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Forum

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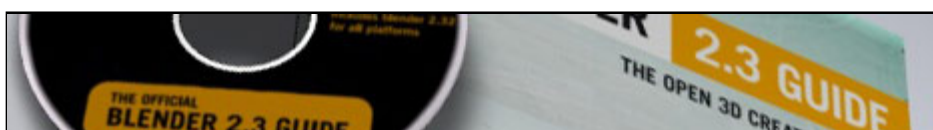
>>>Modelling Techniques and Strategies<<<

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Modron
Forum Monkey

Joined: 14 Aug 2003

Posts: 5469

Post subject:

Posted: Sat Feb 21, 2004 3:54 am

Roofoo, well, really, you can add details at any time,... In most cases, it's probably best not to do them straight away,...I suppose I could have roughed out the whole thing first and then started on the eyebrows,...I guess them early because I am impatient, and I like to see things starting to take shape early on,.....Also, you can use vertices to make details with by making extrusions as well as loop cuts, and also knife cuts. And, I'm glad this thread is useful.

Hey Timah, that is a cool lizard. Maybe some more lizards will show up, and we can make a reptile house for them.

modelling thread> <http://www.elysiun.com/forum/viewtopic.php?t=21382>

Basic UV mapping> <http://www.elysiun.com/forum/viewtopic.php?t=19378>

Making a tilable texture> <http://www.elysiun.com/forum/viewtopic.php?t=20402>

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TorQ
Forum Guru

Joined: 08 Jul 2002

Posts: 439

Post subject:

Posted: Sat Feb 21, 2004 4:06 am

roofoo,

The purpose of creating the poly loops is not about detail it's about when the model is animated it moves the skin and muscle move together. Creating the loops properly also affects the way the subdivision surface is rendered. Finally, modeling with good loops allow you to better utilize great tools like Loop Cut. Creating them in the right place from the beginning is much easier than going back and trying to redirect the flow of polys.

This link explains the idea in more detail:

<http://coldfusion.art.msstate.edu/camenisch/thehumanhead/modelingtheory.html>

Hope this helps.

TorQ

model?texture?animate?yeah,I do that.

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Modron
Forum Monkey

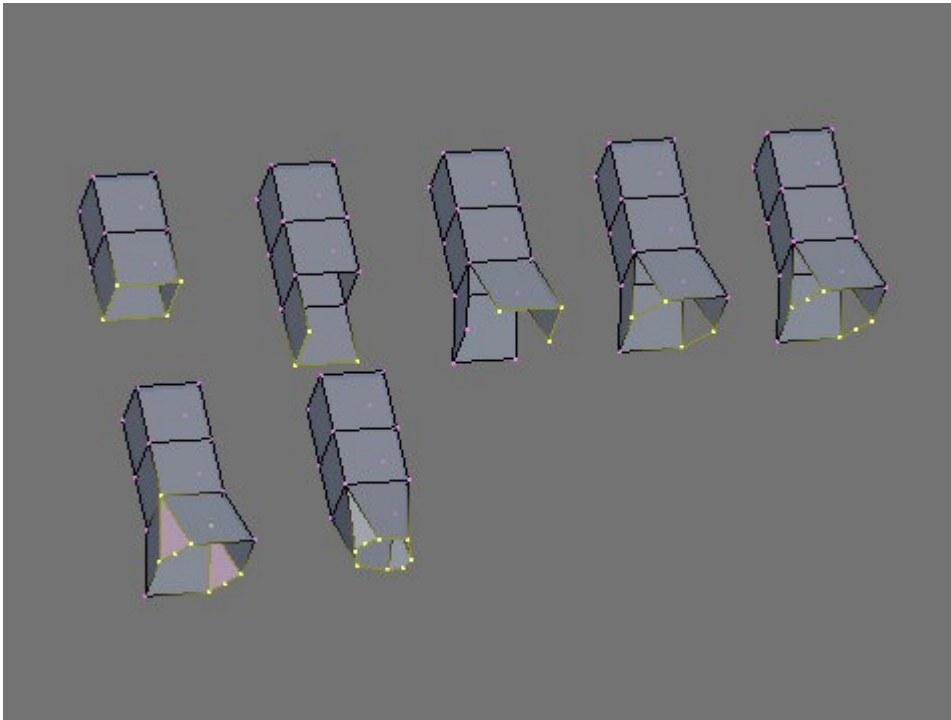
Joined: 14 Aug 2003

Posts: 5469

Post subject:

Posted: Sat Feb 21, 2004 5:55 pm

I made this diagram to show a way of increasing the number of vertices in an edge loop, without resorting (which should be avoided)



modelling thread> <http://www.elysiun.com/forum/viewtopic.php?t=21382>

Basic UV mapping> <http://www.elysiun.com/forum/viewtopic.php?t=19378>

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roofoo
Forum Groupie

Joined: 31 Jan 2004

Posts: 95

Post subject:

Posted: Sun Feb 22, 2004 4:03 am

TorQ wrote:

roofoo,

The pupose of creating the poly loops is not about detail its about when the model is animated it moves the real skin and muscle move together. Creating the loops properly also affects the way the subdivision surface when its rendered. Finally, modeling with good loops allow you to better utilize great tools like Loop Cut. Cre poly loops in the right place from the beginnning is much easier than going back and trying to redirect the fl polys later on.

This link explains the idea in more detail:

<http://coldfusion.art.msstate.edu/camenisch/thehumanhead/modelingtheory.html>

Hope this helps.

TorQ

Yeah, I understand now, thanks for the link! I never really thought much about the direction of edges before placement of the verts..but now I know what to do!

Modron wrote:

I made this diagram to show a way of increasing the number of vertices in an edge loop, without resorting to triangles. (which should be avoided)

So is it ok then to have a triangle with 4 vertices? because I notice that is what you have in your diagram.. question... 😊)

-Roofoo

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**Gabio**

Forum Monkey

Joined: 24 Nov 2003

Posts: 513

Post subject:

Posted: Sun Feb 22, 2004 5:10 am

Modron wrote:

I made this diagram to show a way of increasing the number of vertices in an edge loop, without resorting to triangles. (which should be avoided)

I'm scratching my head on this one modron. It's just not self explicative. Even more with the 4 triangles in

A blender work is never done, it's abandoned.

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**Modron**

Forum Monkey

Joined: 14 Aug 2003

Posts: 5469

Post subject:

Posted: Sun Feb 22, 2004 5:41 am

The thing is, if you are using subsurfs, triangles are just bad geometry. By triangle, I mean a face with only triangle "shape" is fine, as long as it has 4 vertices. The reasons one might want to add vertices to an edge. For example, If I am making an arm into a hand, I may need some extra geometry as I go,...so, anyway, clarify,...triangles are ok,...as long as they have more than 3 vertices. If you use them, tris are best reserved for regions that don't have to move around.

<edit> I'll put up an example of why triangles are bad, as soon as I finish modelling my WC entry.

modelling thread> <http://www.elysiun.com/forum/viewtopic.php?t=21382>

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**Modron**

Forum Monkey

Post subject:

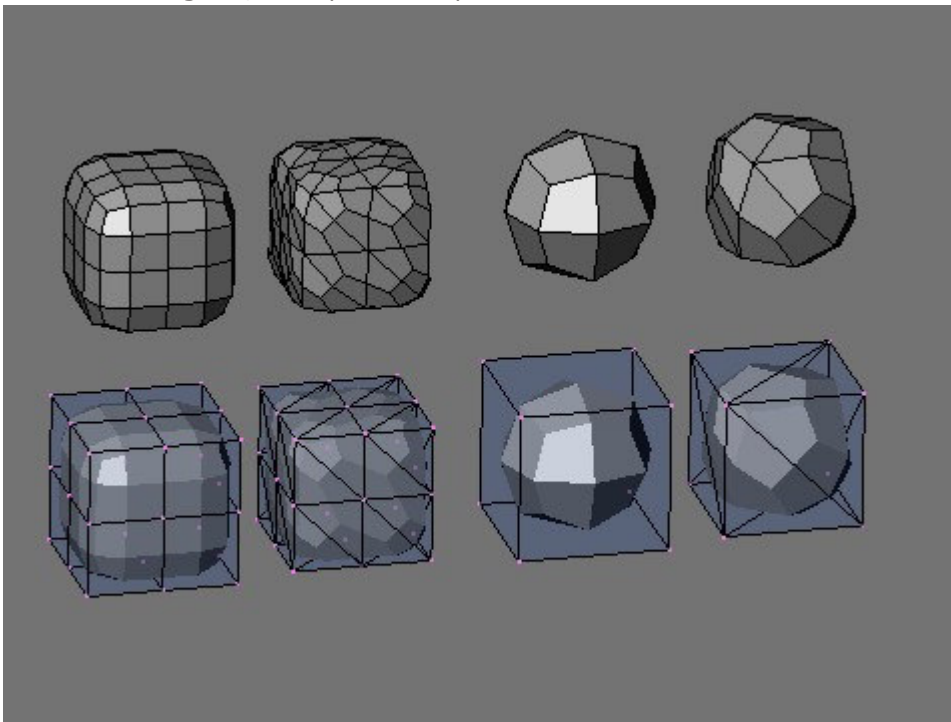
Posted: Sun Feb 22, 2004 9:02 am



Joined: 14 Aug 2003

Posts: 5460

Ok another diagram,...I hope this helps.



modelling thread> <http://www.elysiun.com/forum/viewtopic.php?t=21382>

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**thorwil**

Forum Guru

Joined: 16 Dec 2003

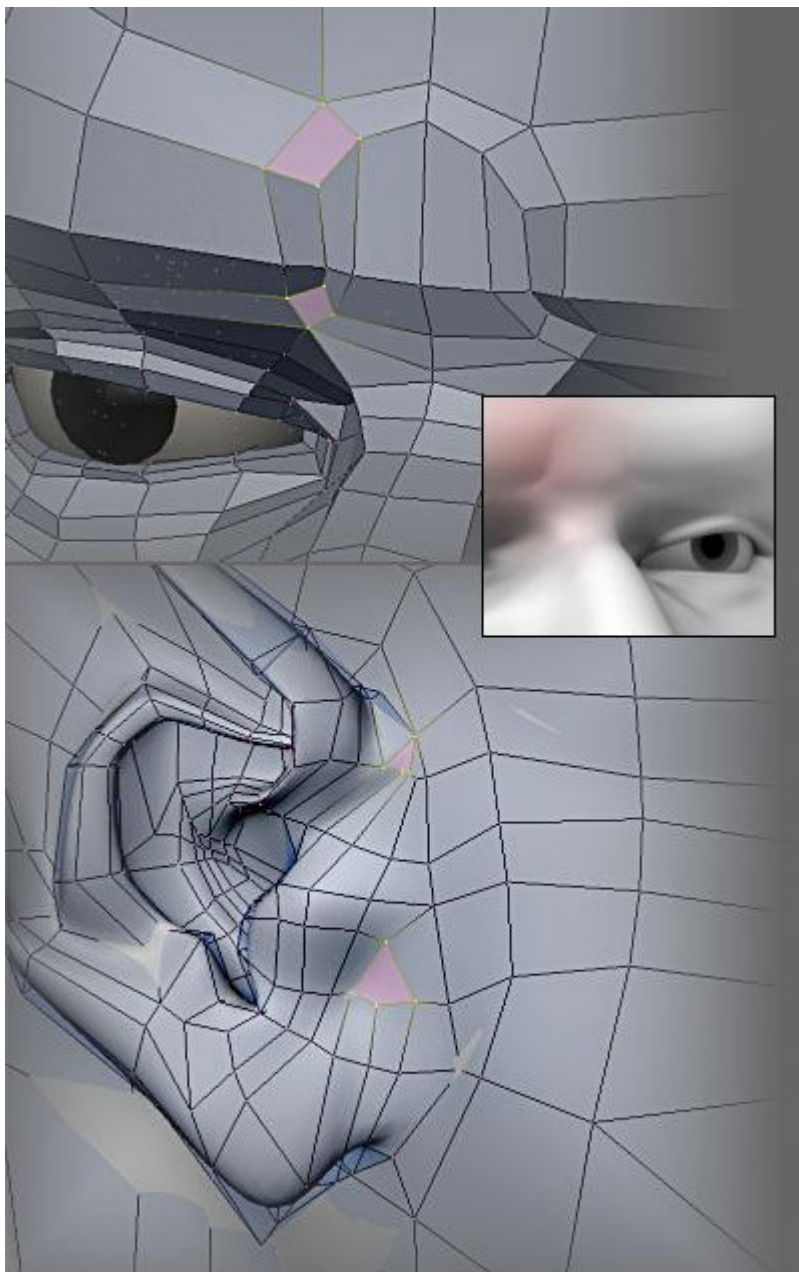
Posts: 248

Post subject: Posted: Sun Feb 22, 2004 10:58 am

That last image is especially interesting. And a great thread, thanks Modron for starting this!

With subdiv modeling one often could use a higher mesh resolution in certain areas, while additional polys troublesome to deal with elsewhere. Talking about localized detail.

These faces, that are turned in relation to surrounding faces are useful to to split up edges (or to join then other direction). They are sometimes refered to as diamond faces (when they come close to a triangular st



A 'real life' example. As you can see these turned/diamond faces are useful for modeling wrinkles, or to co resolution areas to the rest of the mesh. Just imagine, how the mesh would have to be without the selecte

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lukep

Forum Guru

Joined: 30 Nov 2003

Posts: 389

Post subject:

 Posted: Sun Feb 22, 2004 4:12 pm

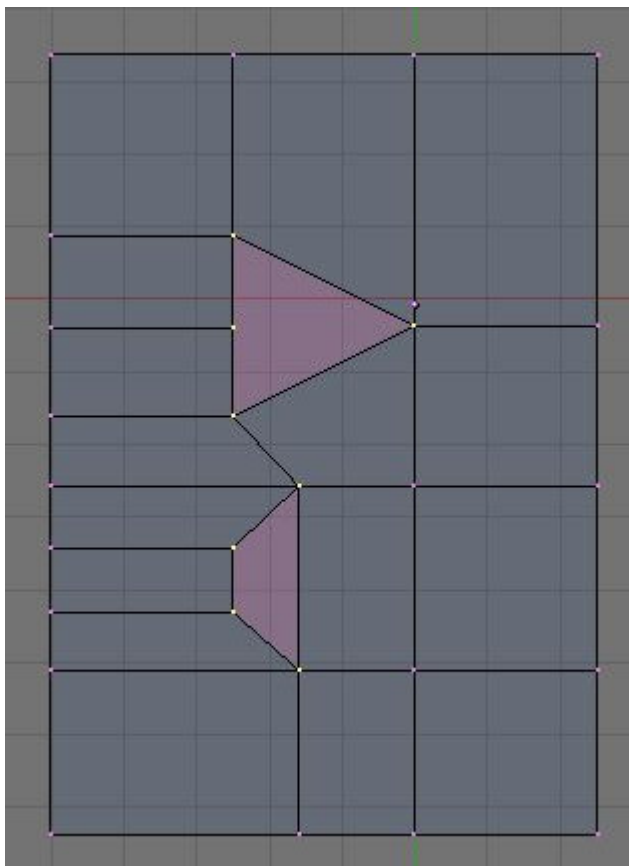
thorwil wrote:

That last image is especially interesting. And a great thread, thanks Modron for starting this!

These faces, that are turned in relation to sourounding faces are useful to to split up edges (or to join them from the other direction). They are sometimes refered to as diamond faces (when they come close to a triar shape).

Yes, thanks Modron.

You can add there is two main type of faces for adding detail. You presented the diamond, but the trapeze useful for connecting two mesh with different Level of detail without introducing any artifact as you an hav diamonds. both are illustrated below



Best however to interleave trapezes and normal quads

Lukep

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z3r0 d

Forum Monkey

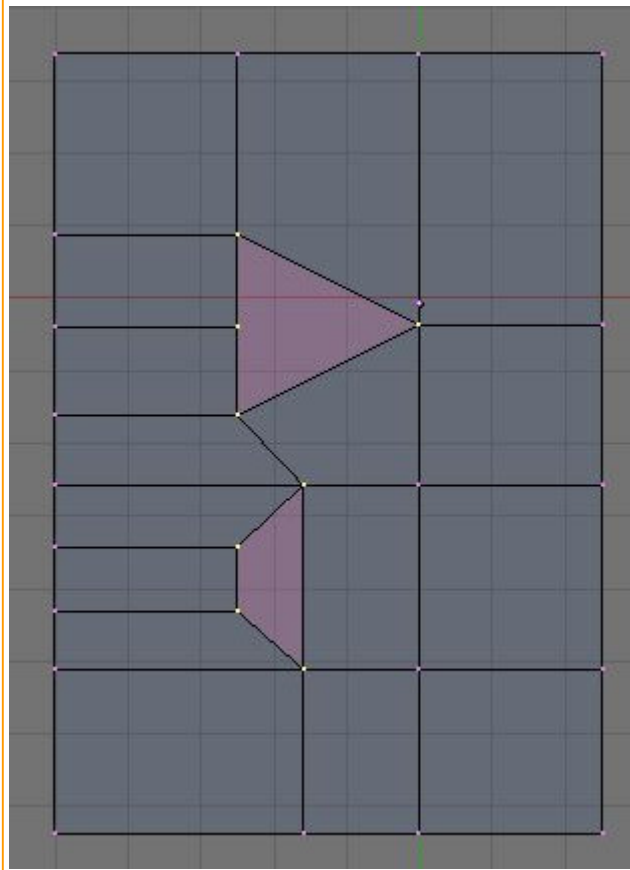
Joined: 24 May 2002

Posts: 2753

Post subject:

 Posted: Sun Feb 22, 2004 4:49 pm

lukep wrote:

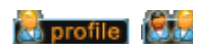


However a "trapeze" will be deformed a lot when sub surfed, and since uv mapping is done before the sub the uv texturing on the subsurfed object will be distorted there very much

it would be better to use a diamond there

If you can't learn to do it well, you should learn to enjoy doing it badly.
(Ashleigh's First Law)

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lukep
Forum Guru
Joined: 30 Nov 2003
Posts: 389

Post subject:

Posted: Sun Feb 22, 2004 5:25 pm

z3r0 d wrote:

However a "trapeze" will be deformed a lot when sub surfed, and since uv mapping is done before the sub the uv texturing on the subsurfed object will be distorted there very much

it would be better to use a diamond there

Both will deform a lot the subsurfed UV, but in my experience trapeze are more local than diamond. The la the surrounding quads even if inside, it's more managable.

In both cases, these deformations can also be corrected

Lukep

[Back to top](#)**Dracarys**

Forum Monkey

Joined: 23 Nov 2003

Posts: 693

Post subject:

Posted: Sun Feb 22, 2004 7:04 pm

woohoo! great lizard tut! now as soon as I get my school project done, I can do it! (after playing 5 hours of course)

No matter what, I ALWAYS agree with Dittohead 😊

Sticky the Text Adventure!!!

I apologize in advance for the stupidity I **WILL** commit.

<http://toxicengine.sourceforge.net/>

<http://www.freewebs.com/toxicx/> (exporter)

[Back to top](#)**blendjunkie**

Forum Newbie

Joined: 17 Feb 2004

Posts: 19

Post subject: Whooooooooha

Posted: Sun Feb 22, 2004 10:48 pm

TorQ, your Tut really did it.

Although i'm quite new to blender i'm doing modelling as a hobby for quite some time now but i never got results. Except with modeling logos and that sort of stuff.

After i figured out how easy blenders interface is (after i knew the keys 😊) and reading some tutorials like what came out after about 2 hours.

Blender and it's community is really amazing.

Carry on guys..... 😊

Best regards

[Back to top](#)**Gabio**

Forum Monkey

Joined: 24 Nov 2003

Posts: 513

Post subject:

Posted: Mon Feb 23, 2004 5:06 pm

Modron wrote:

The thing is, if you are using subsurfs, triangles are just bad geometry. By triangle, I mean a face with only vertices. A triangle "shape" is fine, as long as it has 4 vertices. The reasons one might want to add vertices to a loop are many. For example, If I am making an arm into a hand, I may need some extra geometry as I go, anyway, to clarify,...triangles are ok,...as long as they have more than 3 vertices. If you use them, tris are reserved for isolated regions that don't have to move around.

<edit> I'll put up an example of why triangles are bad, as soon as i finish modelling my WC entry.

Damn! i'm hitting my head now. Sorry i didn't see the vertex in the middle.

Well well, you'll have to put all this thread in a clean text after that, cause it's what most ppl here are mis

technic. And such information could be in the next book. a "deep in" info on loop technic. See i didn't know trapez or diamond, i didn't used loop at all! this has to be corrected now!

A blender work is never done, it's abandoned.

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Modron

Forum Monkey

Joined: 14 Aug 2003

Posts: 5469

Post subject:

Posted: Mon Feb 23, 2004 9:41 pm

blendjunkie your lizard looks great,...that's a good scale texture, where did you get it?
Gabio, that's ok, i should have put up a slightly better diagram anyway,.. 😊

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Basic UV mapping> <http://www.elysiun.com/forum/viewtopic.php?t=19378>

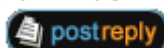
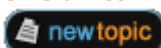
Making a tilable texture> <http://www.elysiun.com/forum/viewtopic.php?t=20402>

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