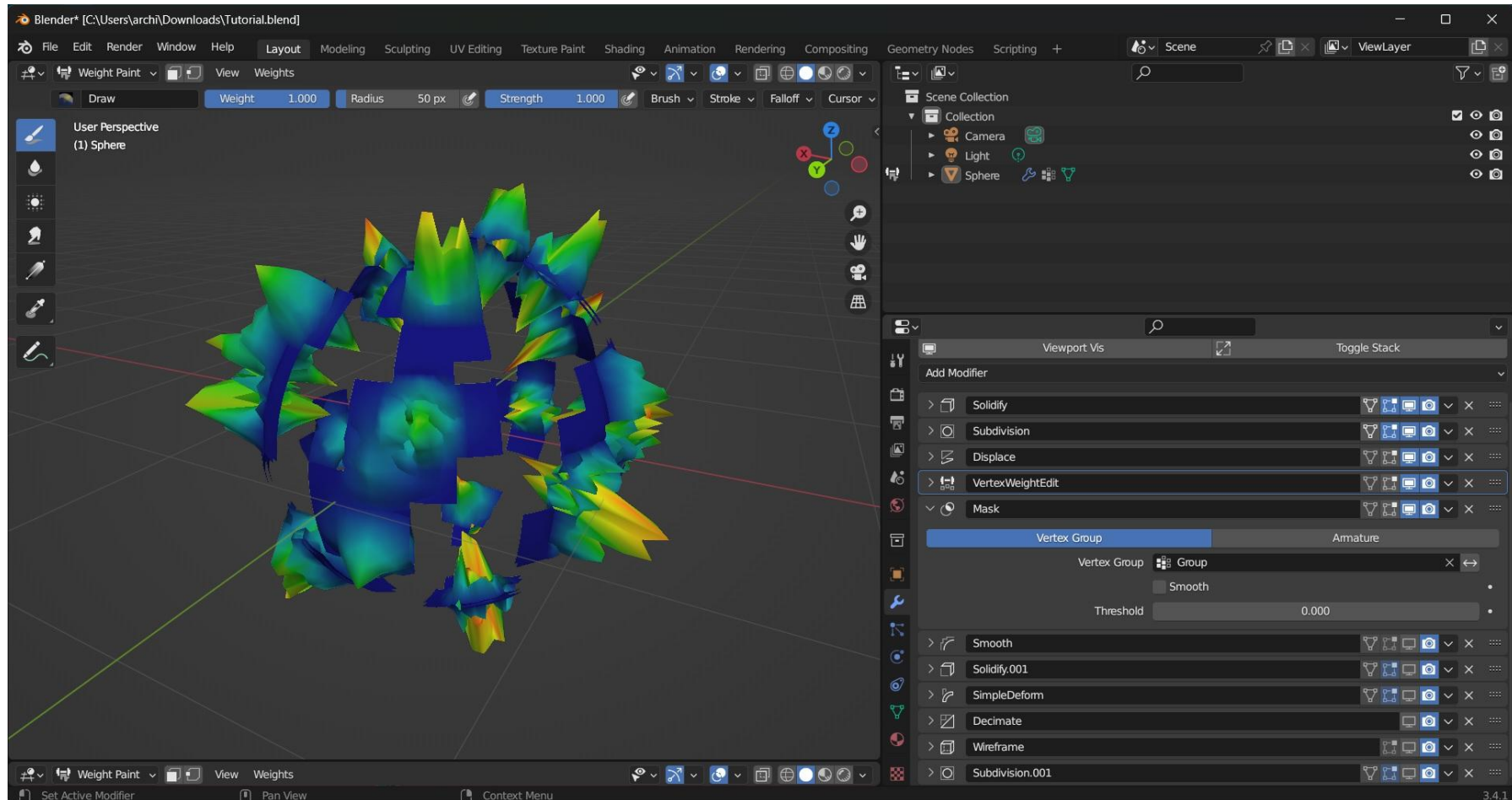
Go to Texture Properties and set the texture to anything you like from the drop down menu. You can play around with the properties of the texture to see how it affects the model.
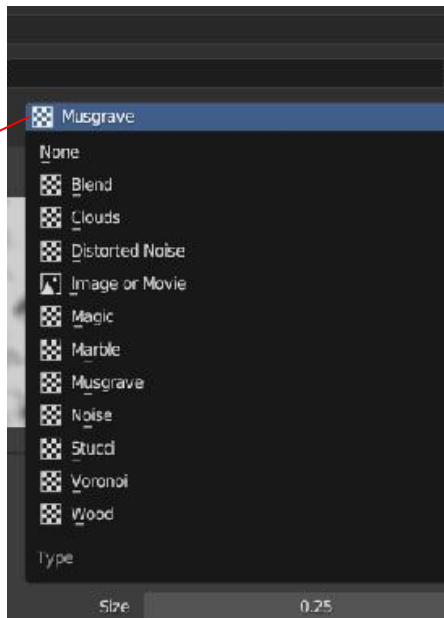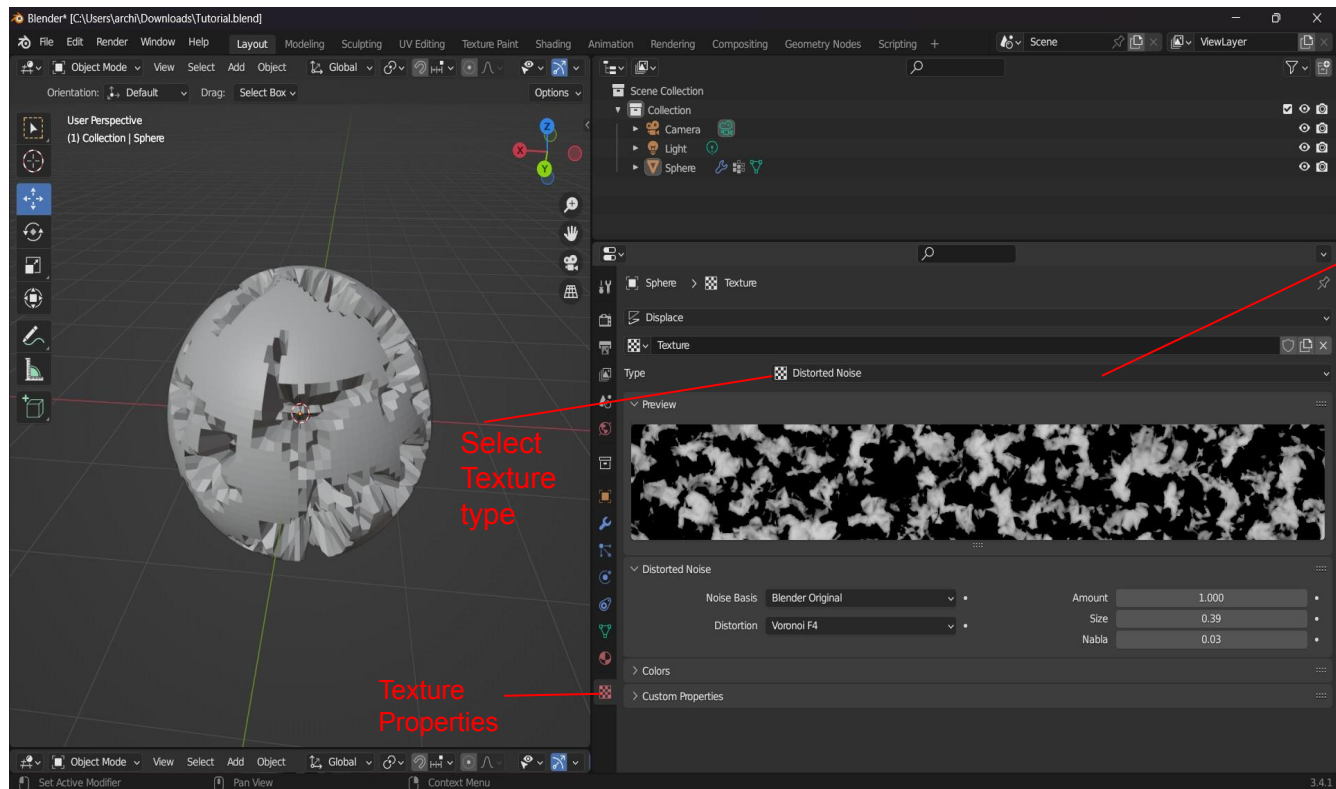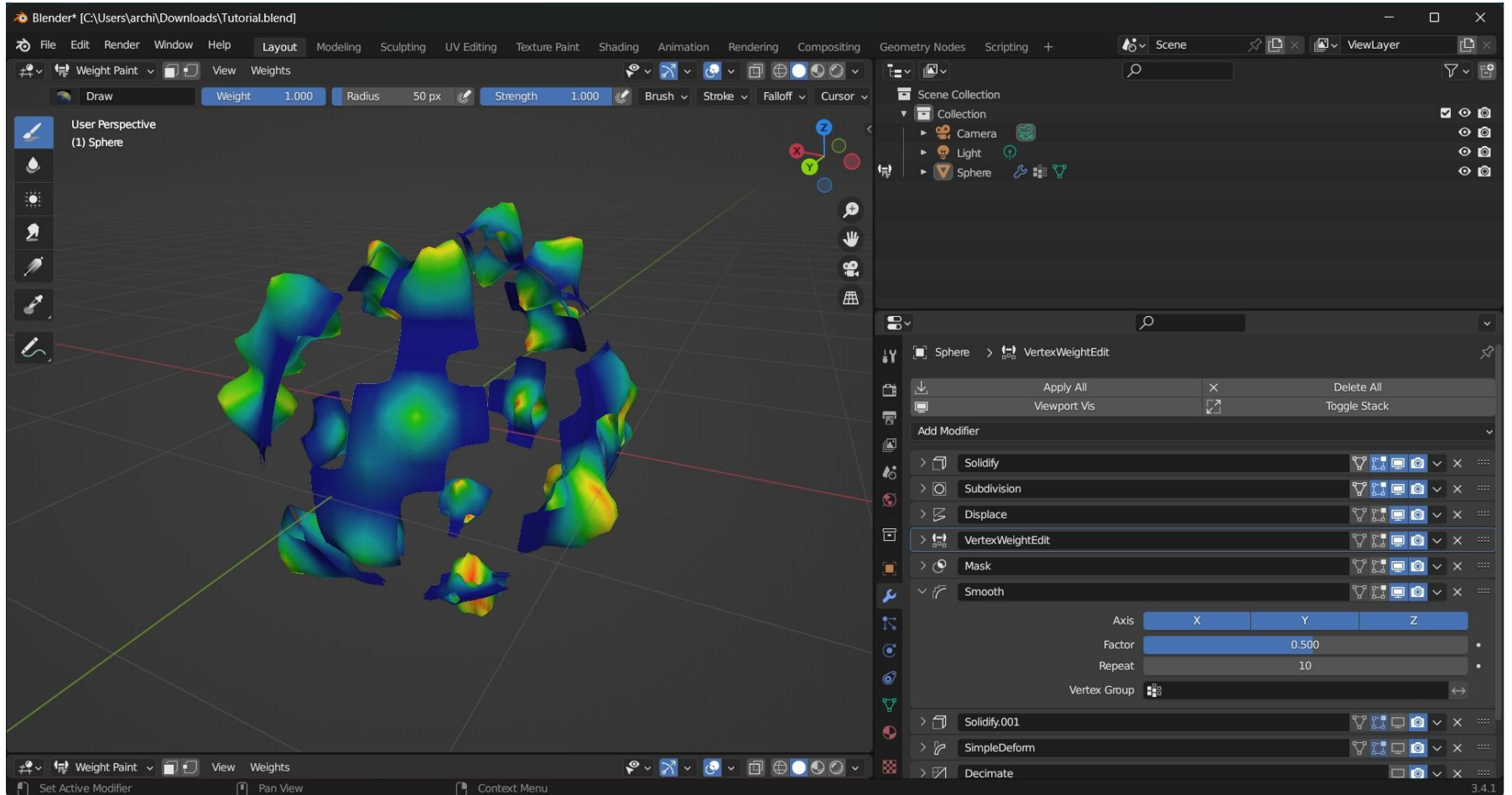
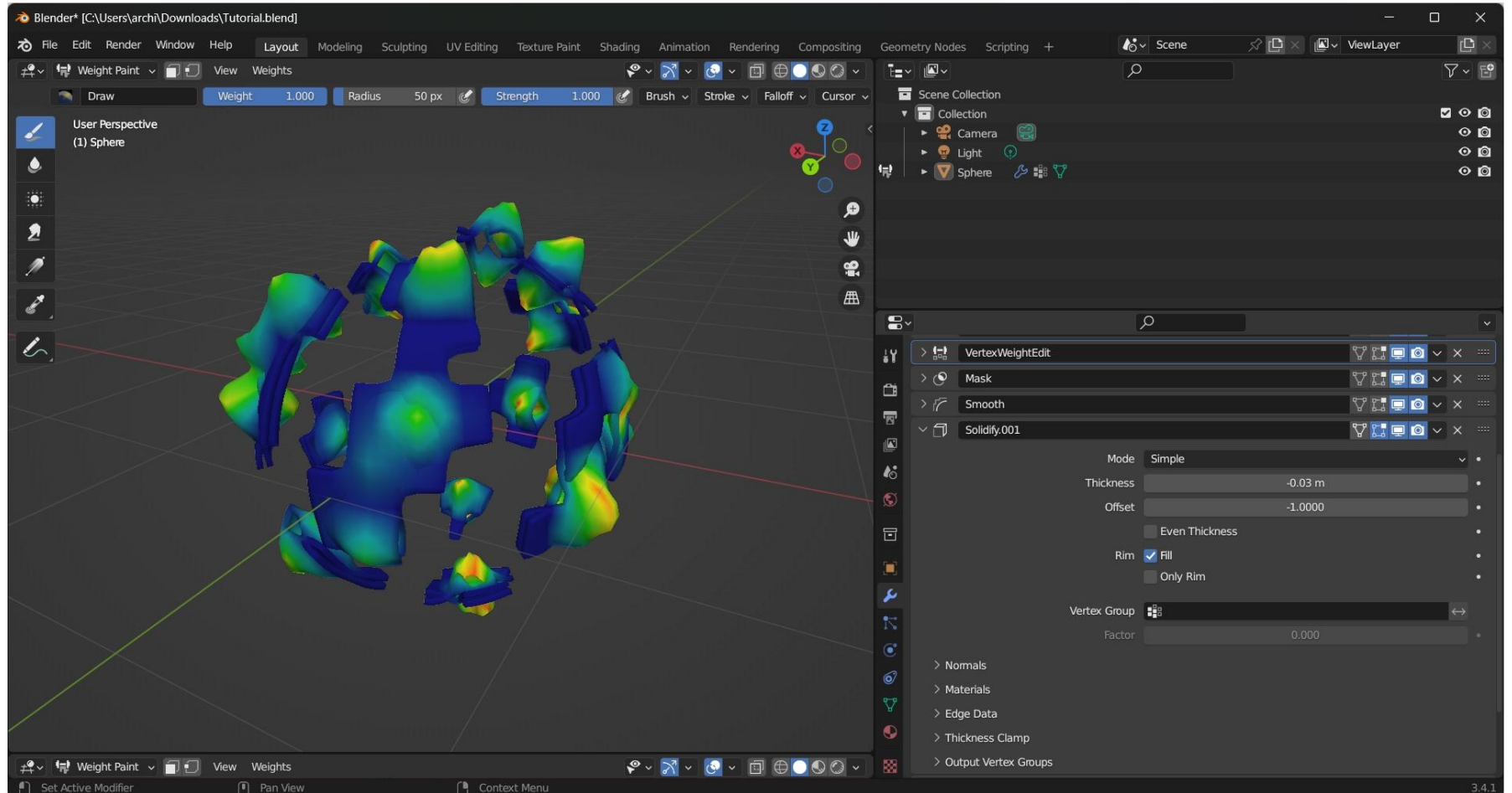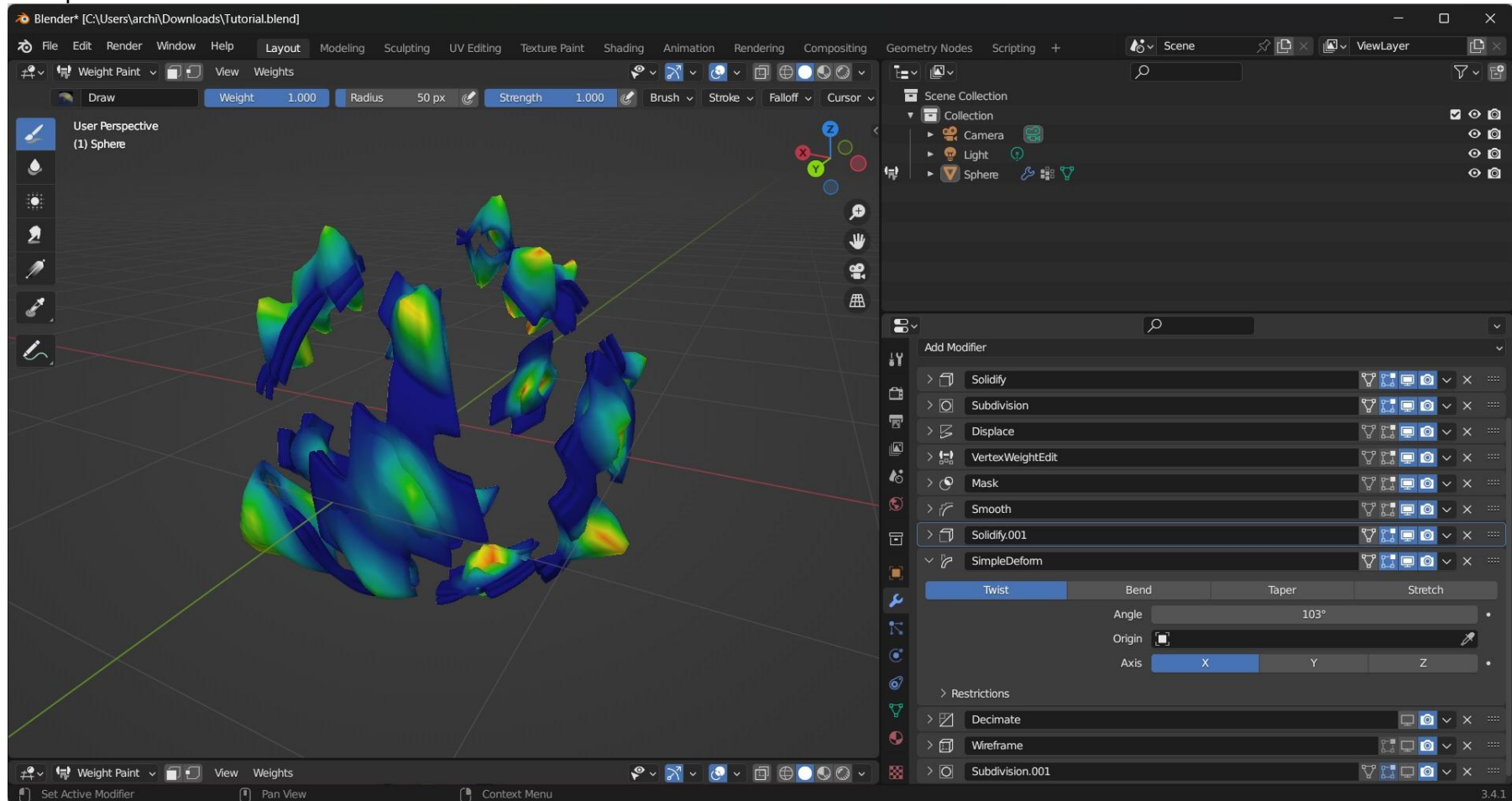Add Vertex Weight Edit modifier and set it as per the below settings
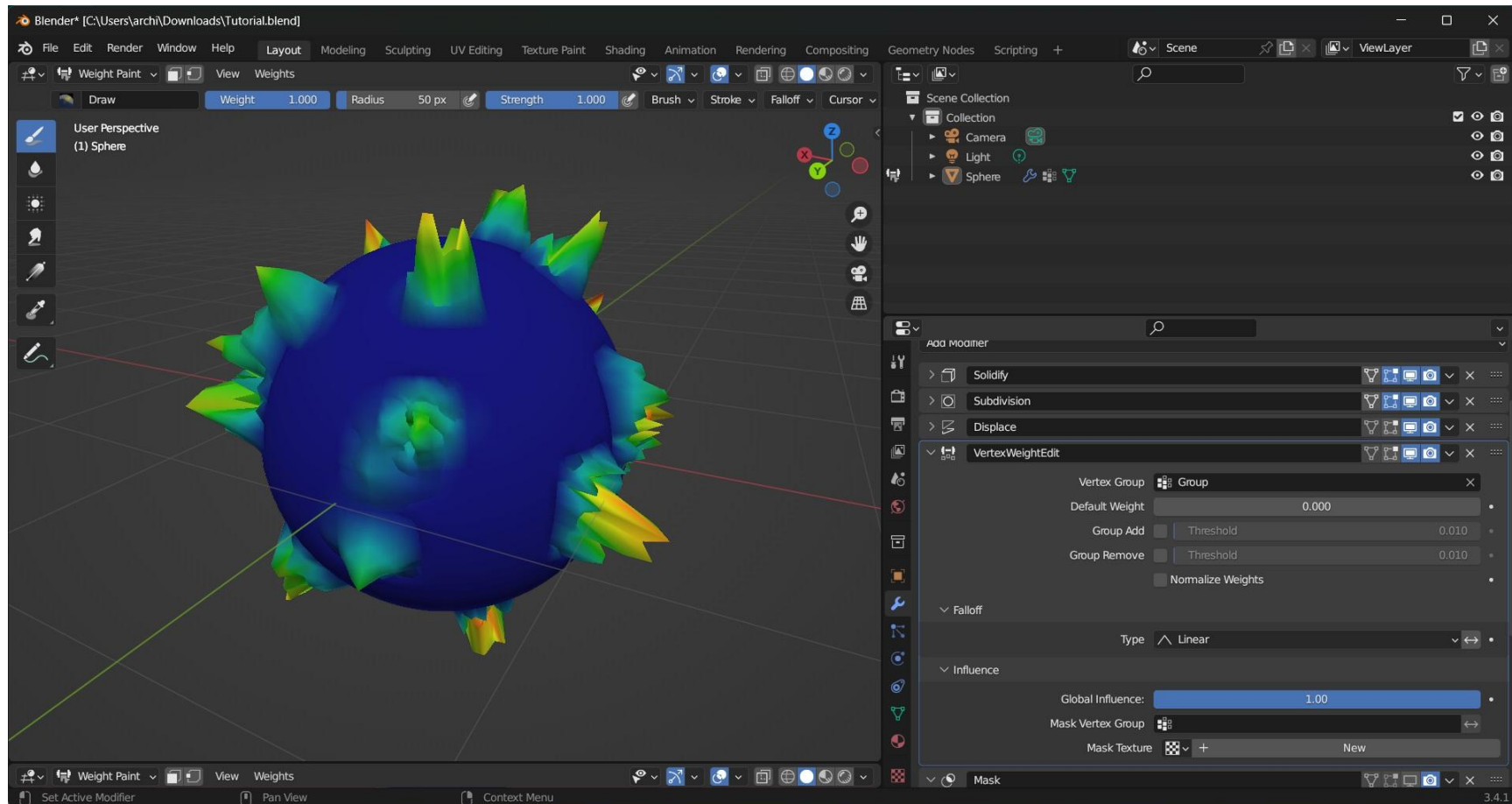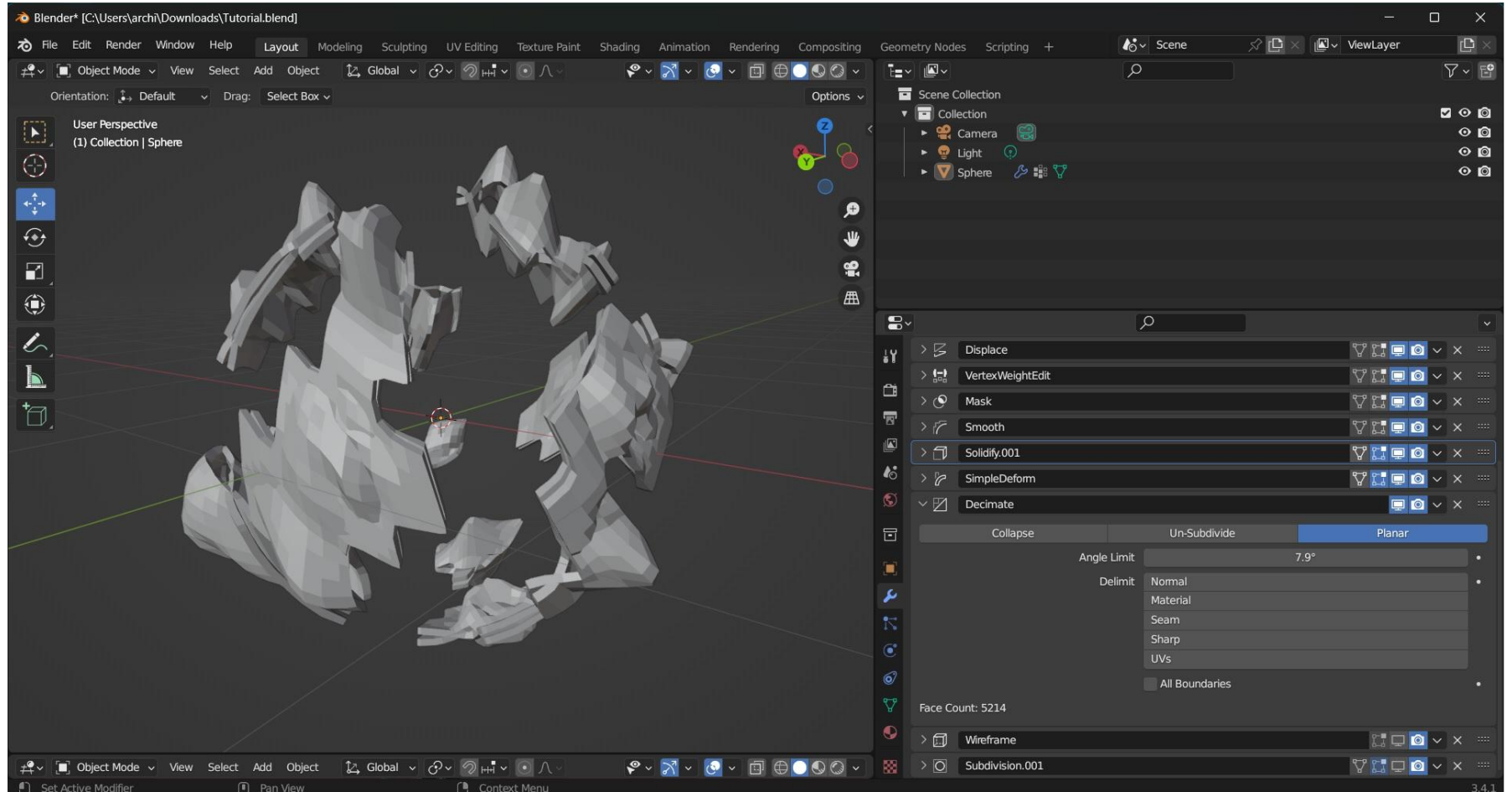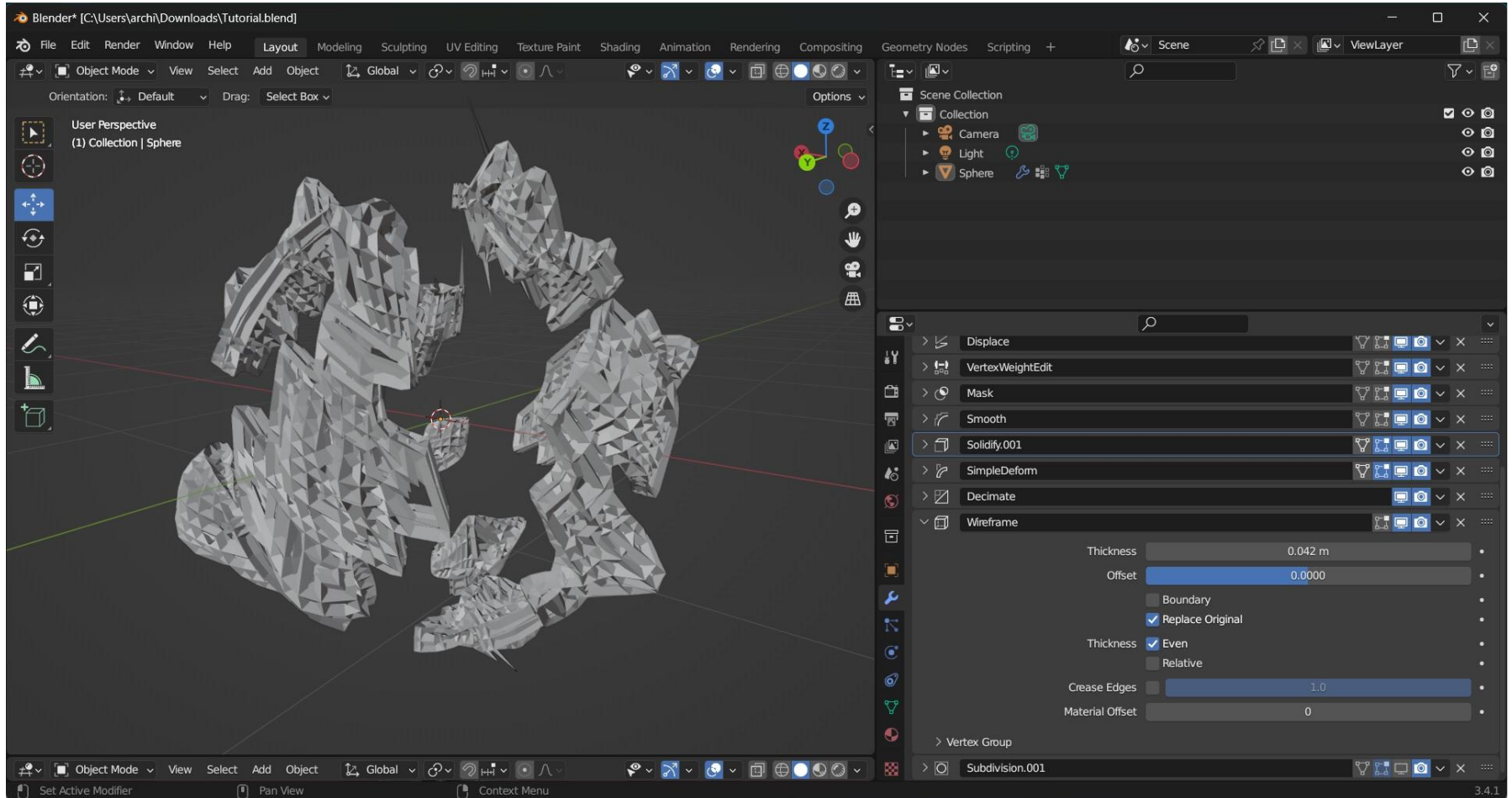
Mask

Smooth

Solidify

Simple Deform

Decimate

Wireframe

Last modifier: Subdivision
Note: The end result varies according to the Texture applied and the Paint edit. The screenshot is for reference only.