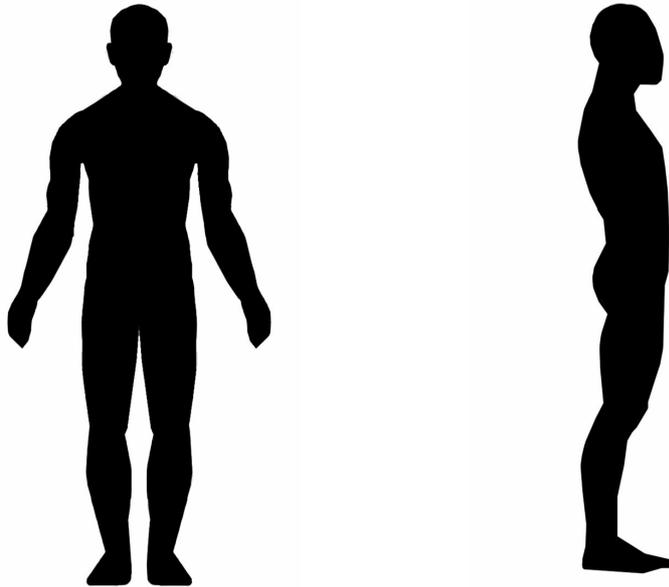


Character Base Mesh Modeling

by : Rohan Oka. - www.rohanoka.com

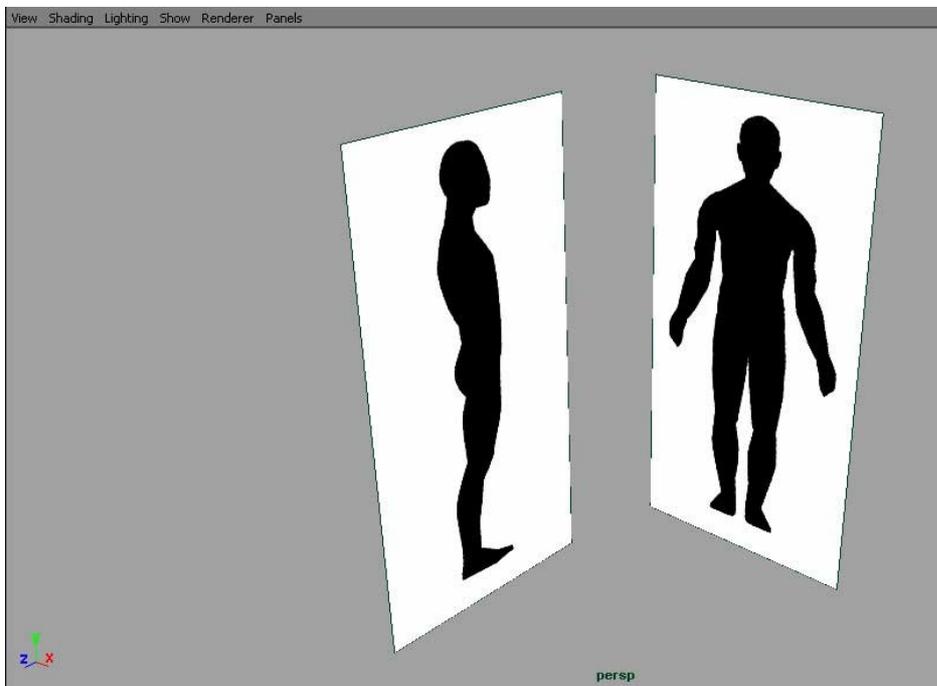
This is a small tutorial for quick character base mesh modelling. And is recommended for those who have some knowledge of 3d softwares. For this tutorial i would be using Maya for my character creation.

Step One : Create Silhouettes of your character for easy blocking,as shown in the image.



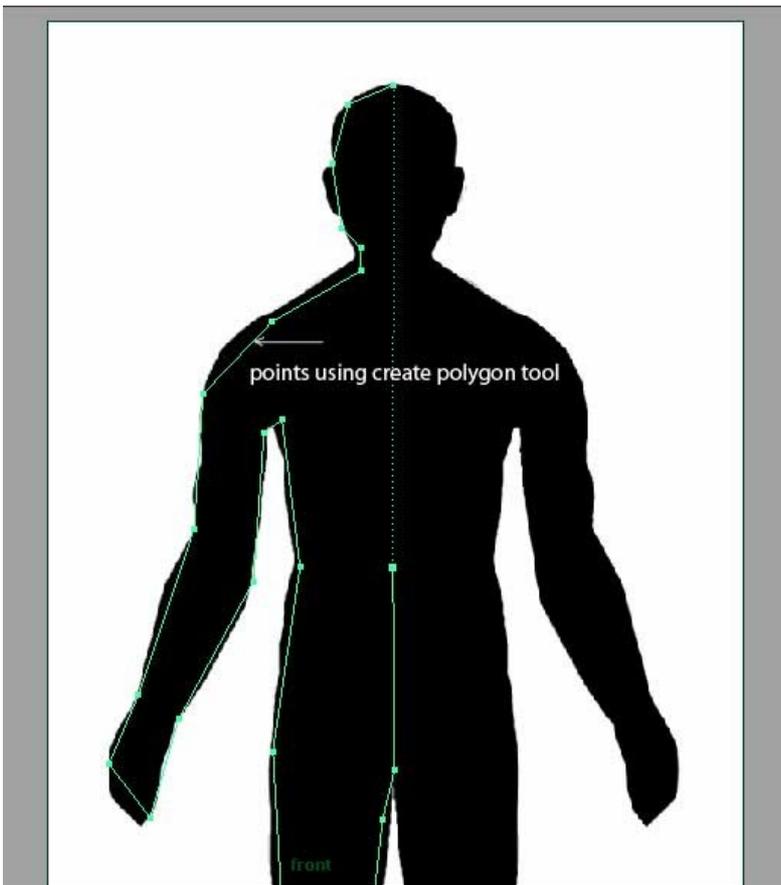
Step Two :

Load these images on image planes in Maya For the front and the side views .



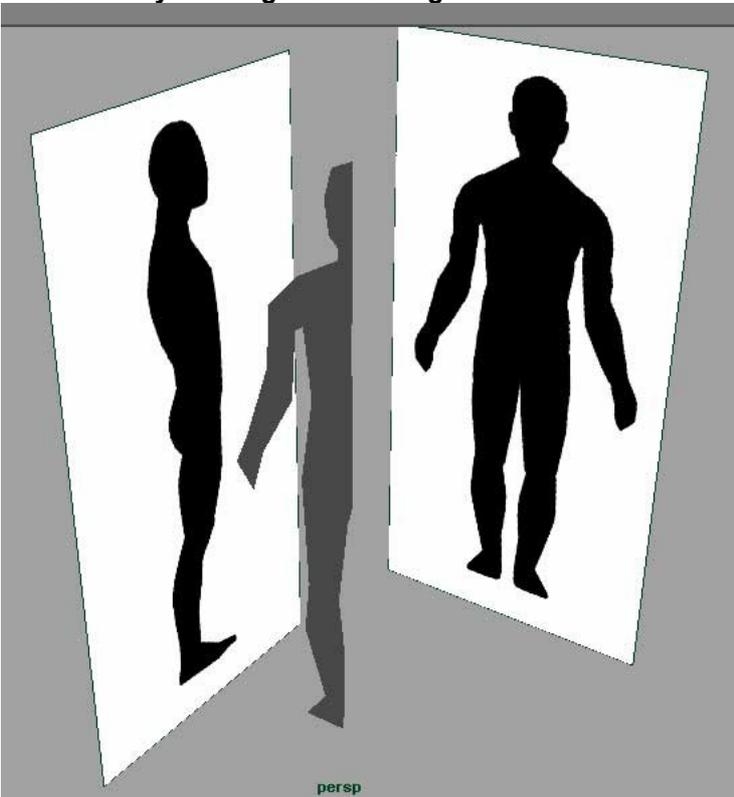
Step three :

Now go to your front view ,and using create polygon tools (Polygon mode > Mesh > Create Polygon Tool.) draw simple points on the silhouette of the front image plane as shown and complete half of the figure.

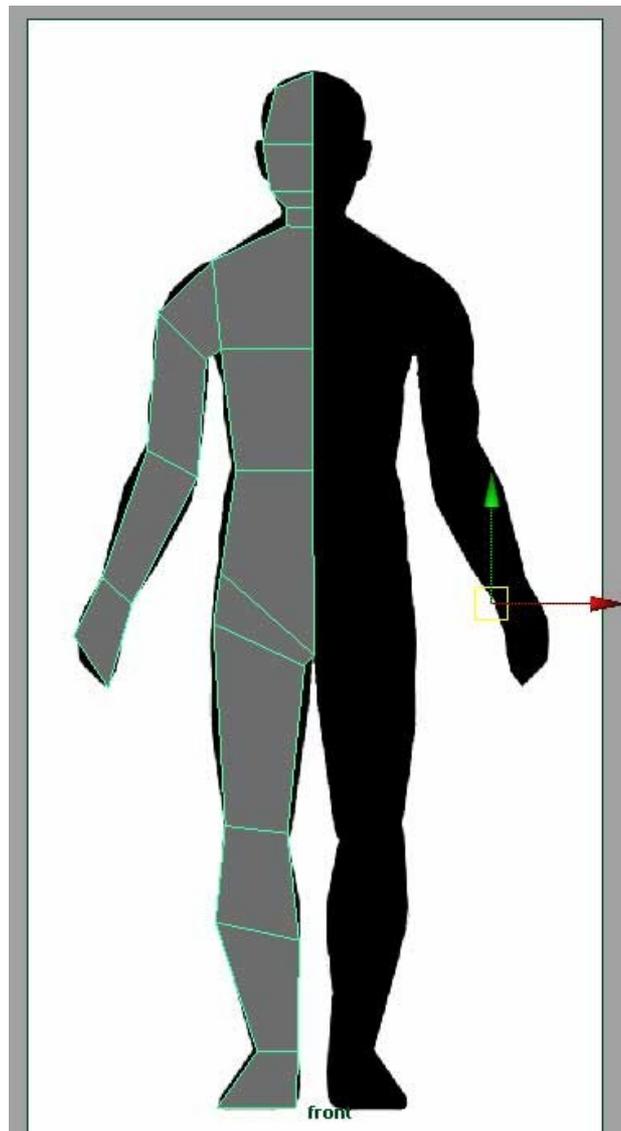


Step Four :

Press enter you will get something like this ---

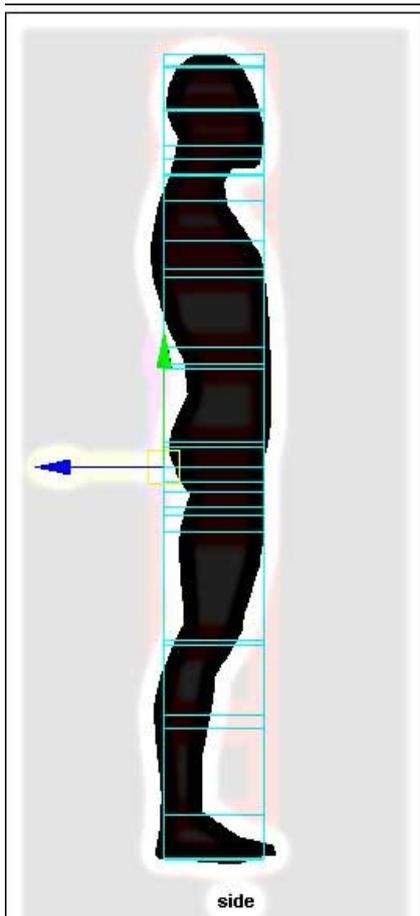


Now connect the vertices similarly as shown .

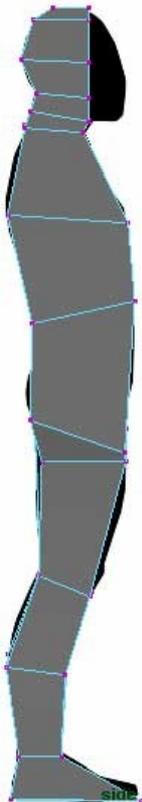


After this step comes the fun part,go into face mode and select all the faces of the character we just created and Extrude it (Edit Mesh > Extrude).Let the extrusion be almost equal to the depth of the character in the side view.

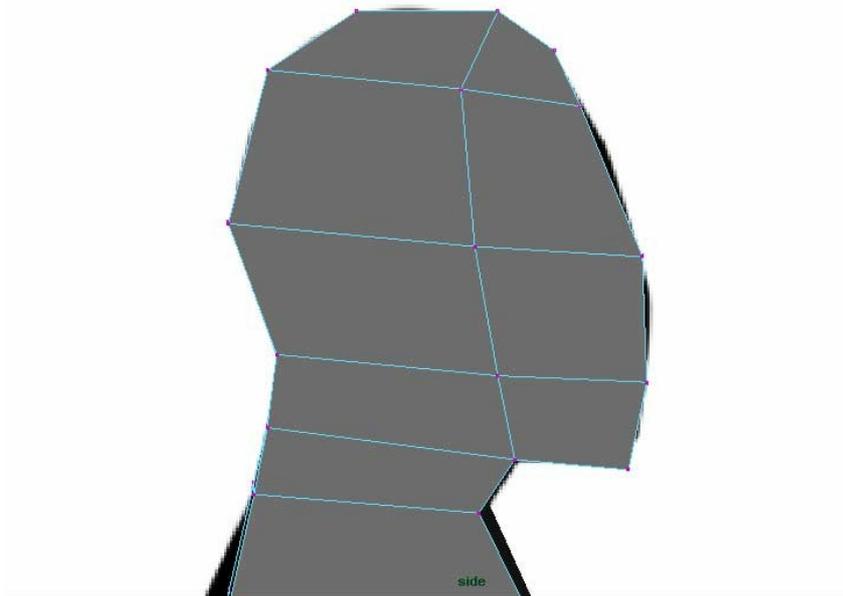
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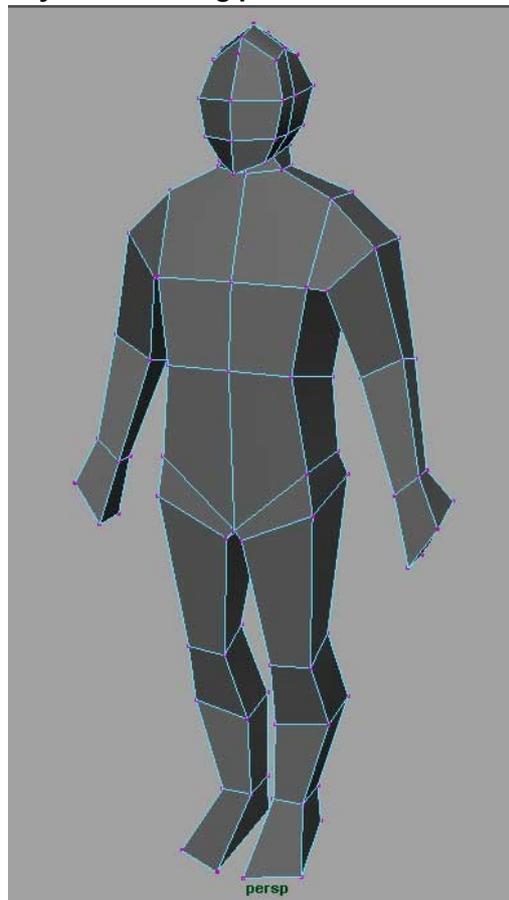
After this step Adjust the vertices in the Side View to align to the side view plane by simultaneously looking at the front View,You can also rotate the group of the vertices to have a good flow of the model.And we should have the model that looks similar to this.



Delete the faces that are created inside the mesh at the area of symmetry for the character (this is created during the extrusion process) . Also after the creation of the side view extrude the faces at the head area as shown.



Finally after these few simple steps and mirroring the object we have a base mesh that looks like this. This is just the base mesh that you have created which can be tweaked further using regular techniques. This method gives you quick satisfaction in the initial process of modelling. Hope this tutorial was beneficial to you in your modelling process. Thanks for viewing



Tip : if during the character mirroring or welding (merging) symmetry problem arises ,make sure you do not have polygons remaining inside at the symmetry.

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