

Project Based Tutorials - Human Modeling: Meissie

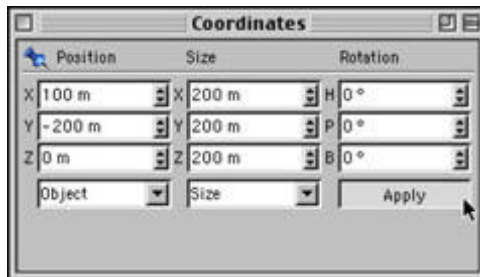
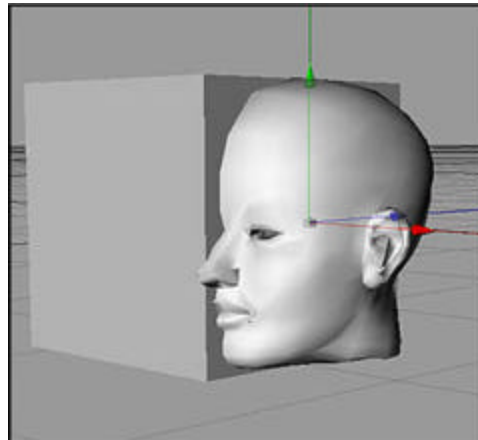
**Human Modeling: Meissie:
Preparing the Modeling of
the Body**

Works with:
XL

Requires:
Version 6+

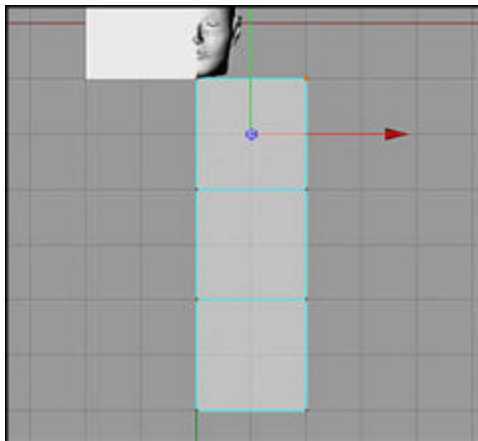
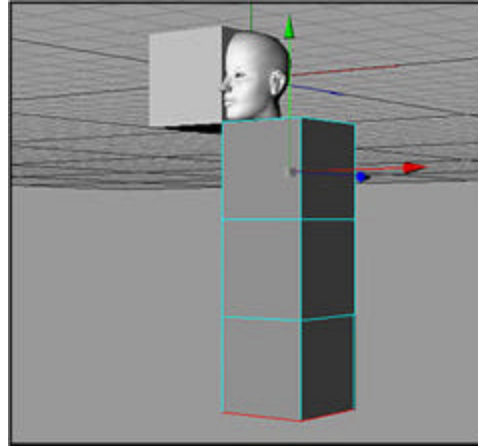
In this part of the tutorial you will make sure you work with the same size head before continuing with the body and add a 'bodyguide' to make modeling a bit easier.

Step 1: Open your Head file and save it as 'body'. Since you will use the head as a starting point to add the body it's important that you start off with a head that is the same size as in this tutorial. Create a Cube (Objects=>Primitive=>Cube) and in the Coordinates Manager offset it -100m on the X axis. With the Hyper NURBS Object of your head selected, switch to the Model Tool (Tools=>Model). Select the Scale Tool (Tools=>Scale) and scale your head up or down until it is the same height as the Cube shown.



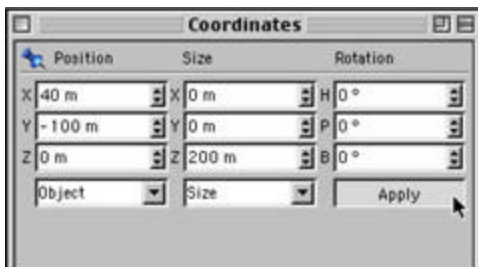
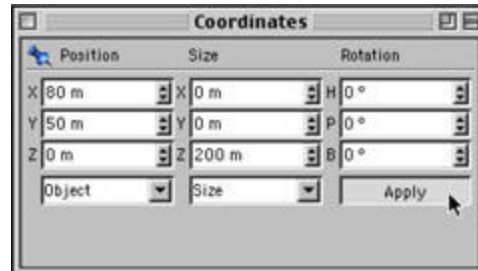
Step 2: Next duplicate the Cube and make it editable (Structure=>Make Editable). Rename it 'guide' in the Object Manager. Set its Position to X=100m, Y=-200m, Z=0m.

Step 3: In Polygons mode select the bottom polygon and use the Extrude Tool (Structure=>Extrude) to extrude it two times with a 200m Offset value in the Active Tool Manager.

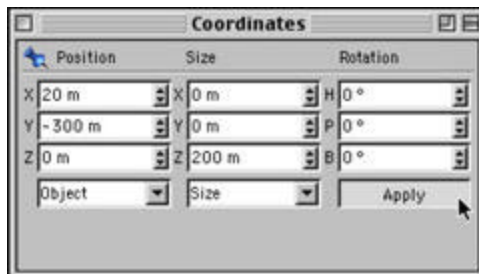
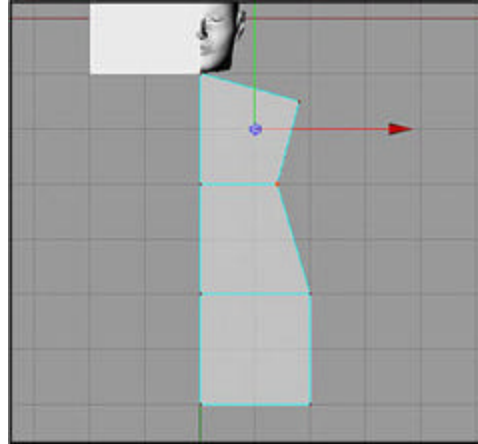


Step 4: Switch to the Front View (F4) and in Points mode select the right corner points as shown with the Rectangle Selection Tool (Selection=>Rectangle Selection). Make sure 'Only Select Visible Elements' is disabled in the Active Tool Manager.

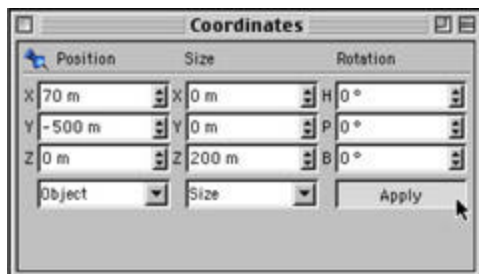
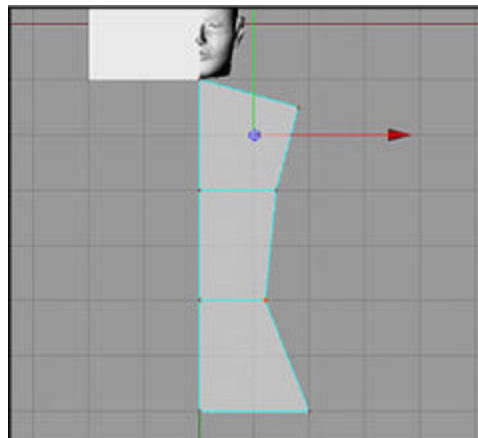
Step 5: Set the Position of the two selected points in the Coordinates Manager to X=80m and Y=50m.



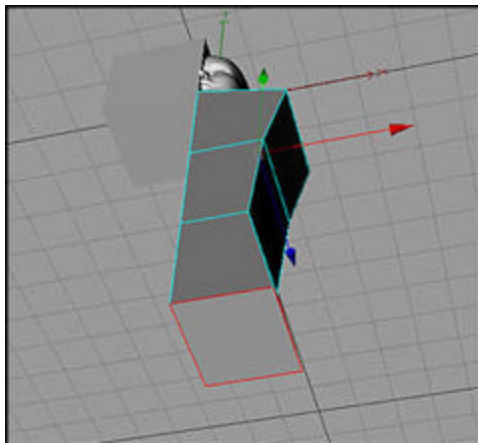
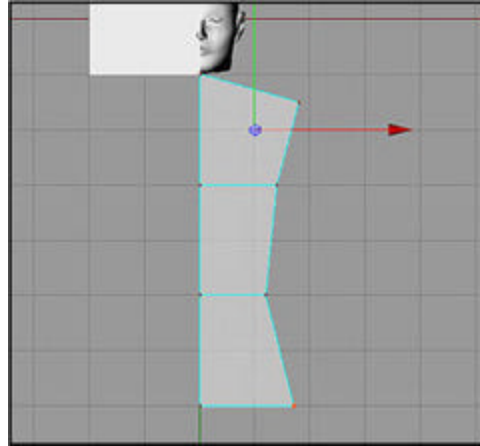
Step 6: Select the next two points on the right (second row) and change their X Position to X=40m.



Step 7: Move on to the next two points on the right side (third row) and change their X Position to X=20m.

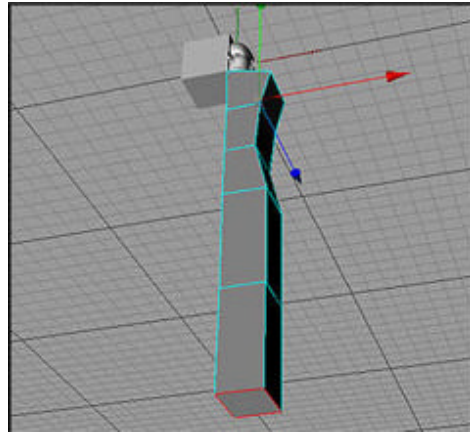


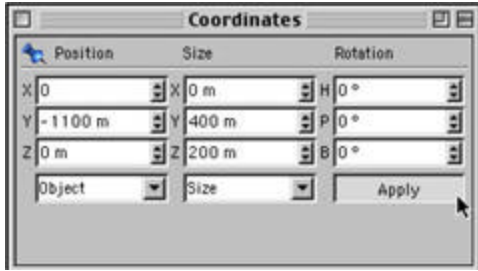
Step 8: Finally for the two bottom points on the right enter X=70m for their Position.



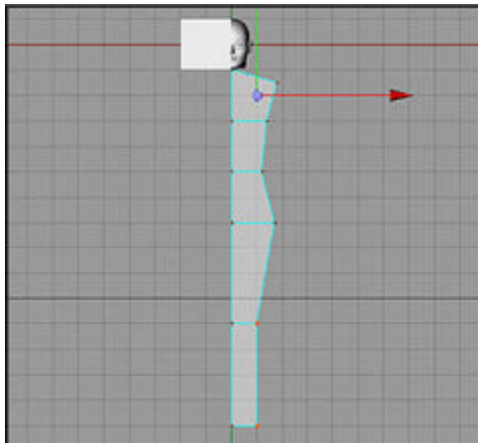
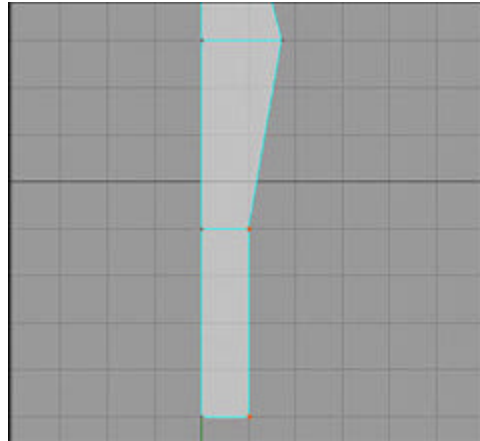
Step 9: In the Perspective View (F1) switch to the Polygons Tool (Tools=>Polygons) and select the bottom polygon.

Step 10: Extrude (Structure=>Extrude) the polygon two times with an Offset of 400m in the Active Tool Manager.



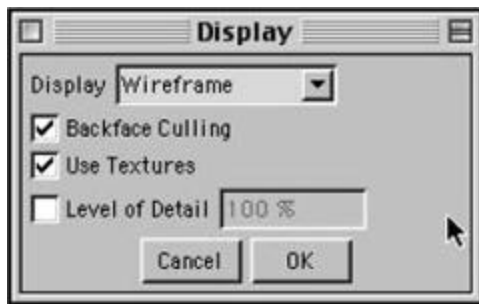
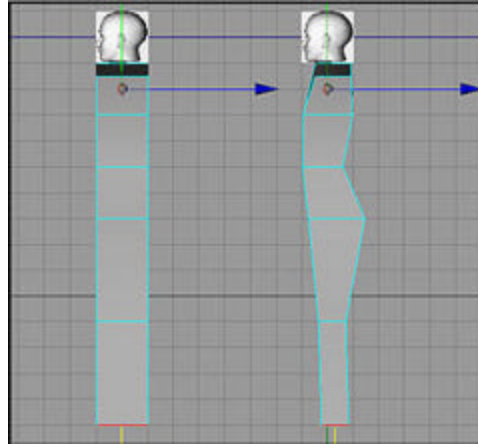


Step 11: Next select the last two sets of points in Points mode and change their X Position to X=0m.



Step 12: In the Front View (F4) your 'bodyguide' should look similar to the one shown.

Step 13: Switch to the Right View (F3) and give 'bodyguide' the same profile as the one shown here by using the Rectangle Selection/Move Tools combination to manipulate the points in Points mode.



Step 14: The only reason you have built this cage is to prevent you from getting lost in space when you start modeling the body. It's not meant to be a rigid rule to get the proportions right. Finally give the 'bodyguide' a Wireframe Display Tag by going to File=>New Tag=>Display Tag in the Object Manager.

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