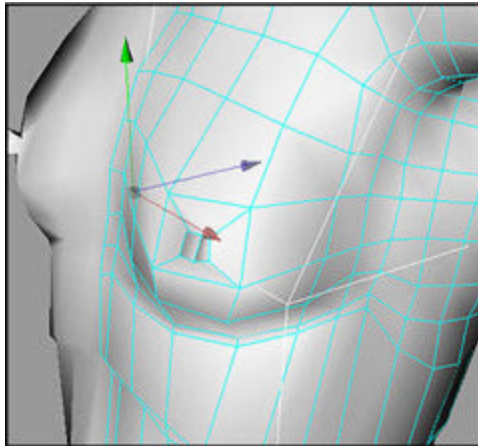
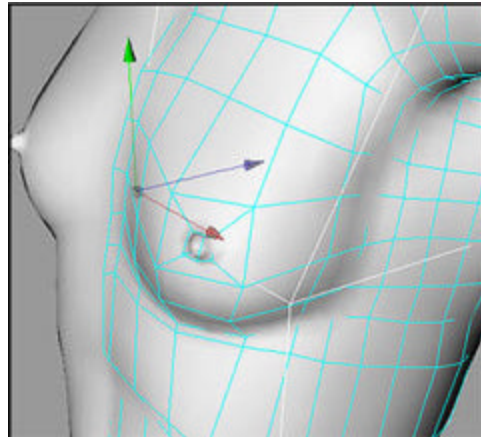

Project Based Tutorials - Human Modeling: Meissie

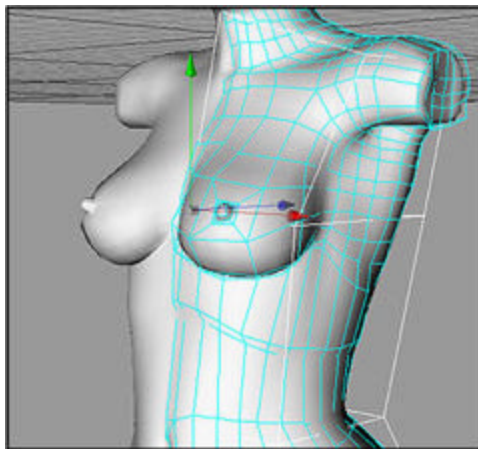
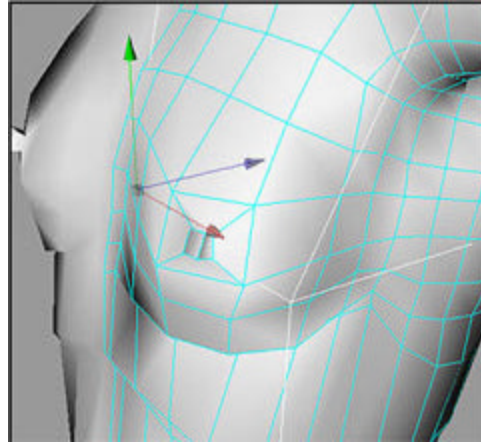
**Human Modeling: Meissie:
Body Adjustments****Works with:**
XL**Requires:**
Version 6+

Step 1: Those small breasts may be fine for you, but here's how you would go about creating larger ones.



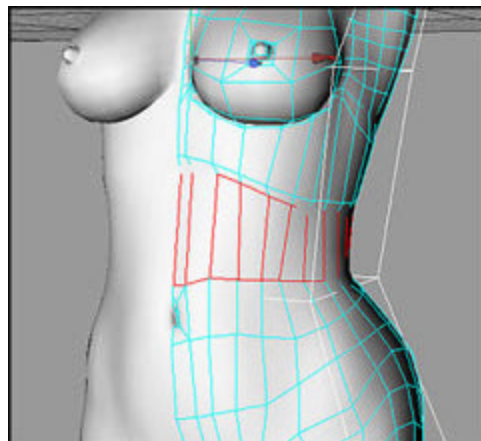
Step 2: First off, model the edge between the breast and chest more around the curve of her breast.

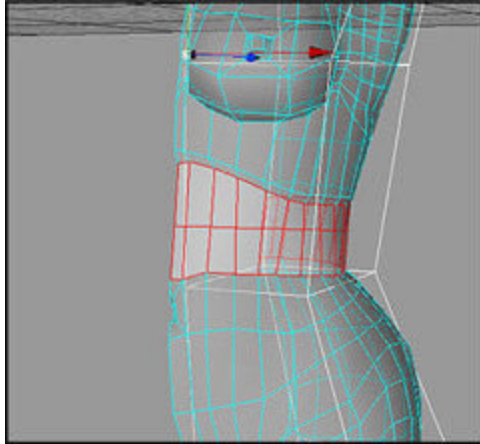
Step 3: Next drag the lower edge of her breast over the breast/chest edge for a nice crease.



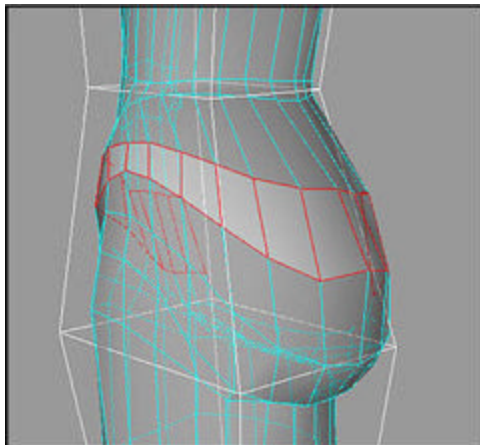
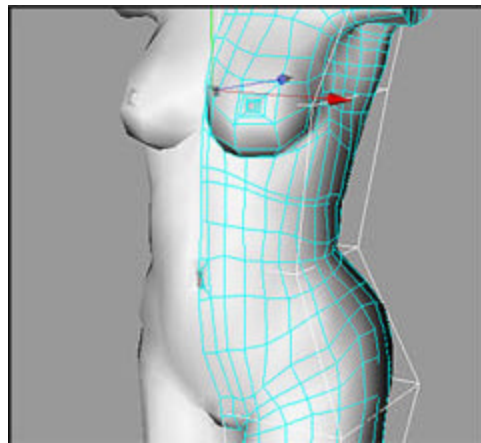
Step 4: Adjust the rest of the breast polygons. Done.

Step 5: Looking for some more meat around the waist? This is how it's achieved. Select the waist polygons all around and with the Knife Tool (Structure=>Knife), cut the selected polygons in two.



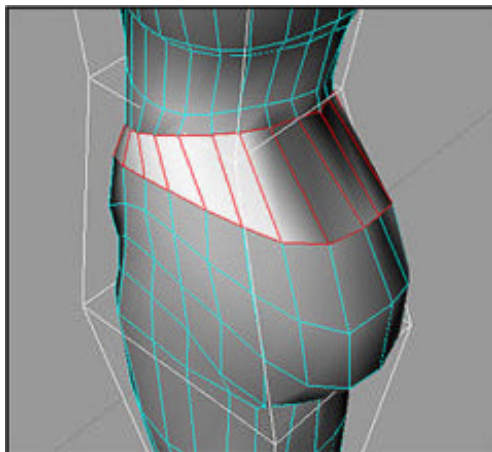
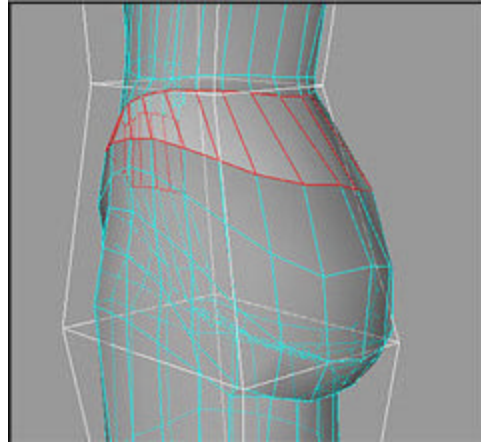


Step 6: Now it's just a matter of dragging the newly created edge a bit to her left. Don't forget to give the ribs, belly and hips some more flesh as well.



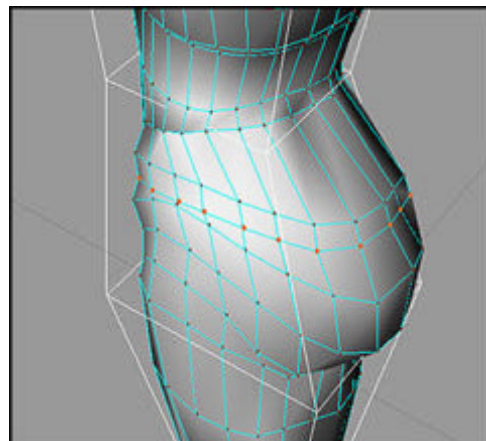
Step 7: Here's a way of creating more polygons to control the rear area. Split the row of polygons as shown since that's the height of the crease in the butt. In Points mode select the upper edge of points of those polygons.

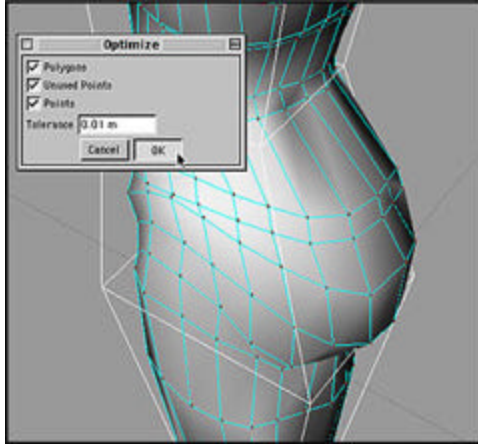
Step 8: Keep them selected and switch to the Polygons Tool again. Select the polygons one row up.



Step 9: Activate the Extrude or Extrude Inner Tool and in the Active Tool Manager set the Offset to 0m and click Apply.

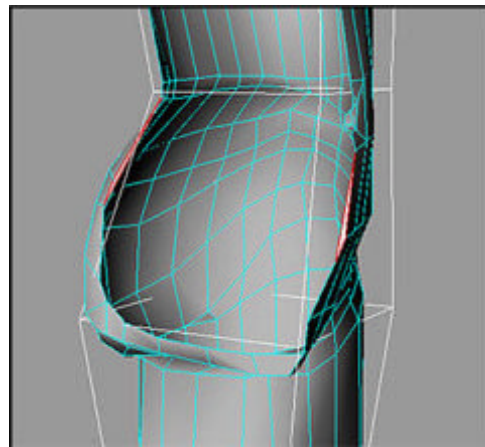
Step 10: Switch back to the Points Tool and drag the still selected points into place.





Step 11: Deselect all points and run the Optimize command (Structure=>Optimize). All double points are now welded into single points again.

Step 12: In Polygons mode select the two triangles that were created during the extrusion and delete them. Move the polygons around a bit more evenly in this area and you're done.



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