

## Project Based Tutorials - Human Modeling: Meissie

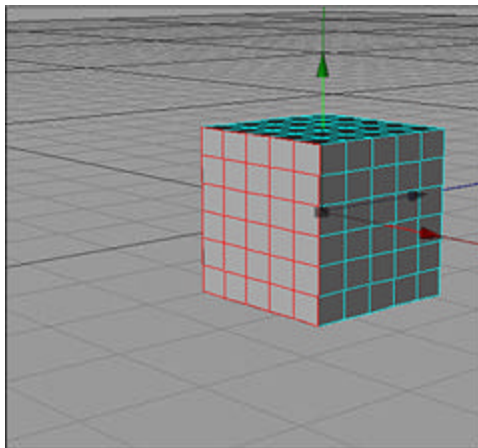
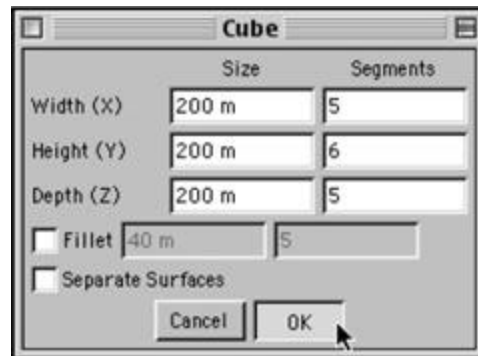
---

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

---

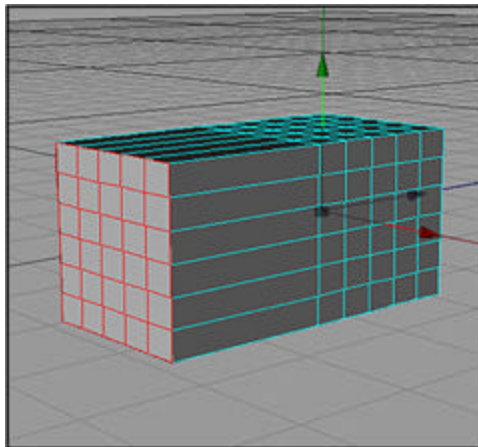
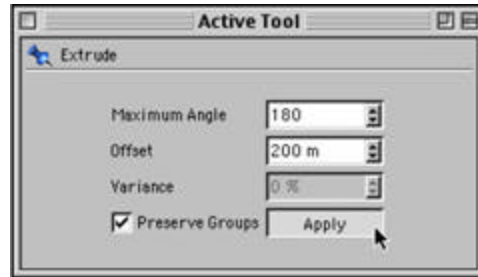
As with the hand model, setting up the foot is a straight-forward task. You could have pulled the foot out of the leg but for convenience reasons you'll start with a new scene file. In this part of the tutorial you'll use the Cutter Plugin created by Arndt von Koenigsmarck ([www.vonkoenigsmarck.de](http://www.vonkoenigsmarck.de)). You will find it under Service=>BannerWare. This is a must have plugin!

**Step 1:** Create a new document (File=>New). Create a Cube (Objects=>Primitive=>Cube), and give it the settings as shown. Make it editable (Structure=>Make Editable).

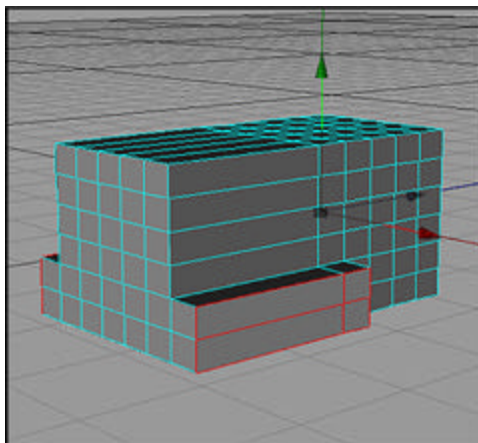
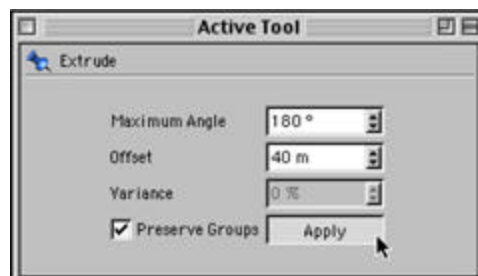


**Step 2:** Switch to the Polygons Tool (Tools=>Polygons) and select the polygons as shown.

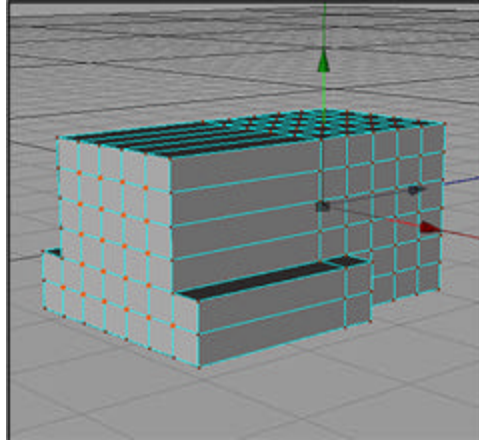
**Step 3:** Next activate the Extrude Tool (Structure=>Extrude) and extrude the selection with an Offset of 200m.



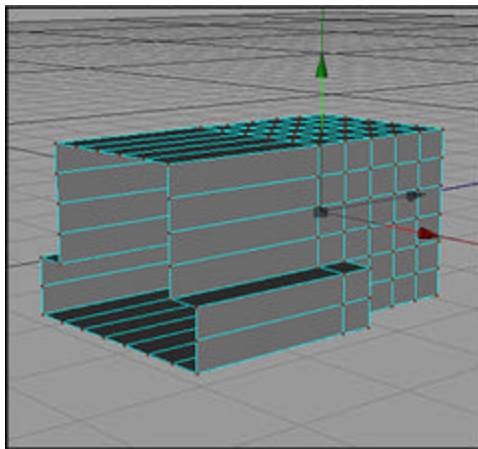
**Step 4:** Select the 8 polygons as shown and use the Extrude Tool to extrude them 40m.



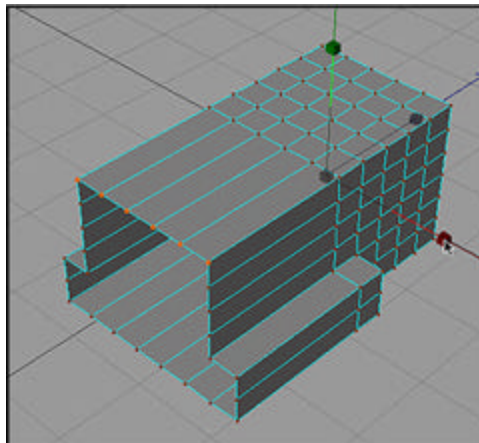
**Step 5:** Next switch to the Points Tool (Tools=>Points) and select the points as shown.

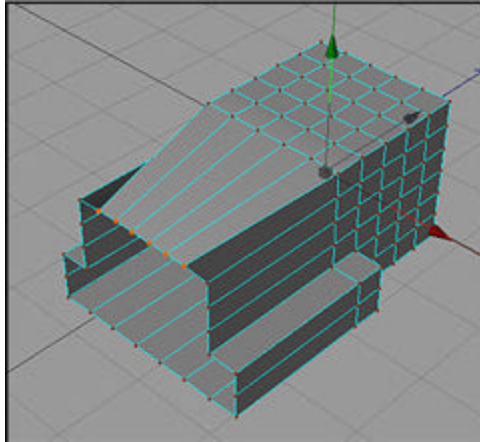


**Step 6:** Delete the selected points.



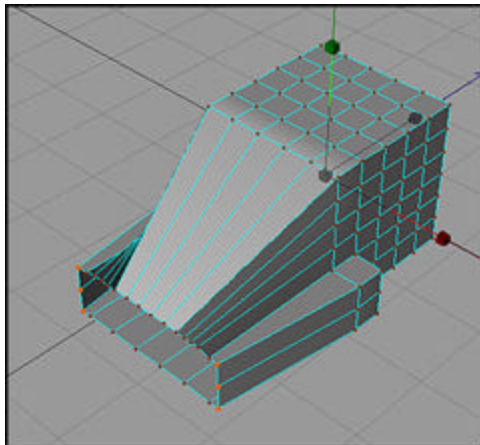
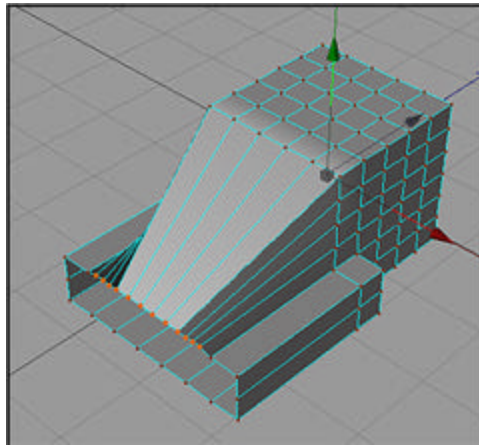
**Step 7:** Next select the points as shown.





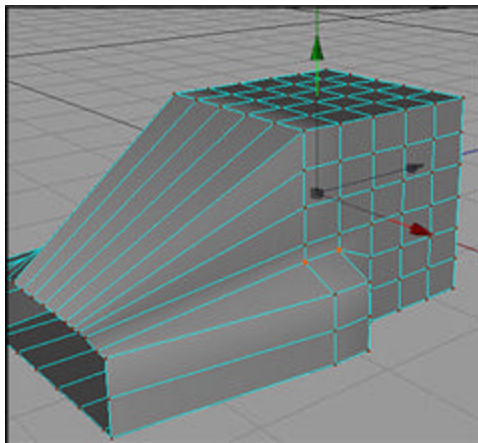
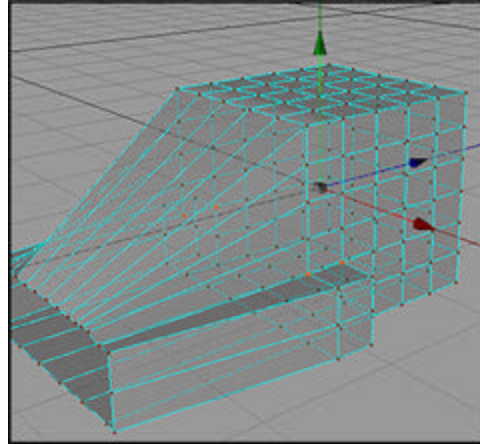
**Step 8:** Scale and drag them down and away until they end up one row down. They should be more or less evenly distributed.

**Step 9:** Continue doing this until you're all the way down and level with the top edge of the extruded polygons.

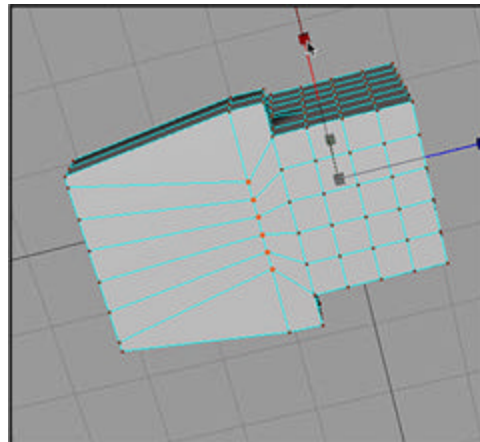


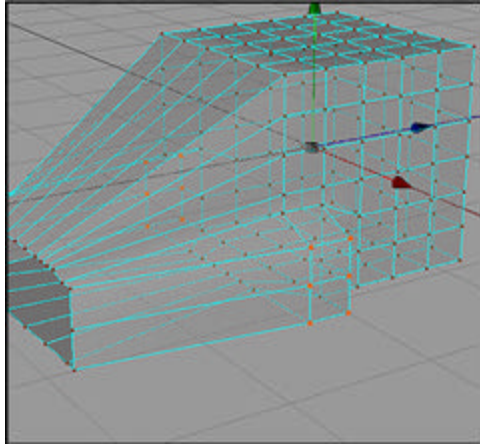
**Step 10:** Scale the six side points of the extruded polygons down a bit in the X direction.

**Step 11:** Next select the four points as shown, and drag them up a bit in the Y direction.



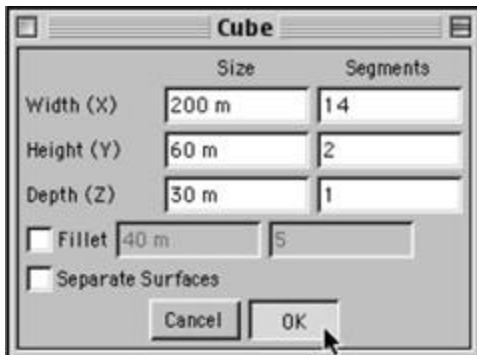
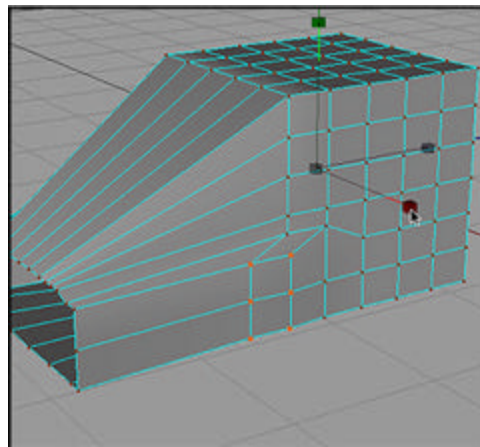
**Step 12:** Select the six points as shown and scale them a bit down in the X direction. The last two steps were done to create some room for the still extruded polygons. You are going to level them with the rest of the Cube.





**Step 13:** Select the 12 points as shown, and scale them toward the 'Cube' until they match up with the side.

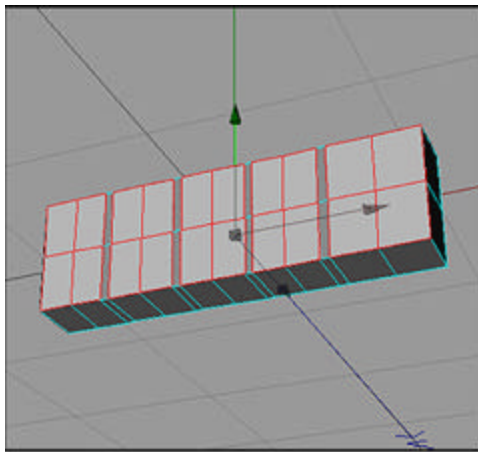
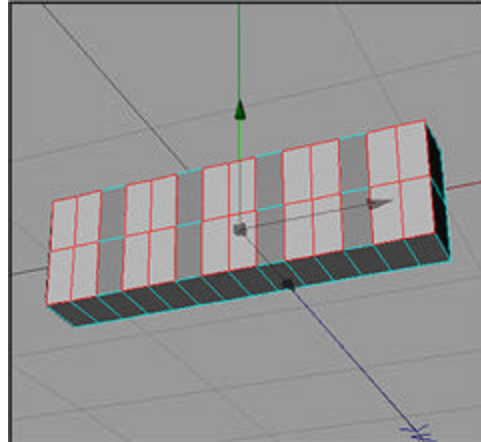
**Step 14:** Next, while still selected, drag them a bit forward. This should result in something very similar to the picture shown.



**Step 15:** When you're done, hide the foot temporarily. Create a new Cube (Objects=>Primitives=>Cube) and give it the settings as shown.

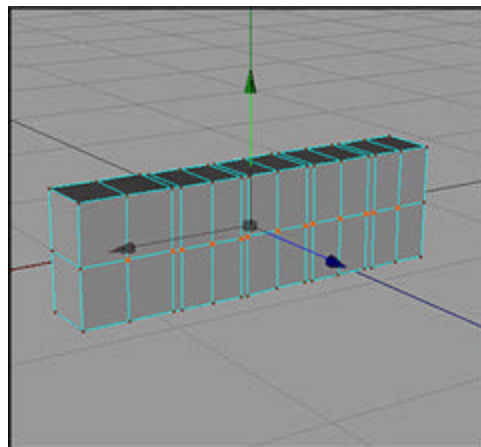


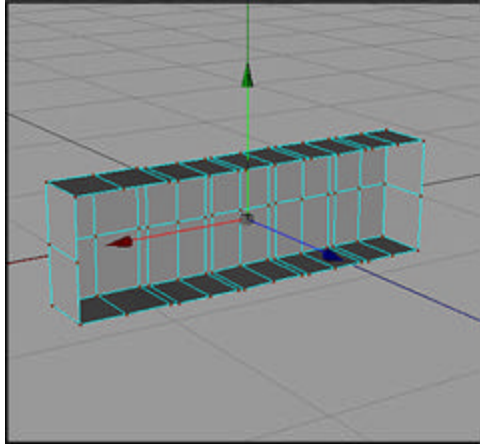
**Step 16:** The resulting Cube should look like the one shown. The selected polygons will become the toes.



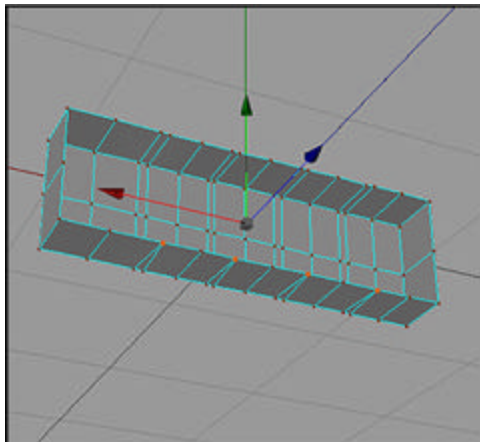
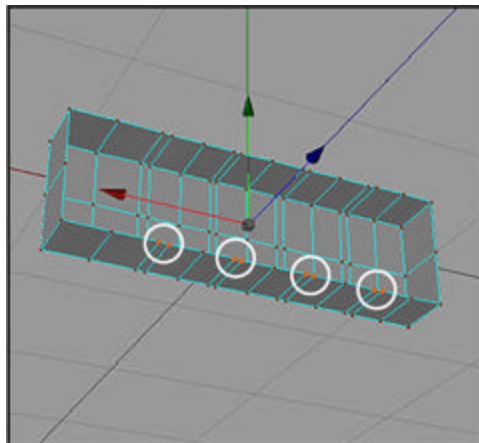
**Step 17:** The Cube has the exact same dimensions as the previous picture, only the distance between the toes has changed. Do this by going into Points mode and moving the sets of points along the X axis until you get something similar to the image shown here. The left most toe will become the big toe later on.

**Step 18:** Next in Points mode select the points as shown and delete them.





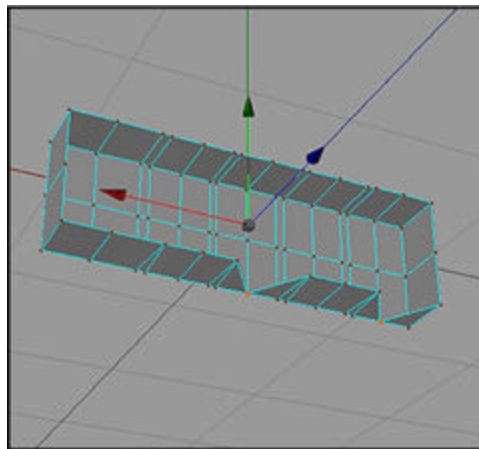
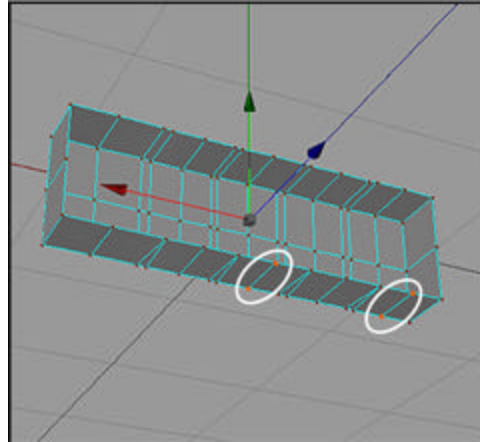
**Step 19:** Next select the four sets of points one by one and Weld them (Structure=>Edit Surface=>Weld).



**Step 20:** The results should look like this.

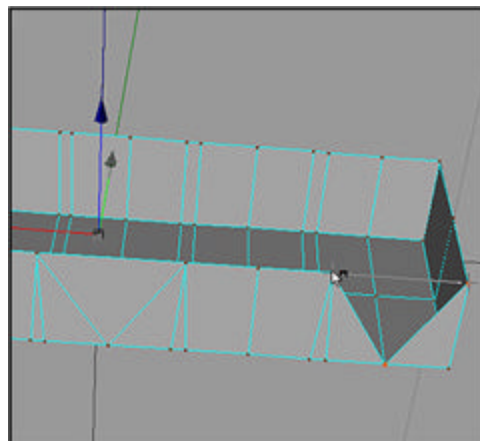


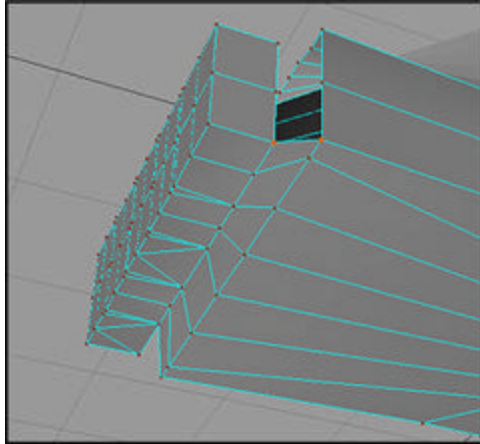
**Step 21:** Do the same with the two sets of points as shown.



**Step 22:** Make sure the new points line up with the front of the Cube. If the points did not weld to the correct point you can use the Weld Tools Plugin found on [www.plugincafe.com](http://www.plugincafe.com).

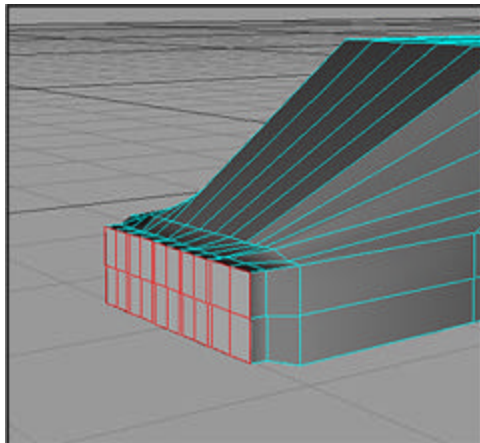
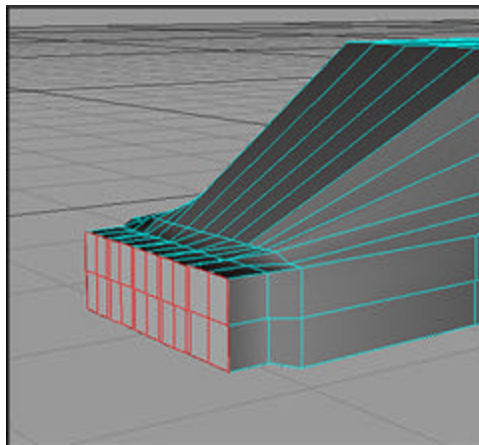
**Step 23:** Next close the two triangular gaps with the help of the Bridge Tool (Structure=>Bridge).



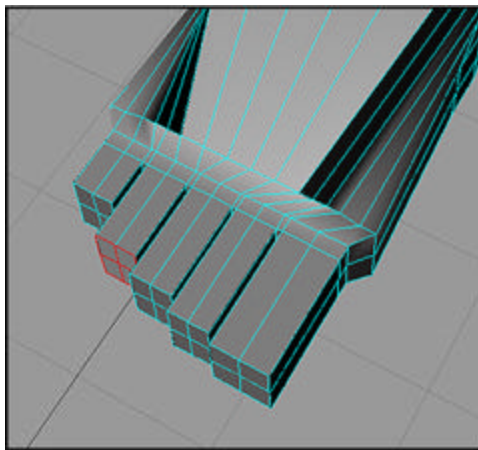
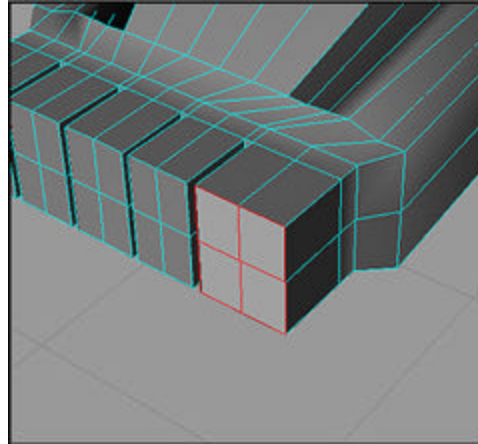


**Step 24:** Unhide the foot and drag the 'toe cube' in front of the foot. Group and connect the two Cubes. Rename the group 'backup' and hide it. Select the Bridge Tool (Structure=>Bridge) and start connecting the foot and toe piece at the corner of the big toe.

**Step 25:** When you're done, select the polygons on the front of the foot and drag them somewhat towards the center of the foot.

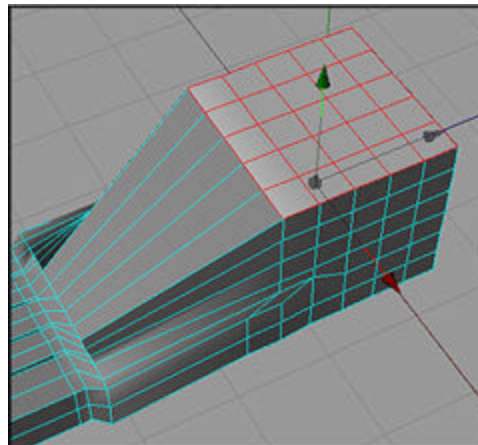


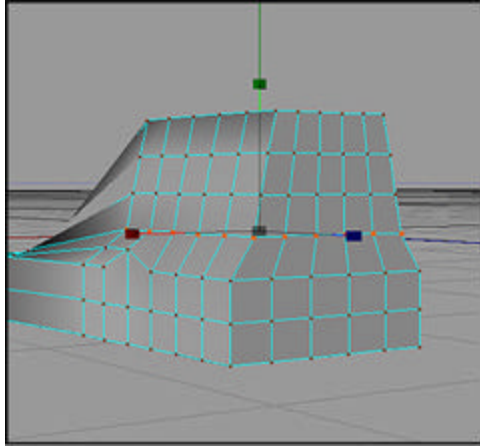
**Step 26:** Select the toe polygons and use the Extrude Tool (Structure=>Extrude) to extrude them with an Offset of 40m. Make sure you keep the border polygons unselected.



**Step 27:** Make the toes a bit longer one by one. The big toe should be approximately twice the length of the little toe.

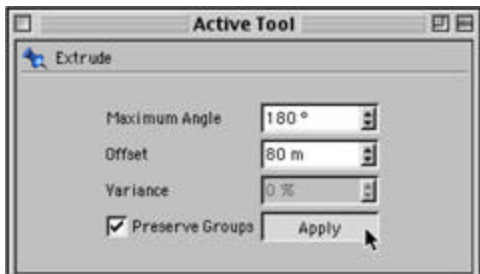
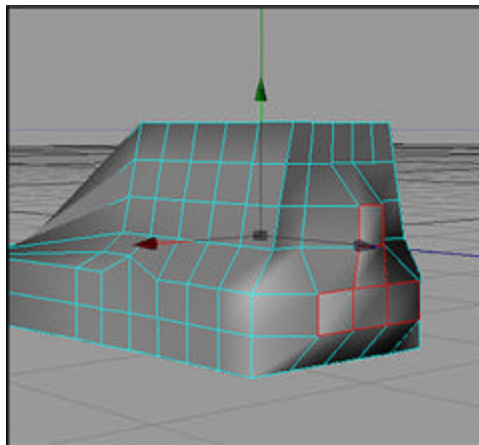
**Step 28:** Next select the ankle polygons as shown. Scale them down in the X direction with the help of the Scale Tool (Tools=>Scale).



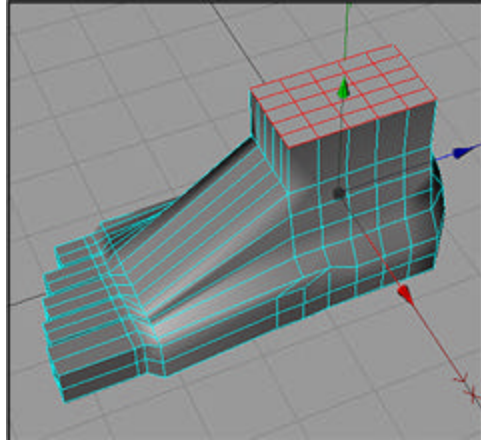


**Step 29:** Next in Points mode select the three rows of points under the top of the ankle one by one and scale them down in the X direction as well.

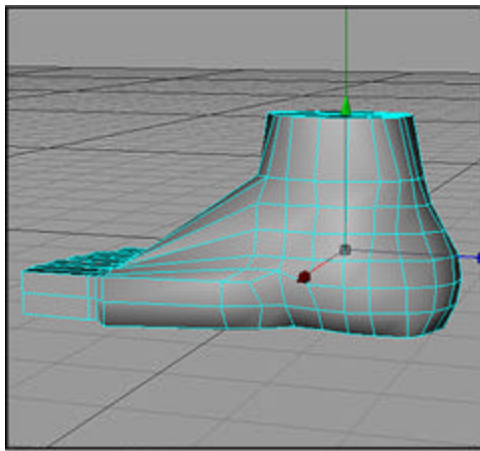
**Step 30:** In Polygons mode drag the four polygons as shown (on the back of the foot) a bit backward. These will form the rounding of the heel.



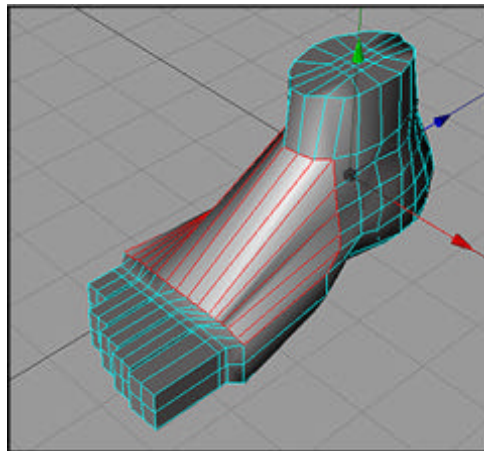
**Step 31:** Select the top polygons of the foot once more and with the Extrude Tool (Structure=>Extrude) extrude them 80m.

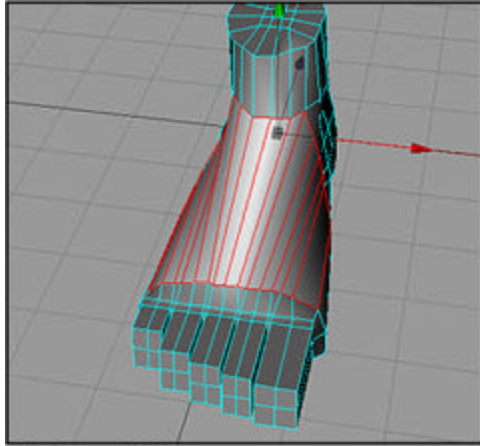


**Step 32:** Next model the ankle/heel/instep a bit further.

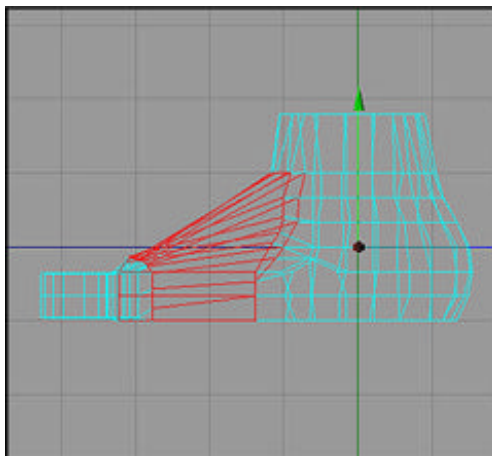
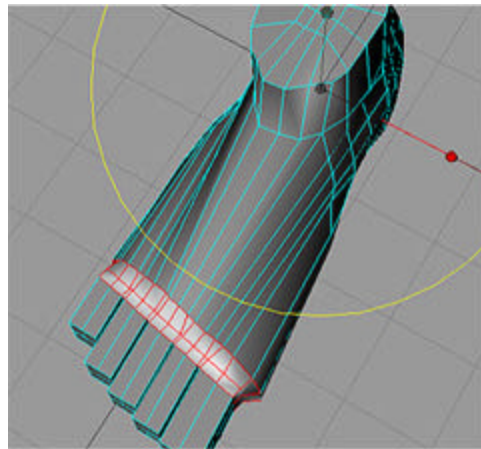


**Step 33:** With the Magnet Tool (Structure=>Magnet) distribute the instep polygons so that when you later add polygons you only have to make small adjustments.





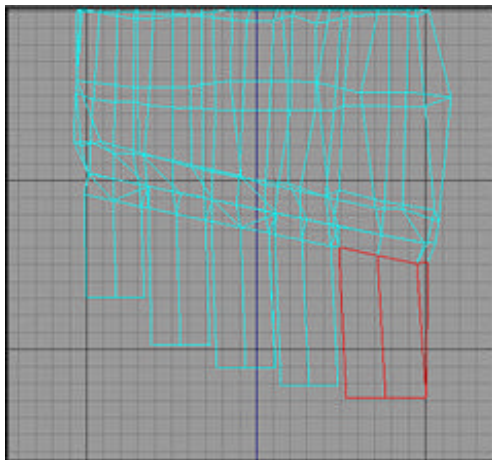
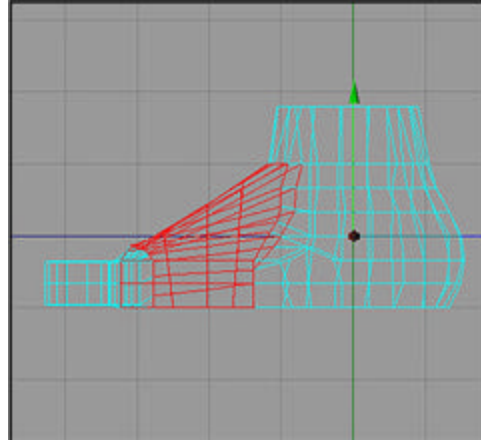
**Step 34:** Next select the polygons as shown. Make sure you select them all the way around and then rotate them a bit.



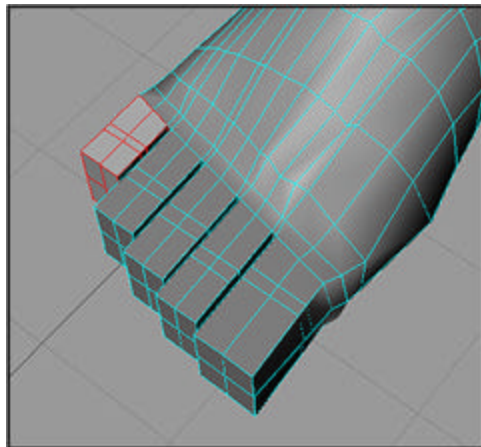
**Step 35:** In the Right View (F3) select the polygons as shown.

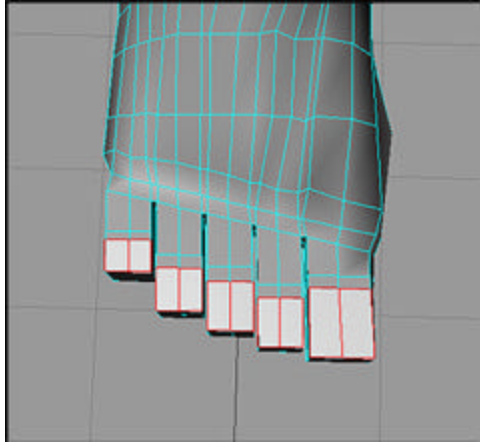


**Step 36:** Cut these polygons three times with the Knife Tool (Structure=>Knife).



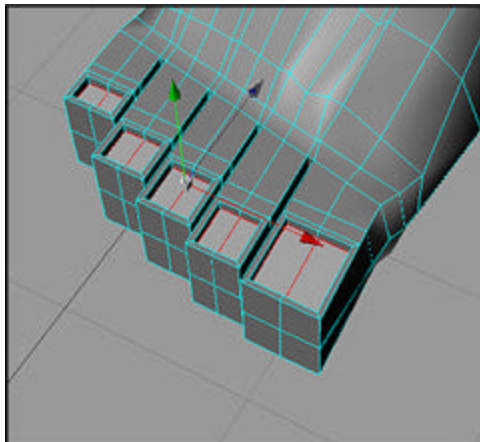
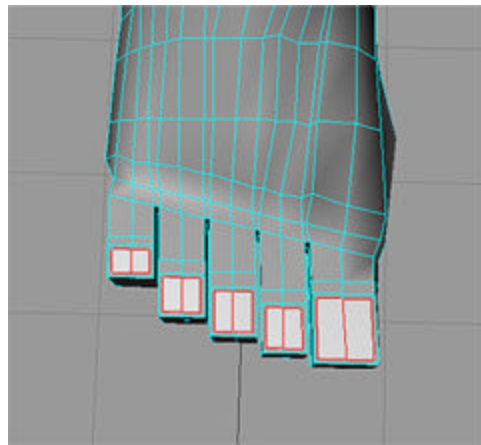
**Step 37:** Switch to the Top View (F2). Select each toe separately, and cut them two times with the Knife Tool.





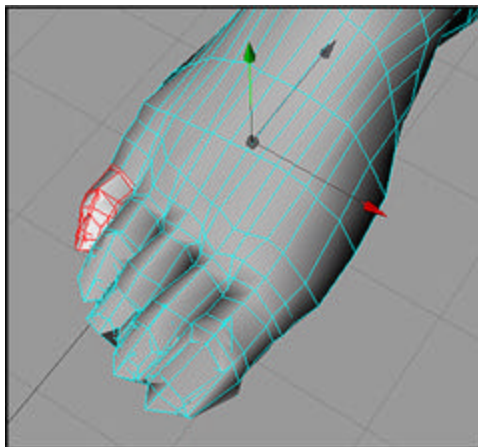
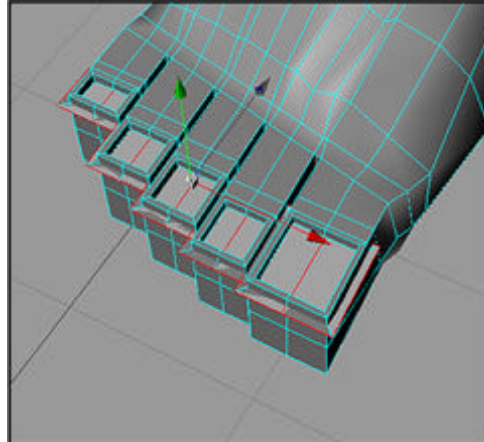
**Step 38:** Back in the Perspective View (F1) select the polygons as shown.

**Step 39:** With the Extrude Inner Tool active (Structure=>Extrude Inner) extrude them inwards.



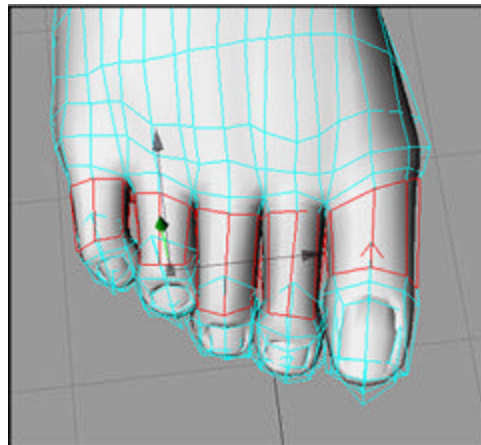
**Step 40:** Switch to the Extrude Tool and extrude the still selected polygons a bit inwards.

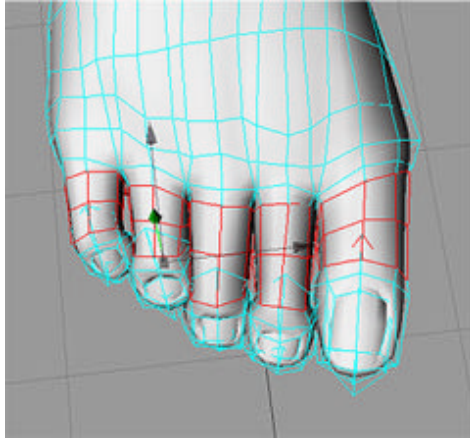
**Step 41:** Switch one more time to the Extrude Inner Tool and extrude the polygons outward. You have pretty much constructed your basic foot, so save your work and drag a copy in the 'bodybackup'. Later on you will cut each toe two more times with the Knife Tool, but first you'll start modeling them into their final shape. For more depth on how to construct the nails see the Section 'Modeling Fingertips'. You will use the exact same method here with the toes.



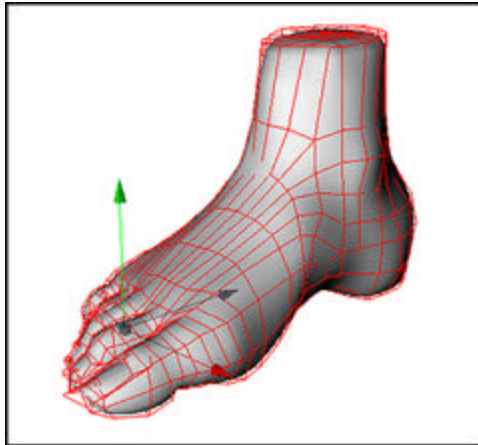
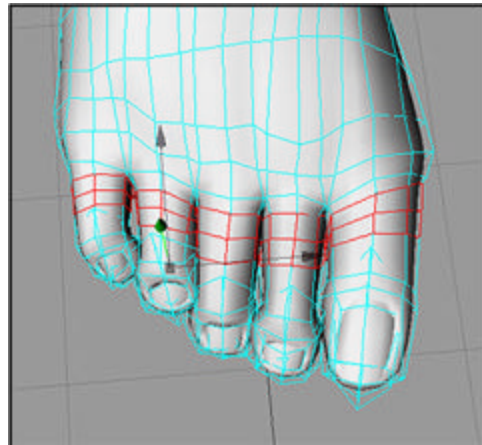
**Step 42:** If not already present in your scene create a Hyper NURBS Object and drop the foot in. It might be a good idea to make a Polygon Selection Tag for each toe and while modeling one, hide the others. After finishing the final shape of your toes you will find that you need some more polygons to model the knuckles in the toes.

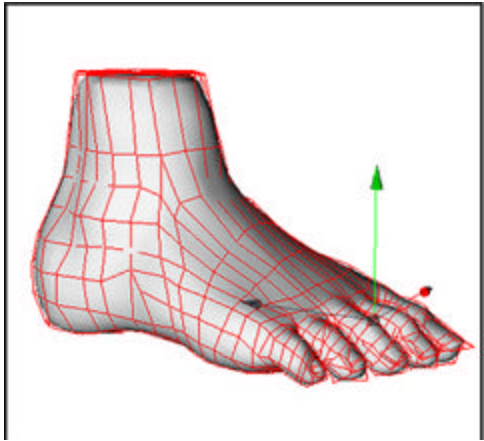
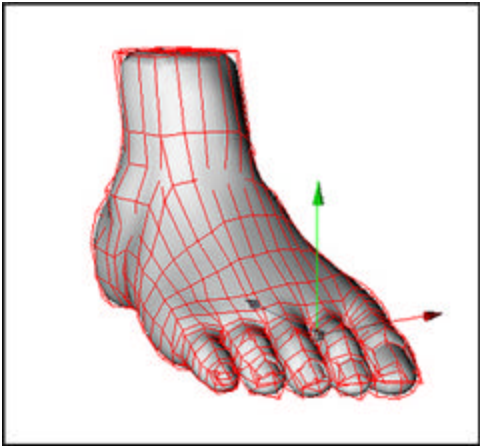
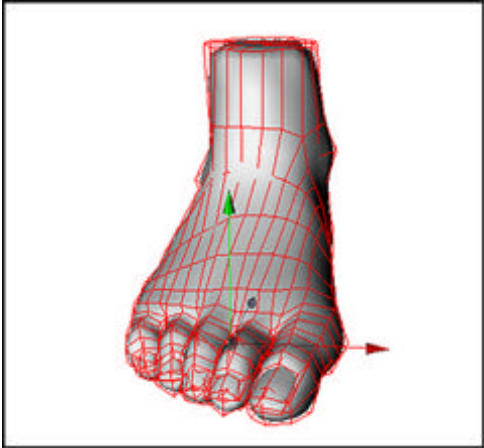
**Step 43:** Select the polygons as shown all around and call for the Cutter Plugin.

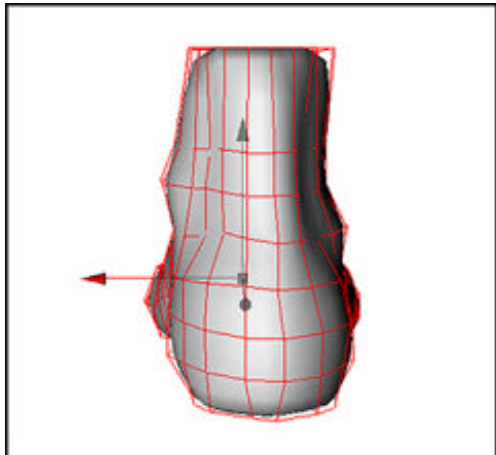
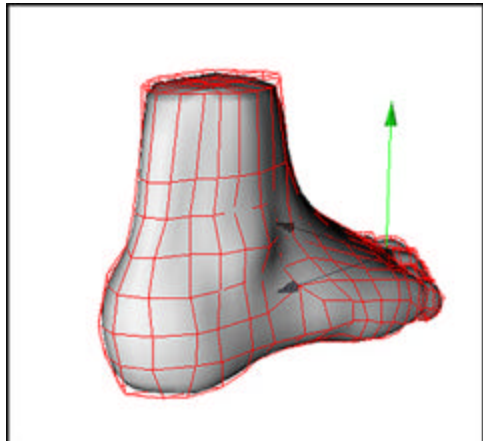
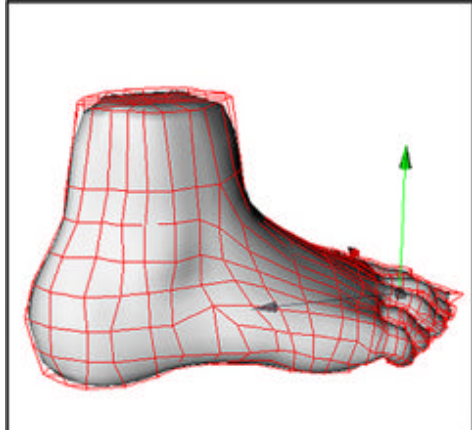




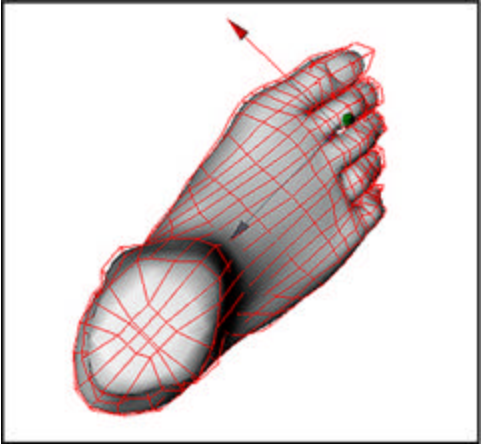
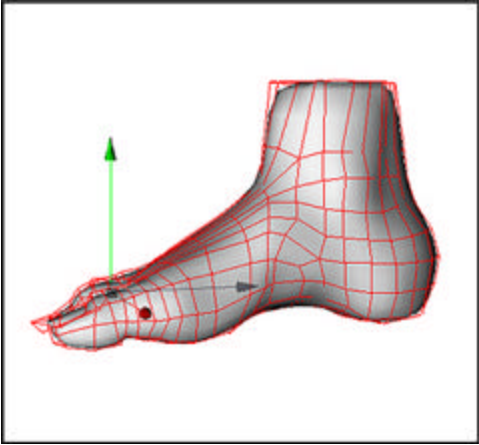
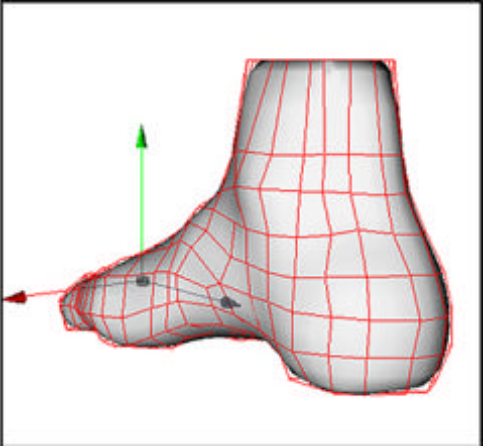
**Step 44:** The selected polygons will be cut in two. Deselect the half of the polygons closest to the nails and call once more for the plugin. Use the newly created polygons to give the toes a more natural shape.

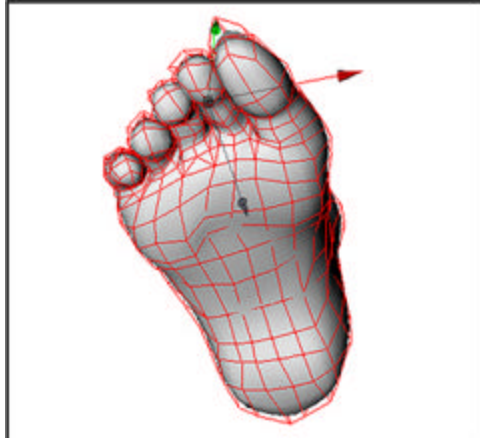












Copyright © 2001 by Bunk Timmer

---

© 2001 All rights reserved. For the personal and/or professional use of Cinema 4D users only. Reprint without permission is strictly prohibited.

---

For more information email: [info-usa@maxon.net](mailto:info-usa@maxon.net)

**MAXON Computer, Inc.**

2640 Lavery Court, Suite A | Newbury Park, CA91320  
Toll Free 877-2ANIMATE | 805-376-3333 | Fax 805-376-3331

**MAXON Computer, GmbH**

Max-Planck-Str. 20 | D-61381 Friedrichsdorf | Germany  
Tel. +49 6172 5906-0 | Fax +49 6172 5906-30

© 2001 All rights reserved.

[Copyright Information](#) | [Privacy Policy](#) | [Terms of Use](#)  
[Site Map](#) | [Link to this Page](#)