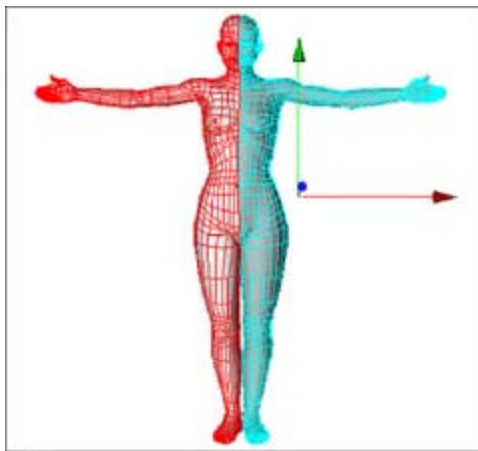
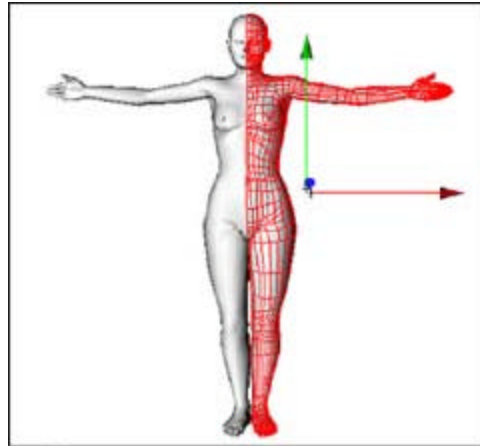


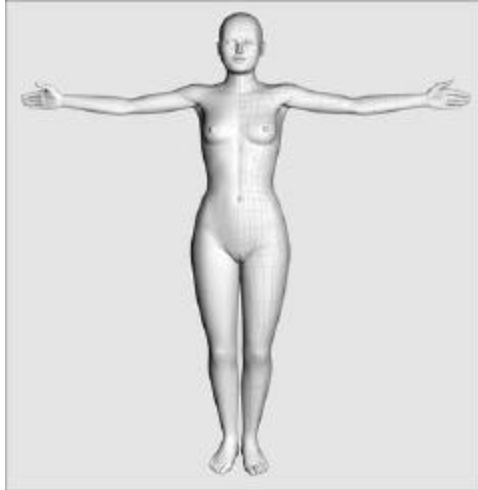
Project Based Tutorials - Human Modeling: Meissie

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

Congratulations if you've made it this far! There is only one thing left to do, and that is to mirror/duplicate the one half of the body and then connect the two halves together. There are several ways to accomplish this but you will opt for the most convenient and simple one. Assuming you are still using the hierarchy Hyper NURBS=>Symmetry=>'body' object, select the Symmetry Object in the Object Manager. Next go to Functions=>Current State to Object. Back in the Object Manager drag the original Symmetry and 'body' object into the 'bodybackup' group.



Make the newly created body a direct child of the Hyper NURBS Object and delete the Symmetry Null. Save your work and you're done. Done? Well not really, to give your character a bit more character it would be a good idea to make her less symmetrical. One ear a bit bigger, an eye slightly different, things like that. If you have any questions I can be reached at j.timmer2@chello.nl. I hope this tutorial showed you the power of working with low polygon models and Hyper NURBS in CINEMA 4D XL v6.



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