



[home](#)
[news](#)
[specials](#)
[tutorials](#)
[galleries](#)
[forum](#)
[chatbox](#)
[support](#)

Forum

: private messages :

>>>Modelling Techniques and Strategies<<<

[new topic](#)
[post reply](#)

[eLYsiun.com Forum Index](#) -> [Blender General](#)

Goto page [Previous](#) [1](#), [2](#), [3](#), [4](#),

[View previous topic :: V](#)



drago451

Forum Groupie

Joined: 27 Jun 2002

Posts: 75

i did u'r lizard tutorials thanks a lot, i've used blender for quite a while, and i didn't now about ctrl-R till i re time i found out 😊

heres what i am working on

<http://www.elysiun.com/forum/viewtopic.php?p=220575#220575>

[Back to top](#)



Timothy_L

Forum Guru

Joined: 27 Mar 2004

Posts: 122

Post subject: lizard

Posted: Wed Apr 21, 2004 5:23 pm

Post subject:

Posted: Fri Apr 23, 2004 4:42 pm

Modron wrote:

You can use these same techniques to make a human, but if you want a tut on making a human head, Torq nice one,...I think it's in news and chat. Also, I plan on eventually putting a piece in here on making a toon.

<http://www.elysiun.com/forum/viewtopic.php?t=21066&postdays=0&postorder=asc&highlight=torq&start:>

A great tutorial indeed 😊.

I see that no one has been mentioning the 'outline' technique for character modelling yet, does nobody ha this technique online?

Otherwise there's one in the Tutorial guide 2, but I don't believe they sell it anymore in the shop 😊.

[Back to top](#)



Modron

Forum Monkey

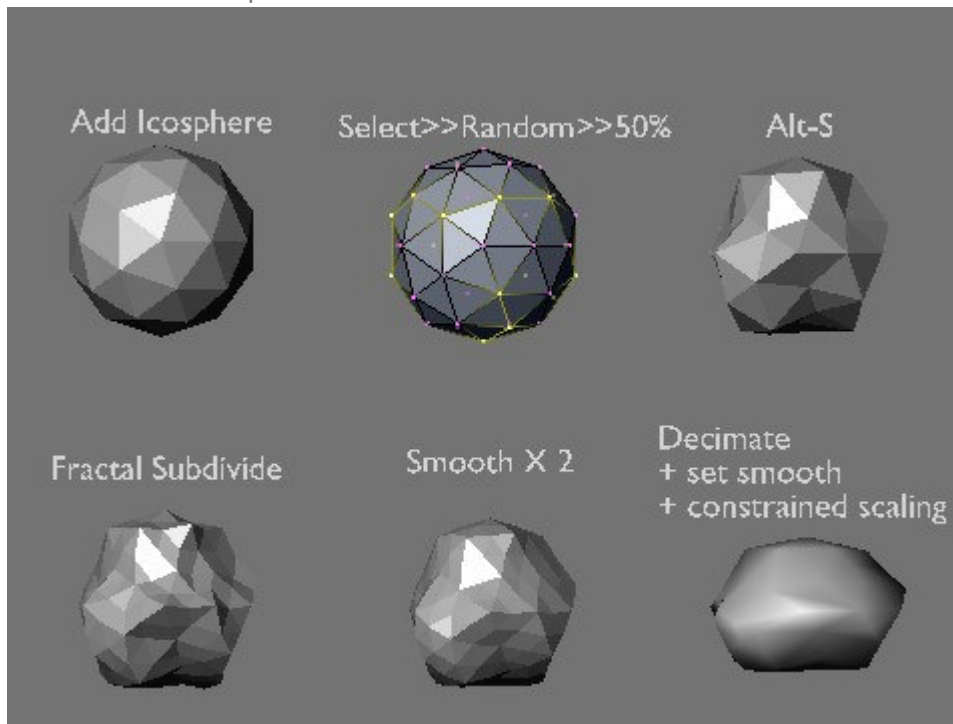
Joined: 14 Aug 2003

Posts: 5470

Post subject:

Posted: Mon May 03, 2004 8:26 pm

Hi guys i am glad you like the lizard tut,...here is a somewhat simpler one on how to make a rock. I know, exciting stuff. hehe. I will make more stuff though so don't worry,...i think I may do one on making a toon here is a rock. I suspect someone will find it informative.



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

Back to top



Modron

Forum Monkey

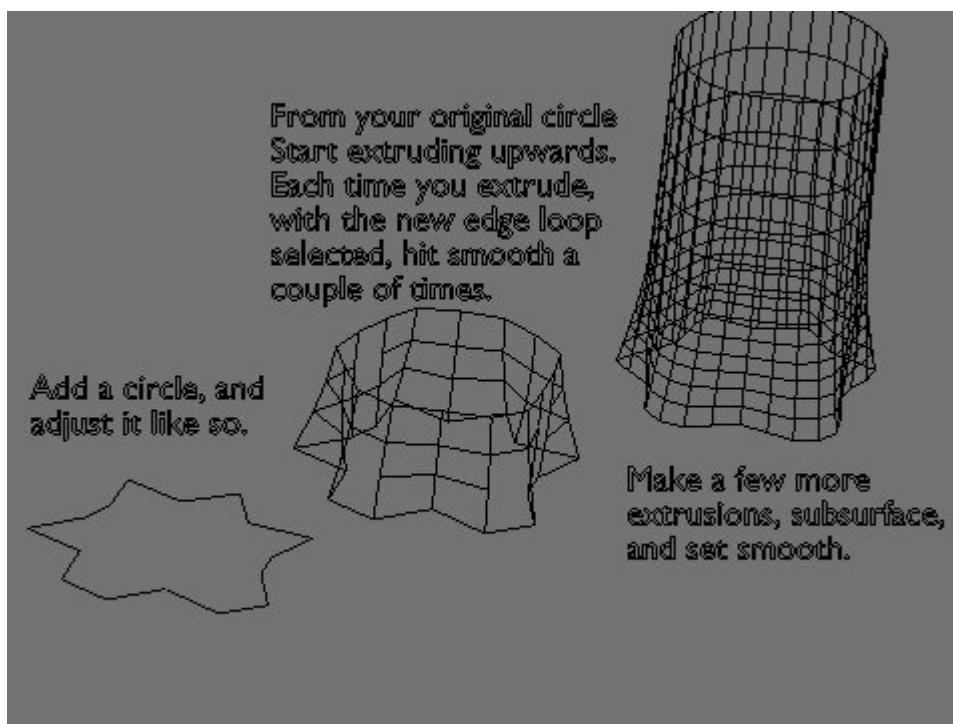
Joined: 14 Aug 2003

Posts: 5470

Post subject:

 Posted: Mon May 03, 2004 8:40 pm

Here's another on making a tree trunk.



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>

Back to top



brucebertra

Forum Newbie

Joined: 14 Mar 2004

Posts: 9

Post subject:

Posted: Tue May 04, 2004 3:34 pm

TorQ wrote:

Step 1) Make a box and create a mirrored instance. Delete the faces that touch between the two boxes.

Still a bit of a noob. This is a stupid question with (probably) an obvious answer, but what do you mean by instance"? Do you mean (Object Mode) Shift+D, Ctl+M 1, and then align properly, join, and delete connect

-OR-

Should they not be joined and be linked duplicates (so that geometry changes of one effect the other? This efficient than editing each half of the face separately, but then, why not create the mirror after the modelin

Other than that, this thread is going to help me a lot. Until now I've been avoiding quads (I don't know mu modeling and triangles just seem more simple) and have only had luck with mechanical modeling (as oppo

Back to top



halfgaar

Forum Guru

Joined: 20 Oct 2002

Post subject:

Posted: Tue May 04, 2004 8:44 pm



Posts: 198

Quote:

Still a bit of a noob. This is a stupid question with (probably) an obvious answer, but what do you mean by a "mirrored instance"? Do you mean (Object Mode) Shift+D, Ctrl+M 1, and then align properly, join, and delete connecting face?

-OR-

Should they not be joined and be linked duplicates (so that geometry changes of one effect the other? This is more efficient than editing each half of the face separately, but then, why not create the mirror after the mesh is done?

Duplicate in object-mode. s, tabkey (or twice, three times, depending on view), -1, enter. You resized it -1 (or 0.5). Disable doublesided faces in editbuttons. When object is done, do what you said, but I think you mean edit mesh. At least, you should 😊

Quote:

Other than that, this thread is going to help me a lot. Until now I've been avoiding quads (I don't know much about modeling and triangles just seem more simple) and have only had luck with mechanical modeling (as opposed to organic).

Tri's are evil when sub-surfacing (and perhaps even in non-subsurf, anyone?). Sticking with quads gives smoother results even in mechanical modelling.

[Back to top](#)

**theeth**

Administrator

Joined: 18 Oct 2001

Posts: 6860

Post subject:

Posted: Wed May 05, 2004 1:10 pm

Just a small note saying that S, X -1, Enter is pretty much useless since 2.33. Use the Object mode mirror instead (Ctrl-M).

Martin

Life is what happens to you when you're busy making other plans.

- John Lennon

[Back to top](#)

**halfgaar**

Forum Guru

Joined: 20 Oct 2002

Posts: 198

Post subject:

Posted: Wed May 05, 2004 5:00 pm

theeth wrote:

Just a small note saying that S, X -1, Enter is pretty much useless since 2.33. Use the Object mode mirror instead (Ctrl-M).

Martin

Oh, I didn't know that. Thanks 😊

[Back to top](#)**fakeplastic**
Forum GroupieJoined: 26 Mar 2004
Posts: 55**Post subject:**

Posted: Thu May 06, 2004 9:52 pm

Timothy_L wrote:

I see that no one has been mentioning the 'outline' technique for character modelling yet, does nobody have tutorial for this technique online?
Otherwise there's one in the Tutorial guide 2, but I don't believe they sell it anymore in the shop 😊 .

Just to repeat the above question...Does anyone know where to find a tutorial on the outline modelling technique looked, but now found one. Maybe it's because I don't know what it is.

Can anybody give a brief description of it please?

Thanks

"Oh, I wish I wish I never killed that fish..."

[Back to top](#)**Modron**
Forum MonkeyJoined: 14 Aug 2003
Posts: 5470**Post subject:**

Posted: Thu May 06, 2004 11:53 pm

The outline technique is when you put a picture in your 3D window as a background image, (view menu) with vertices, to get a 'slice'. You then connect the slices and fill them with faces.

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>

[Back to top](#)**Modron**
Forum MonkeyJoined: 14 Aug 2003
Posts: 5470**Post subject:**

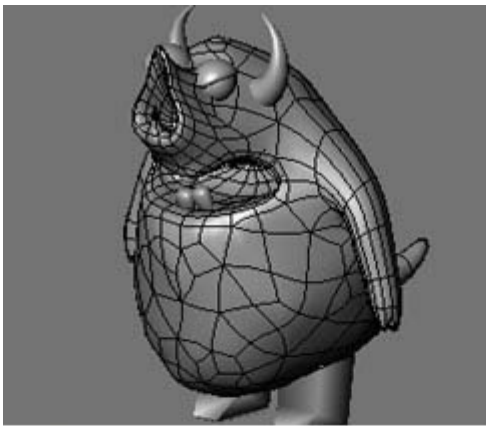
Posted: Wed May 19, 2004 4:06 am

Here's a different way to use the outline technique,...

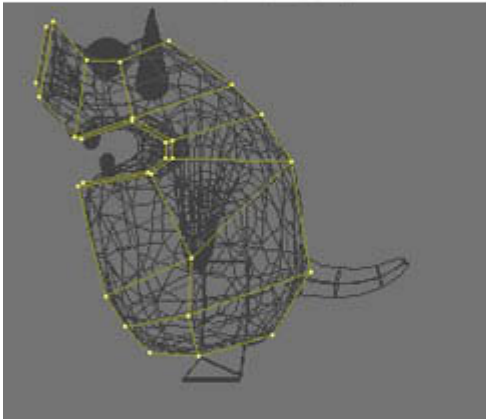
A) The first model I made using slash and dash techniques like metaballs and the decimator, then used alt the metaballs to mesh, made a bunch of knife cuts, decimated again,...basically not the most sound model technique,...but hey, that's ok!

B) Now having satisfied myself with the general shape of the thing, I create a new scene and go to it, and Then I go to the little arrows button on the far left of the render buttons, and click it to link to my original : hey what do you know, I now have a great 3D blueprint to work off of. I extrude out my basic shape and s

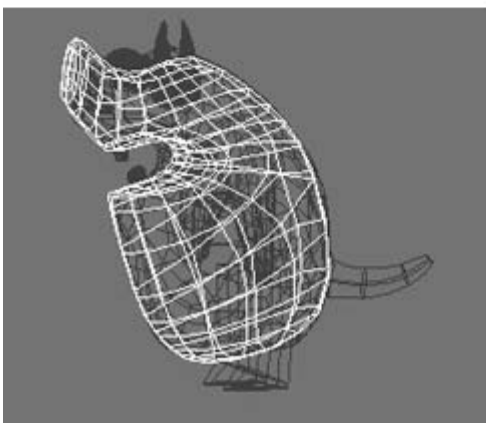
C) Ok with the result, I convert to mesh (alt-C), and I'm off to a good start. I will continue to use the original template until he is done.



A



B



C

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

Back to top



I



Razoul
Forum Groupie

Joined: 23 Apr 2004

Posts: 56

Post subject:

 Posted: Wed May 19, 2004 1:42 pm

OK hello people

I am making a anime style character for a project at school. i am desperatly in need of some help!!! I can Human bodies or characture ones for that matter. i am trying to avoid the makehuman script as the teacher we use it we need like 20 people in the scene and that is gonna make my comp chug like there is no tomorrow anything else for that matter) is there any one out there that is willing to make a mini tut for a low poly anime

character for me i need help :(😞 😞

Thanx if n e one has the time for this

couldd you post it here or alt send an email to Razoul_666@hotmail.com

Caio Razoul

In every evil there is some good

In every good there is some evil

=====

if a picture is worth a thousand words ...

... and the pen is mightier than the sword...

... how dangerous can a fax be??

Back to top



|



arangel

Forum Monkey

Joined: 05 Sep 2003

Posts: 660

Post subject:

 Posted: Wed May 19, 2004 2:34 pm

Check out Oto ´s Stella tutorial at

<http://otothecleaner.free.fr/tutorials/Toon/toon1/StellaToon1.html>



Alexandre Rangel

Multimedia Designer

<http://www.3Dzine.com.br>

Back to top



profile



|



Modron

Forum Monkey

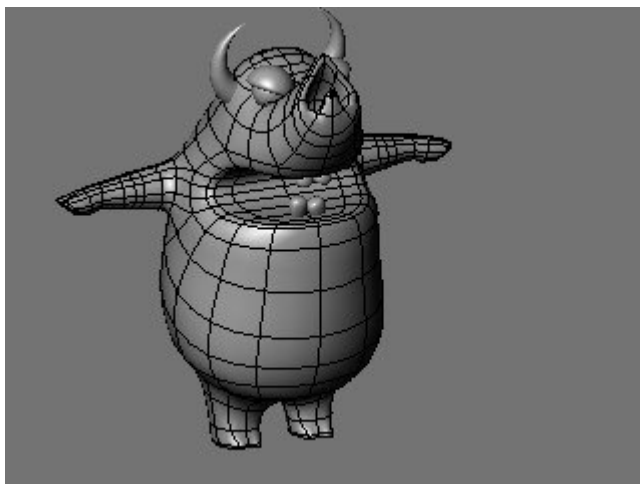
Joined: 14 Aug 2003

Posts: 5470

Post subject:

 Posted: Wed May 19, 2004 8:48 pm

Stella is one of the best tuts around imo. In case anyone was wondering how the troll came out:



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

[Back to top](#)



Bitf

Forum Newbie

Joined: 14 May 2004

Posts: 4

Hi all.

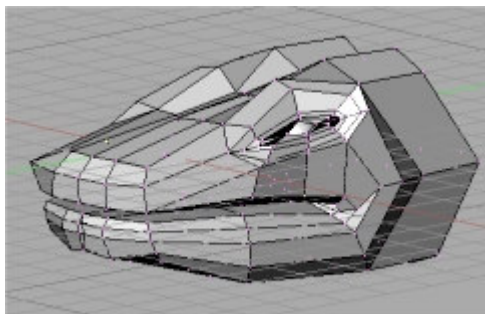
After some experience with Bryce, old versions of Blender and Cinema 4D, I recently installed the latest version (2.33a) and just received by mail the new manual.

So, I am not completely new to 3D, but definitely need to improve my modelling skills.

I then found this very interesting thread, and tried to follow the wonderful lizard tutorial by TorQ. I obtained interesting results (for me at least :-)), but I have a problem with just the latest step (the 17th). The attached show my best result so far, but I have not well understood how to obtain the final smooth result. I tried with and Autosmooth functions, but the results were not good. Could you please give me some advice about the smoothing strategies to refine polygonal models?

Thanks in advance.

Bitf



[Back to top](#)



Display posts from previous:

[eYsiun.com Forum Index](#) -> [Blender General](#)

Goto page [Previous](#) [1](#), [2](#), [3](#), [4](#)



[Watch this topic for replies](#)

Jump to:

You **can** post new
You **can** reply to
You **can** edit your
You **can** delete your
You **can** vote in

Powered by [phpBB](#) 2.0.2 © 2001, 2002 phpBB Group

©2001-2003 by eLYsiun
