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a sub-division modelers primer

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Advices for Starters

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03-11-2006, 06:28 PM

#11

peterpan 

SDM User

Join Date: Mar 2006
Posts: 2

Re-advice

Took your advice and modeled my first dogs head vis Silo

Attached Thumbnails



QUOTE

QUICK

03-11-2006, 10:18 PM

#12



xtrude 

You Can Do IT

Join Date: Feb 2006
Posts: 160

Hi Peter Pan.... 😊 a happy looking pooch 😊

I think you could chunk things out more towards your form, before smoothing too much... think big and boxy... 😊

but hey, as said, a happy looking pooch ... thanx for posting

QUOTE

QUICK

03-12-2006, 05:05 AM

#13



KosmoK 

modo, C4D, PS



Join Date: Mar 2006
Location: Germany
Posts: 2

? Form follows Function -> Function follows Form

Hello everyone!

I'm still very new to 3D and found this site quite inspiring. And so I wanted to pass on something I read a looong time ago.

Have you ever heard the term "Form follows Function"? I bet you have. In real life this is true. Take a spoiler on a car (race or sports car, whatever you prefer) for example: it has a specific form that follows the function of creating downforce. Or take the wings of a plane or bird. They have a specific form that follows the function of getting them off the ground and keep them in the air.

In 3D it is often the other way round, "Function follows Form". If you take muscles as an example it makes sense. And the more I thought about it, it made more sense every time I did. The way muscles work, are layed out on the body and are connected to the bones they have a specific function and the form has to follow that. And even in technical

modelling this rings true.

Of course there are always exceptions to the rule, but maybe the more experienced and seasoned modellers have an opinion on this matter. I'd really like to hear if this "thesis" can be approved or if it should go straight into the bin. This could also be posted in the "The Form" thread, but that has to be judged by the thread's author.

Thank you for your patience. See you around.

KosmoK

Last edited by KosmoK : 03-12-2006 at 05:51 AM.

QUOTE

QUICK

03-12-2006, 05:31 AM

#14



bobtronic
SDM User



Join Date: Feb 2006
Location: Friedrichsdorf/Germany
Posts: 101



Quote:

Originally Posted by **KosmoK**

In 3D it is often the other way round, "Function follows Form". If you take muscles as an example it makes sense. And the more I thought about it, it made more sense every time I did. The way muscles work, are layed out on the body and are connected to the bones they have to have a specific form that follows their function. And even in technical modelling this rings true.

I think you contradict yourself 😊 Read the quote again.

Bob

<http://www.bobtronic.de>

Silo, Cinema4D, Photoshop

QUOTE

QUICK

03-12-2006, 05:55 AM

#15



KosmoK
modo, C4D, PS



Join Date: Mar 2006
Location: Germany
Posts: 2



Quote:

Originally Posted by **bobtronic**

I think you contradict yourself 😊 Read the quote again.

Bob

Yes, you're right. Thanks for the heads up. It is pretty late (or early?) and I'm a bit tired. But I wanted to get this out of my head.

I edited it and I hope it makes more sense this way round. I hope it makes sense at all. 🙄

KosmoK

QUOTE

QUICK

10-13-2007, 08:57 PM

#16



S9
Graphic Designer



Join Date: Feb 2006
Location: The Netherlands, Amsterdam
Posts: 243



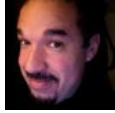
Hi all, if anyone needs any help with subdivision modeling or if you just have a question, i'm here to help out as well..!

QUOTE

QUICK

12-18-2007, 09:14 PM

#17



big_jay
Modeler and Animator



Join Date: Jan 2006
Location: Brooklyn
Posts: 2



great post.

QUOTE

QUICK

01-03-2008, 03:37 AM

#18

Velvet Karuda Leopard
SDM User



Join Date: Jan 2008
Posts: 4



Hey there, all. I am new to 3Ding and have chosen Blender. I haven't had the chance to sample any other programs.

I know I have the drive and determination to do great 3d modeling and animation, but I seem to lack this talent you guys speak of, even though I know it must be learned. How on Earth do I learn it? I have found little tutorials that actually show and tell the ideas or philosophy behind them.

I am very interested in these "forms". I am pretty sure I know what you mean, but how do I begin making a form in Blender? Do I HAVE to have reference pics in the background? If so, where could I find some on the net? SomeArtist mentioned Cutting and Rounding. What commands and methods in Blender are used to make forms? As opposed to simple Mesh modeling?

QUOTE

QUICK

01-03-2008, 05:04 AM

#19

Velvet Karuda Leopard
SDM User



Join Date: Jan 2008
Posts: 4



Hey, all. I am new to 3Ding as well and am interested in this whole Form creation process. I would love to get a link or two on a more in depth step-by-step of how to go about making forms. Thanks much.

QUOTE

QUICK

01-05-2008, 11:03 PM

#20



gaetano912
SDM User



Join Date: Apr 2006
Location: Italy
Posts: 90



i use to start from a cube in edit mode using mesh tools subdivide subdivide and then move vertex and using "k" loop cut or knife exactly to have more vertex to add details and then use "e" extrude regions to add new polygons on the basic polygon and then subdivide subdivide and start basically sculpt and then buy a new pc with more ram and more powered cpu graphic card to do high poly sculpt

new sculpt feature in blender change my way to look at the world

Last edited by gaetano912 : 01-05-2008 at 11:07 PM.

QUOTE QUICK

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ybob

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