Support   **CINEMA 4D**

Project Based Tutorials - Human Modeling: Meissie

| **Human Modeling: Meissie:**	**Works with:**	**Requires:**
Modeling The Fingertips	XL	Version 6+

This part of the tutorial will help to explain how the fingernails are modeled on the fingertips. It assumes you already have built your basic finger with the help of the "Modeling the Hand" tutorial, that is, before the finger was rounded. The hand was built with the nails facing downward, that's why the axis is upside down.

**Step 1:** Select the polygons on top of your finger as shown.
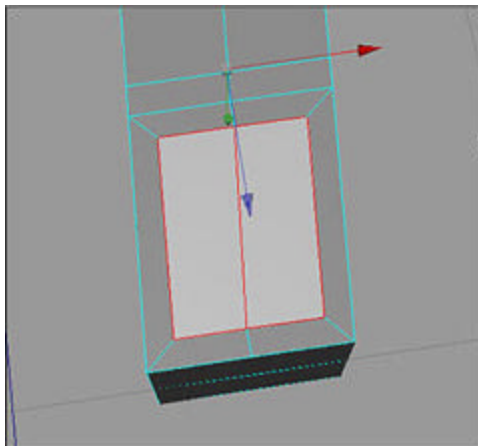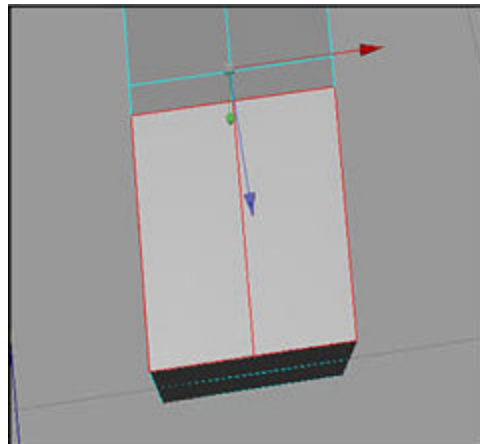
Step 2: Activate the Extrude Inner Tool (Structure=>Extrude Inner) and extrude the selected polygons a bit inward.

Step 3: The edges of these polygons will determine the shape of your nail later on. Next select the Extrude Tool (Structure=>Extrude) and perform an inward extrusion. This will become your nail bed.
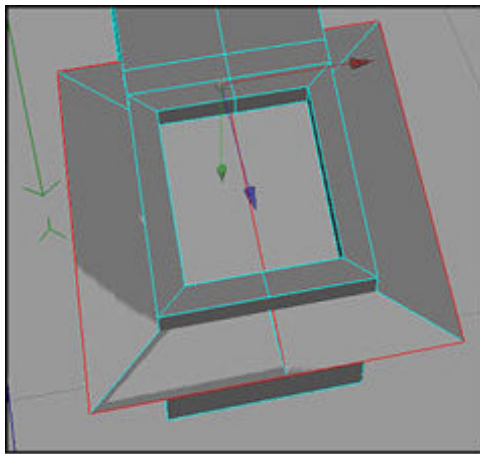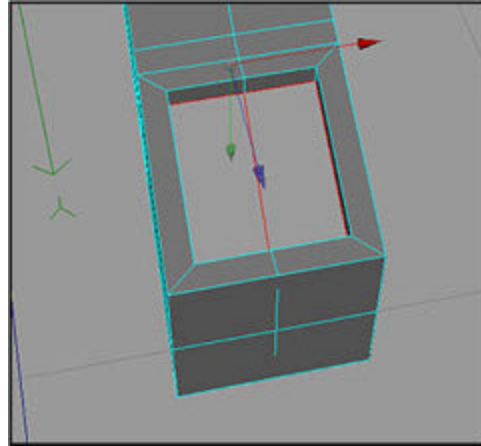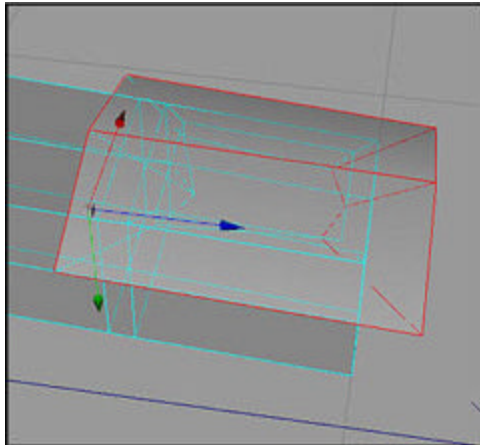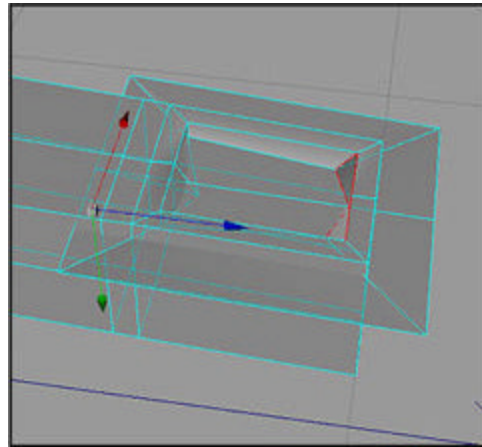
Step 4: Select the Extrude Inner Tool once more and perform an outward extrusion. As you would expect this now becomes your nail.

Step 5: Next drag the middle point of the top edge of your finger bed a bit in the +Z and in the +Y direction.
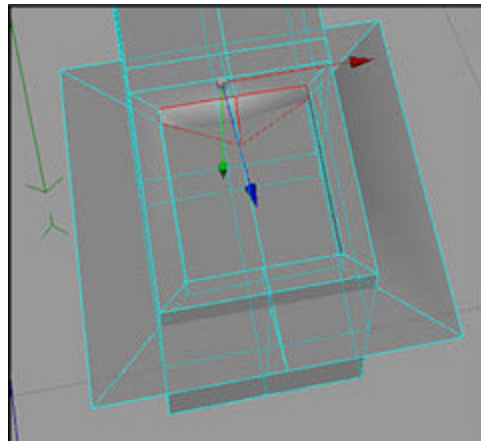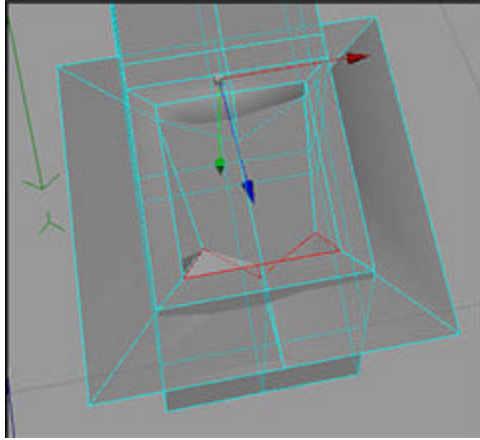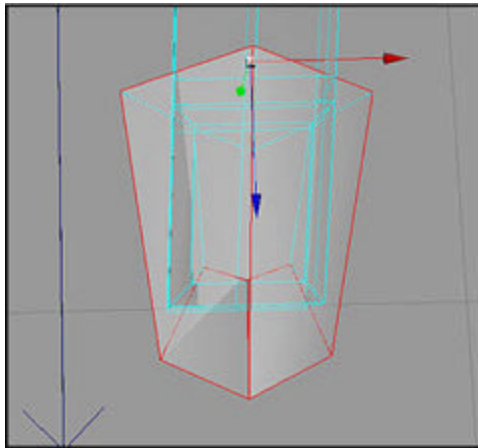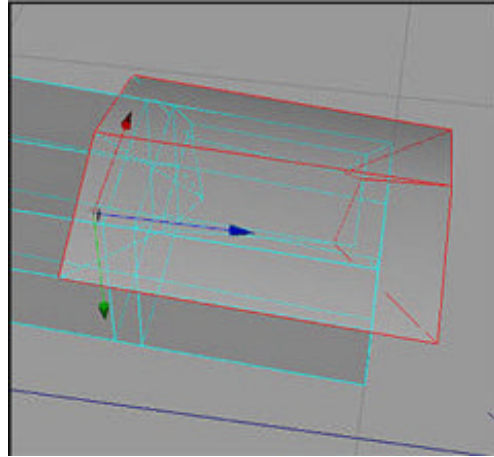
**Step 6:** Next drag the corner points of the bed edge on the opposite side a bit inward and in the +Y direction.
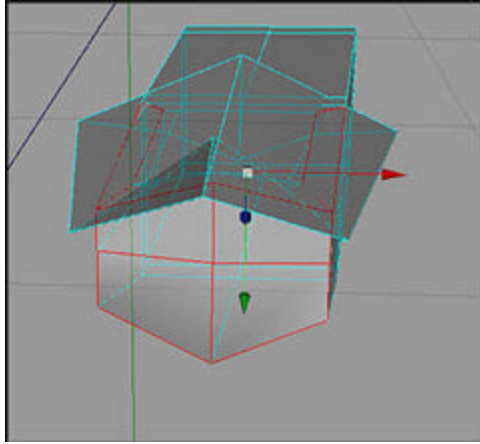

Step 7: Next drag the midpoints of the nail upwards (-Y).

Step 8: The last picture looks similar to this picture but it isn't. You will find that the front midpoint of the nail bed was dragged in the -Y direction (or upward).
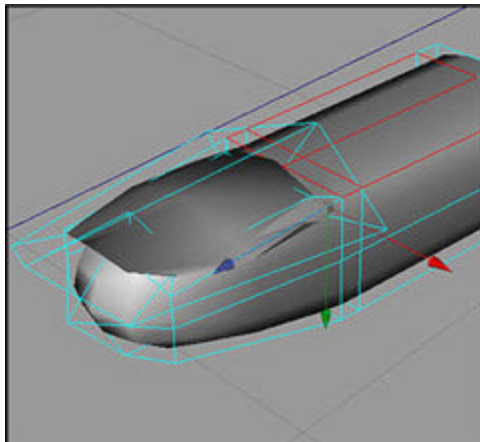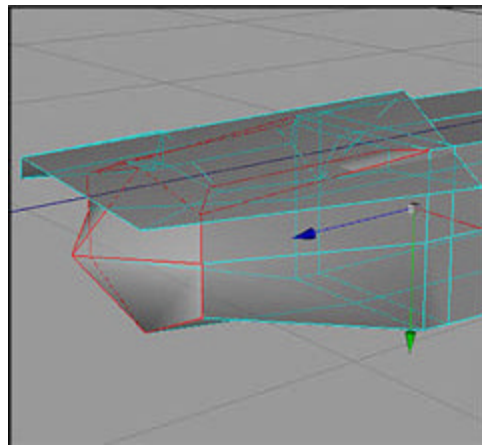
**Step 9:** After you have done that, adjust the shape of the fingernail.
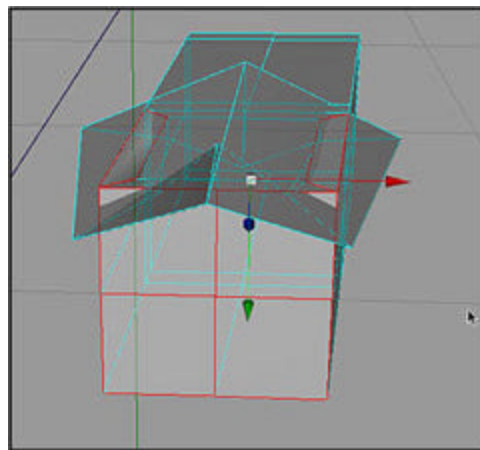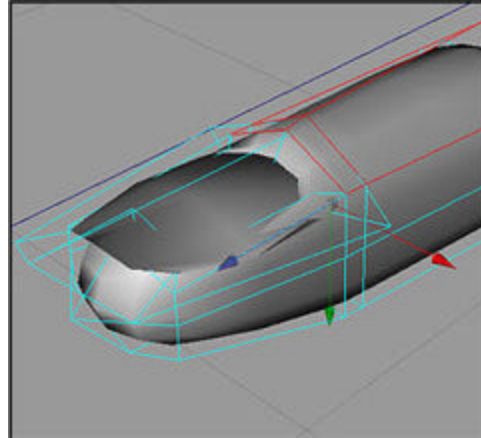
Step 10: Adjust the form of your finger.

Step 11: Turn on the Hyper NURBS Object.

Step 12: Drag the points in the middle of the selected polygons a bit upward. This is bit different than described in the hand tutorial, there you scaled the four corner edges of the finger inward here you drag the four middle edges a bit outward. The overall effect is the same.
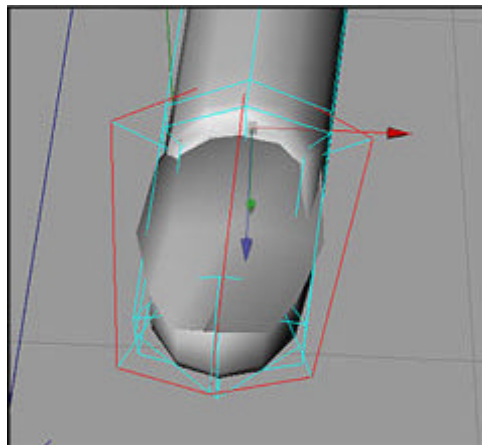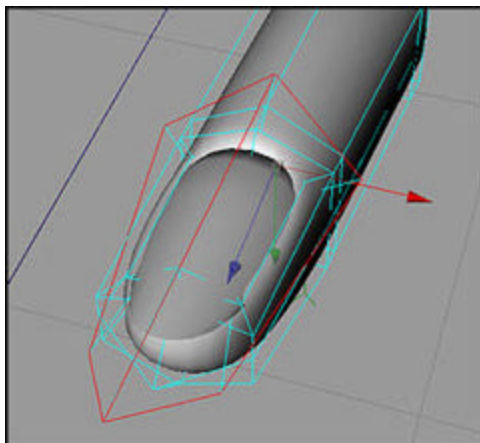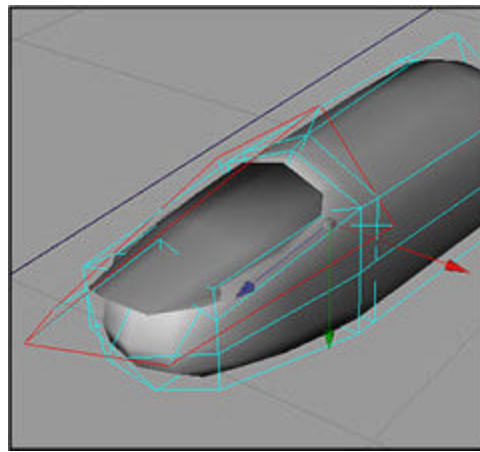
Step 13: The fingernail in this example is still a bit too wide, so it's scaled down in the X direction.
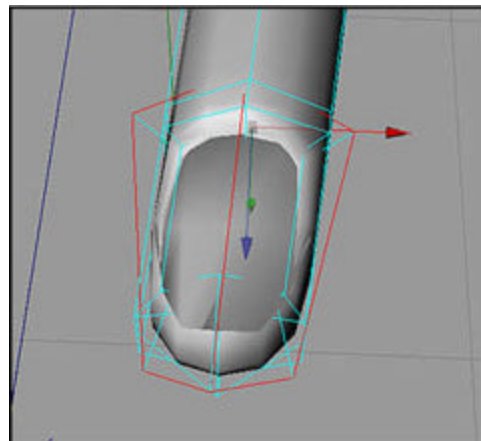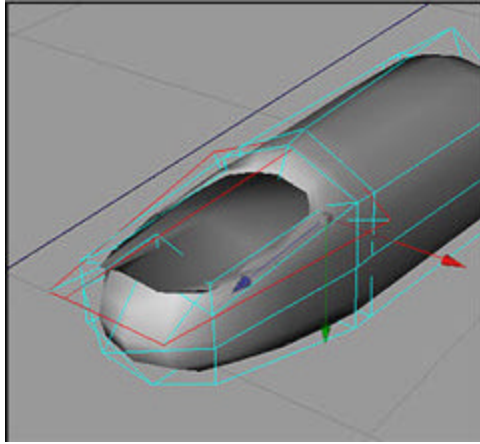
Step 14: The next pictures show how the length of the nail is adjusted, also the midpoint at the back is dragged upward a bit.

Step 15: This picture shows the finger at a higher detailed preview setting.

Step 16: This picture shows the fine tuning done in this higher preview setting. Give yourself some time to find out exactly what points of the polygons influence what part of the fingertip.
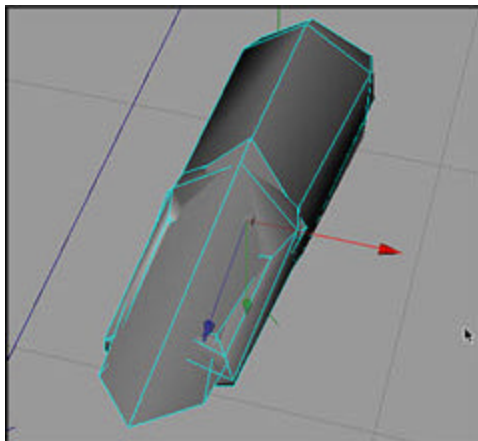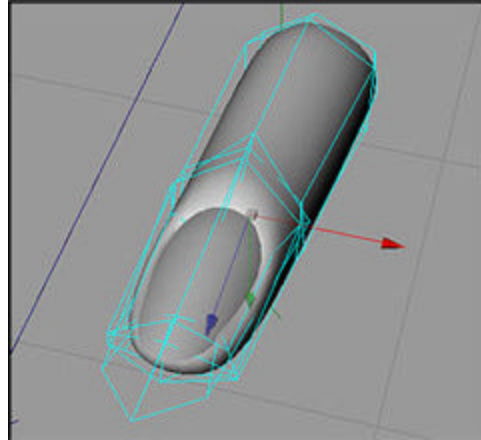
Step 17: The next pictures show the finger with Hyper NURBS Object deactivated, as you can see, you really need to do the fine tuning in the Hyper NURBS and preview mode. Success!
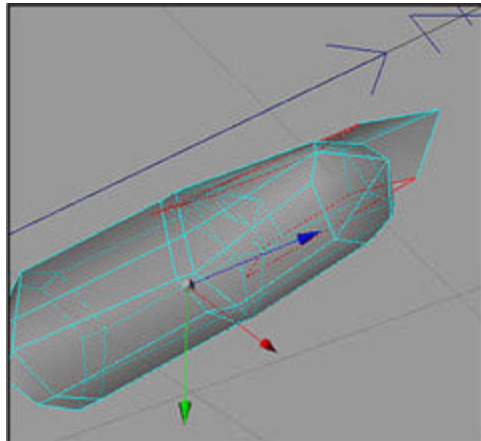
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