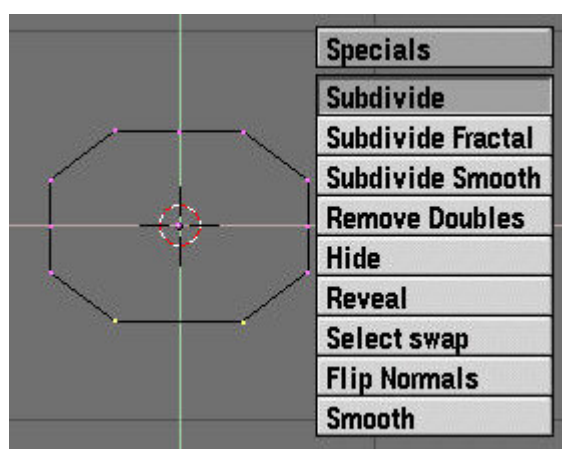


# Modeling a Low Poly-Count F

*in BLENDER*

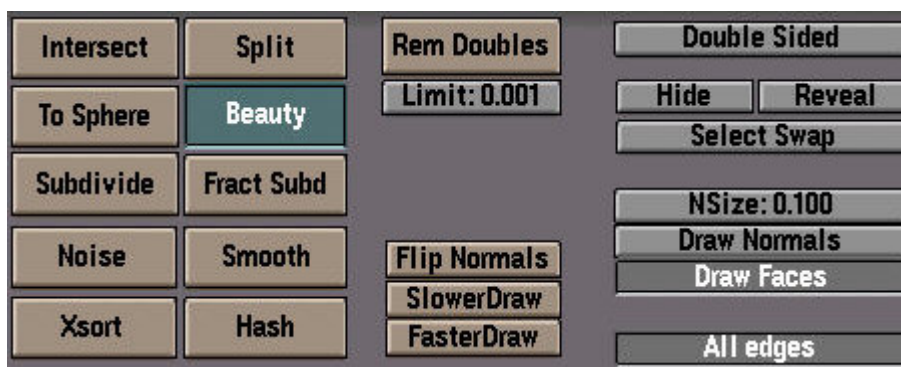
This is not a tutorial will teach you how to model by hand editing polygons in Blender. The goal of this keeping the polygon count as low as possible. In this type of modeling beauty is sacrificed for speed. your are directed to perform the steps in. We will start off in TOP VIEW.

## SETUP



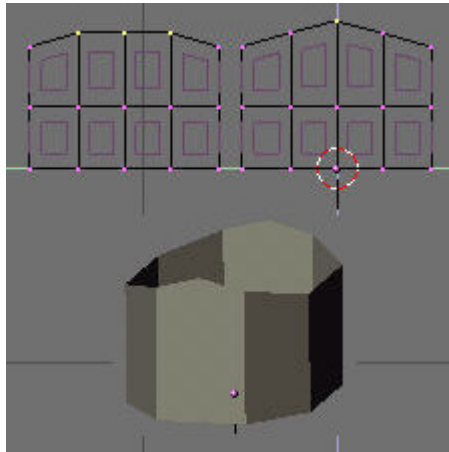
Start off with a Mes/ VIEW the octagon h along the Y-AXIS to side edges have be both of its vertices s by pressing the [W-I have 12 vertice

## Beauty Subdivide

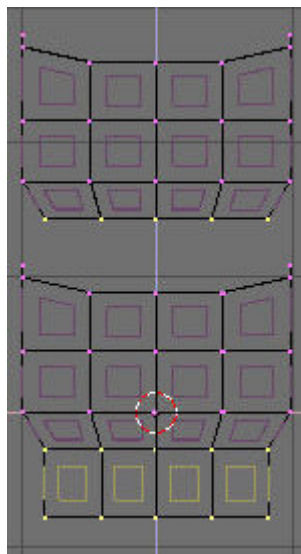


Before we go any fu Edit Buttons Window the *Draw Faces*, and

In SIDE VIEW the e [E-KEY]. The first in selected (we can on image on the top rig moved up. The last view of what we hav compare your work

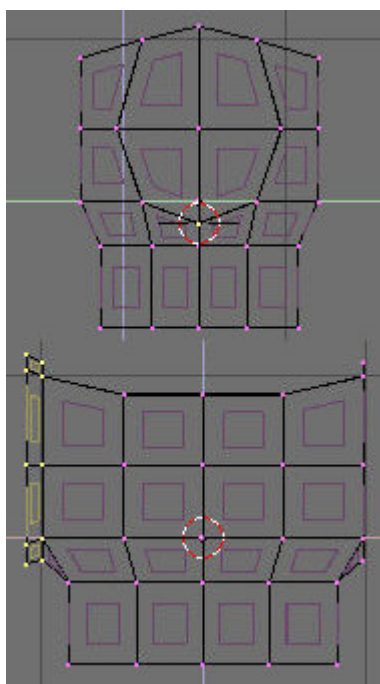
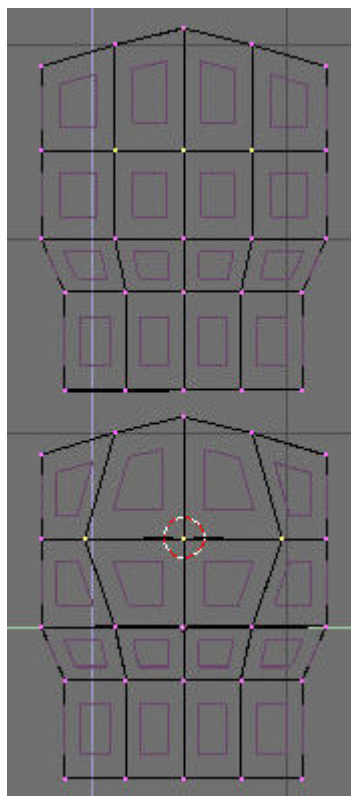


compound image su  
left-to-right in rows f



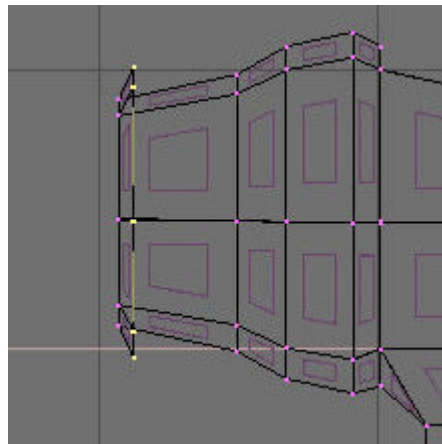
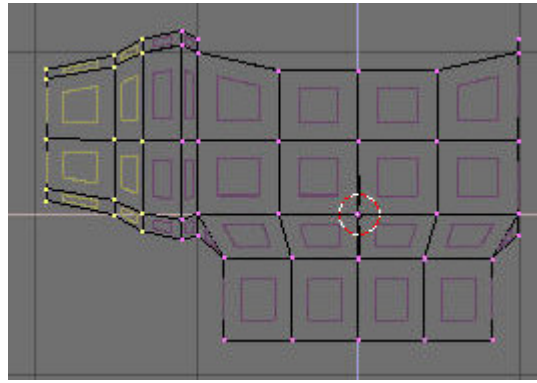
These are 2 simple  
lesson. In FRONT V  
extruded down and  
down one more time

Now we are in SIDE  
6 vertices. Use the I  
groups of vertices th  
selected and 3 more  
also been selected  
then scale along the  
combination with the

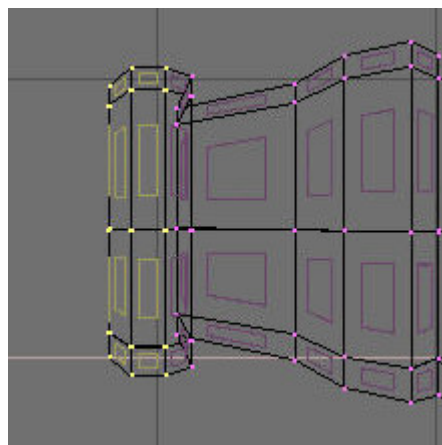


The first image is in being pulled down. and shows a column to the left and even!

Now we will use ext our modeling. Try to the selection of verti image.

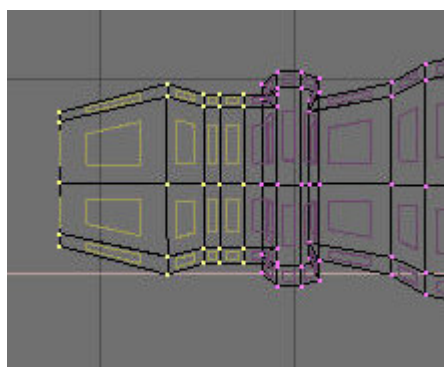
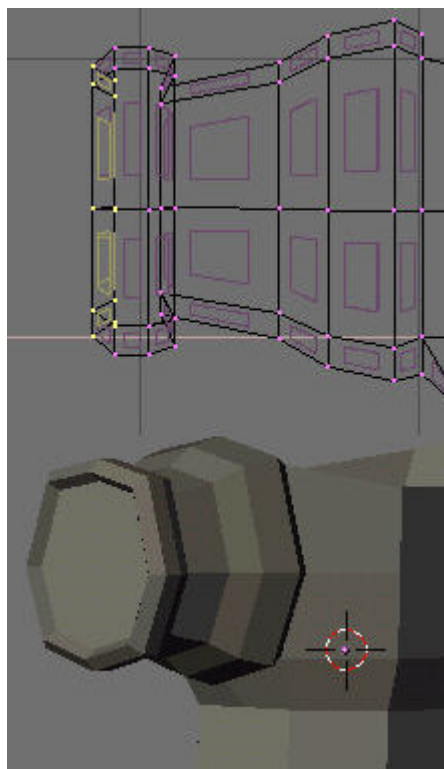


Here we have zoom  
FRONT VIEW. The  
the right this time ar

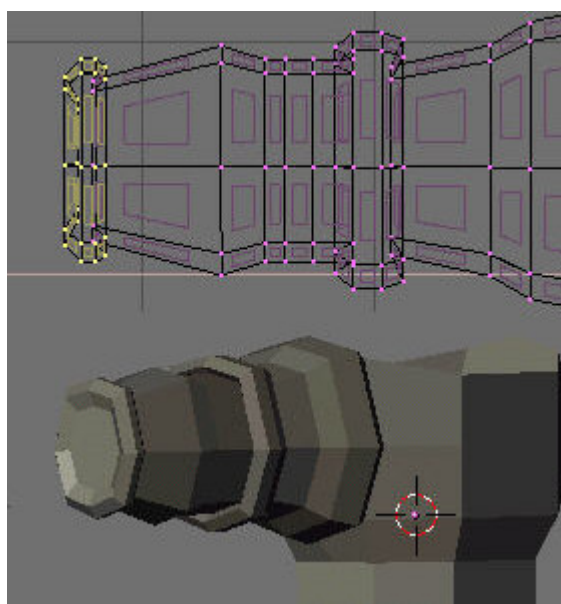


Three more extrusio

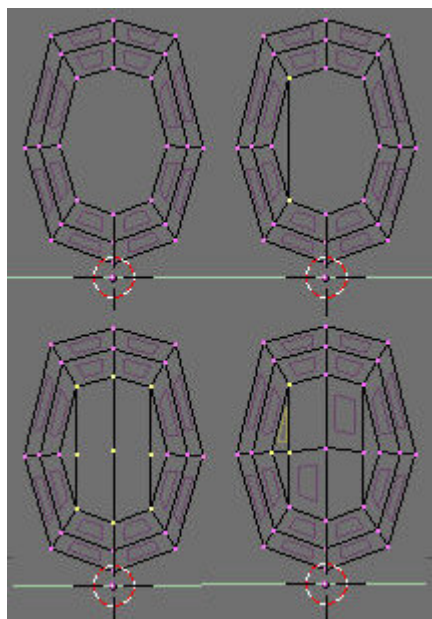
This step is a little to  
extruded back to the  
smaller. The lower ii  
comparison to your



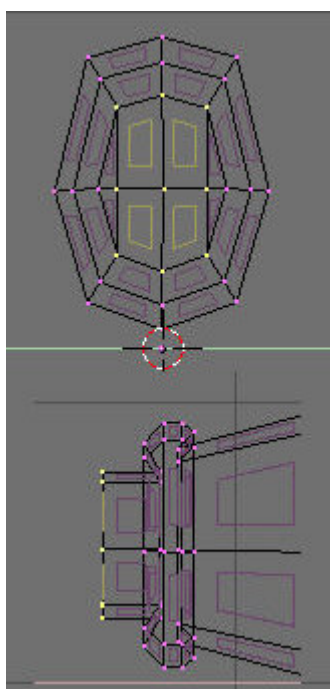
Here are 5 more ext  
some unneeded ext  
the resolution around



Here we make the e  
a few steps earlier to

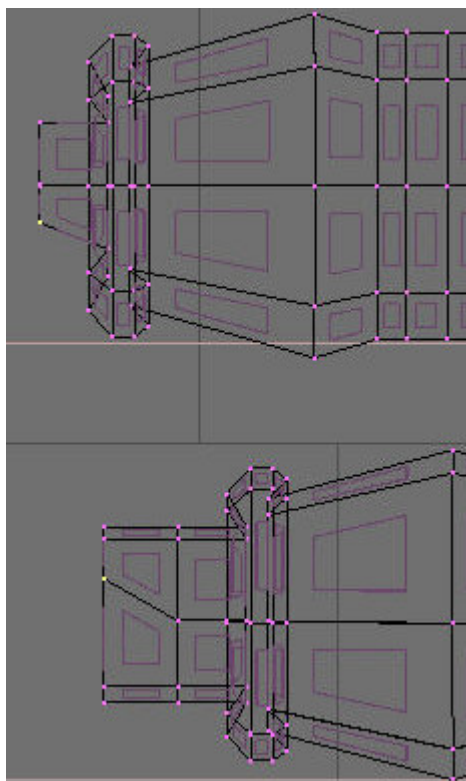


Select the center vertex with an edge [F-KEY]. The edge and 2 more subdivisions are made by selecting them and pressing the 't' key. The model has been made out.

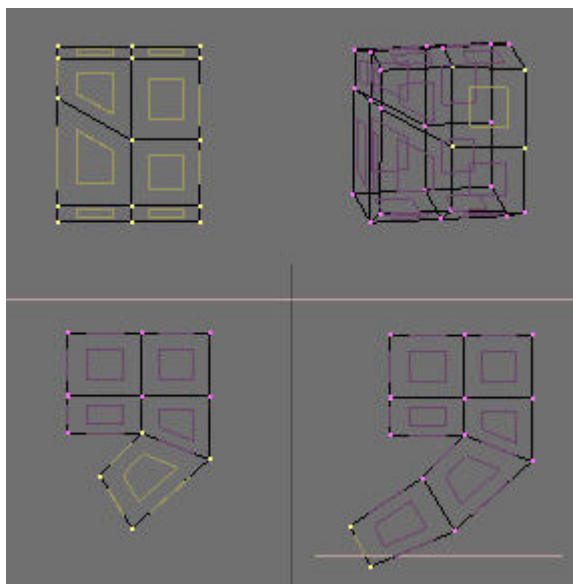


Here the center cluster switch to FRONT VIEW.

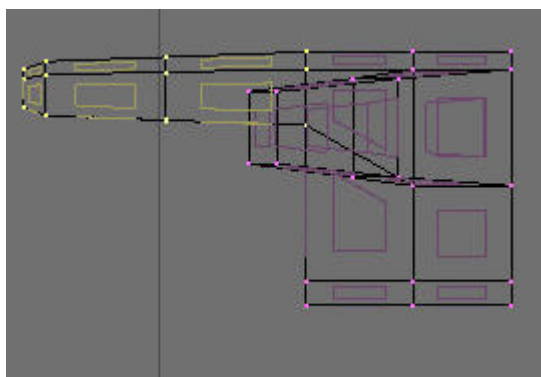
Go to TOP VIEW and back. Switch back to row of vertices up.



Here we have hidden the selected face. It is visible in TOP VIEW. In TOP VIEW, we scaled it two times to make a

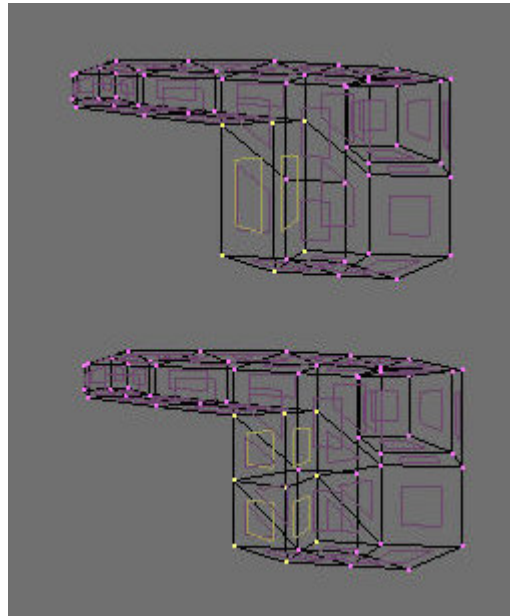


This finger is made by scaling down the selected face two times.

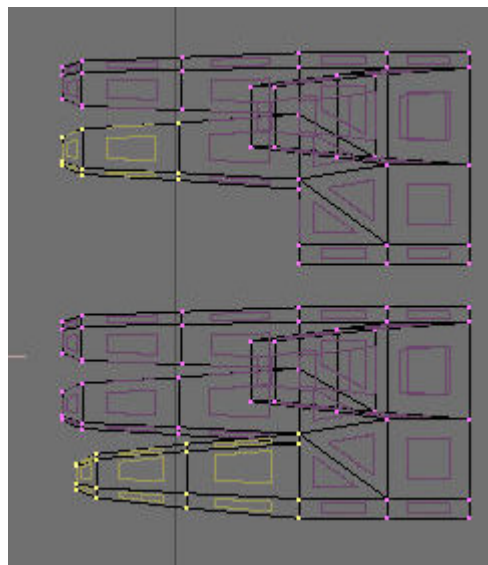


We have only one more step to ensure that the *Beauty* of the model is maintained.

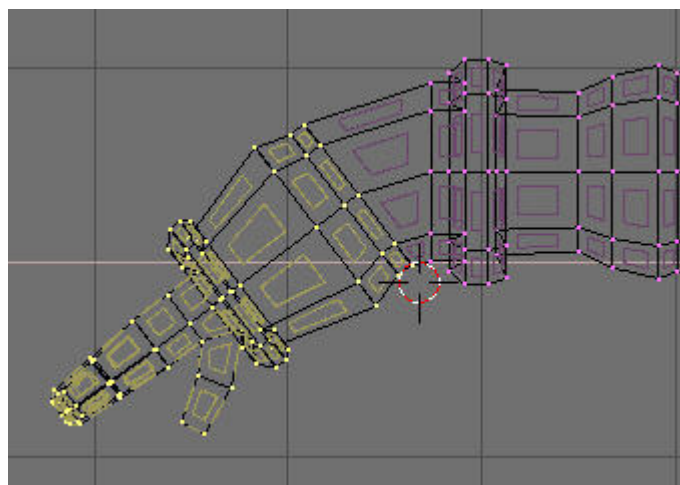




2 selected faces.



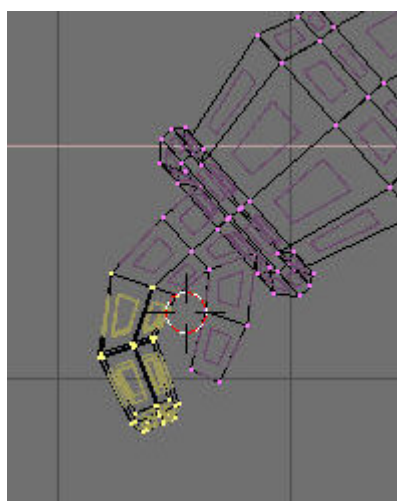
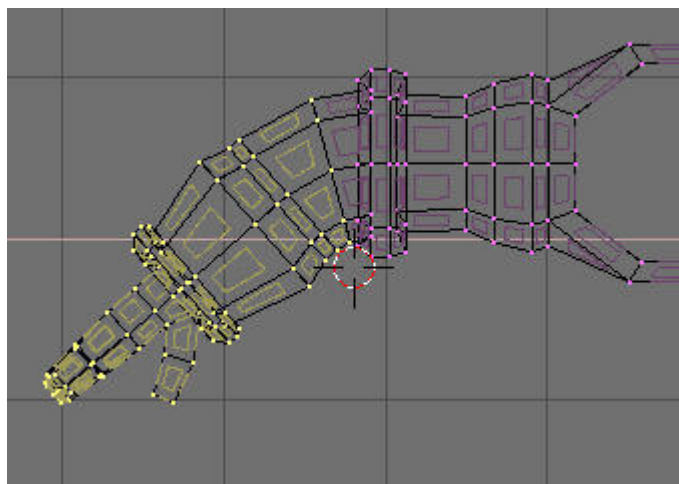
These 2 fingers are  
was, extrusion and s



In TOP VIEW we wi  
careful placement o  
around the 3D cursc  
and then rotate with  
normal rotation at a  
rotation it may be re

This Rotation-Movin  
selected.



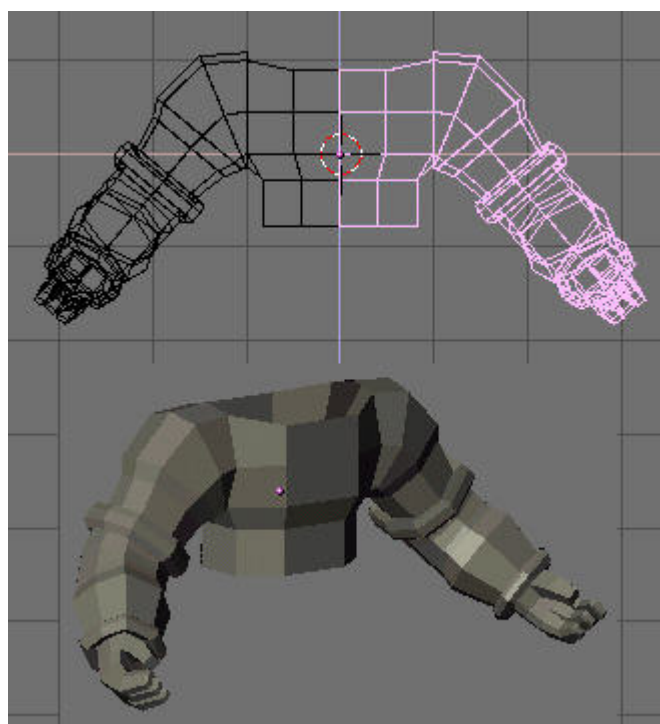
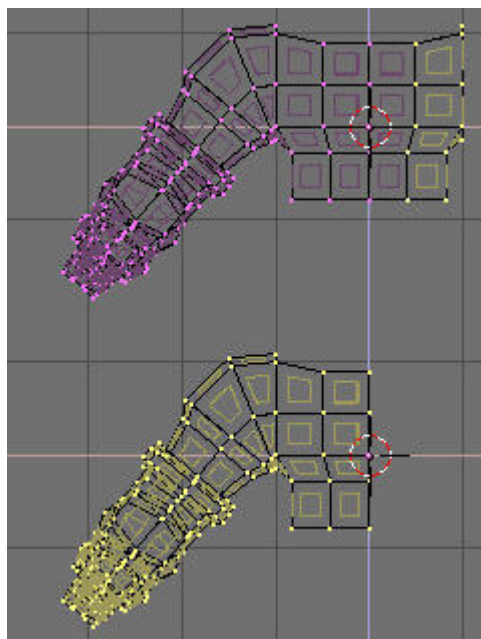


Here the fingers are  
placement of the 3D



In FRONT VIEW we  
more natural positio  
IKA Skeleton then a

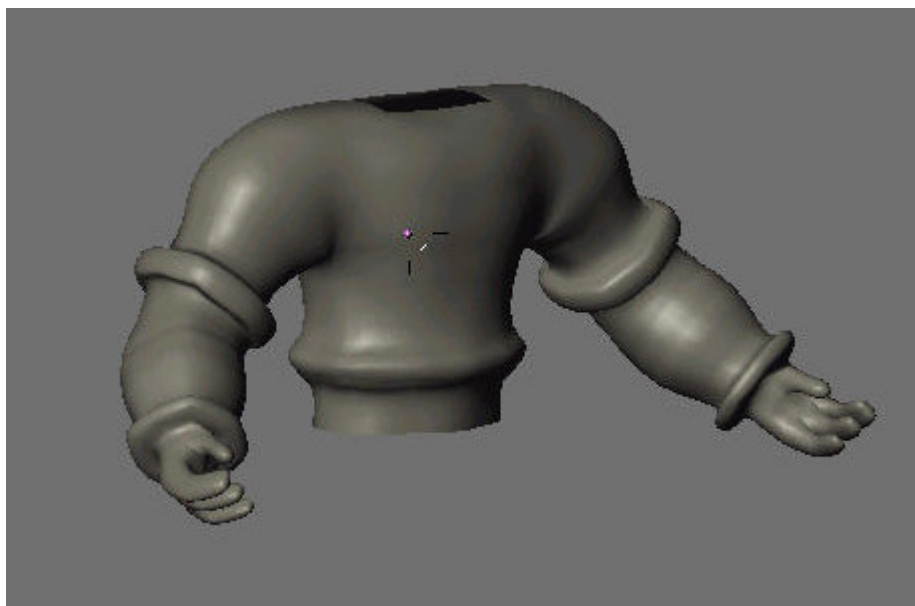
When satisfied dele  
so we are left with a



[TAB] out of edit mo  
with the following se

[SHIFT+D-KEY]-[S-|  
with [CTRL+J-KEY].

Here I have activate  
these techniques wc  
Smeshes. This is be  
of triangles and a v



The Legs and Head of the Robot are not quite done yet, but please check back soon tutorial.