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a sub-division modelers primer

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Advices for Starters

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01-05-2008, 11:13 PM

#21

[Velvet Karuda Leopard](#) 

SDM User



Join Date: Jan 2008
Posts: 4



Thanks, my friend. After work tonight I will try this out. I am having trouble finding reference pics with enough detail in them to use, but I am still looking.

You think maybe me and you, or anyone out there, could get together on IM or chat room and discuss in person, sort of, more about Blender form making?

Thanks for your reply.

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01-06-2008, 01:36 AM

#22



[gaetano912](#) 

SDM User



Join Date: Apr 2006
Location: Italy
Posts: 90



what are you thinking to try to model?

this board its creature oriented and you can find a lot for inspiration or to copy also for different subjects
i think best start its to give a general idea of what you wanna draw using basical form
or,talking for organic, try to visualize a specifical detail
hand - ear - nose etc as to start to learn modelling using creta or stone

i ve never used blender to animate
i looked some tutorials on blender.org about it and interesting books

msn : gaetano912@yahoo.it

Last edited by gaetano912 : 01-06-2008 at 02:04 AM.

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01-06-2008, 03:37 PM

#23



[fktt](#) 
BlenderHead!



Join Date: Oct 2006
Location: Tallinn, Estonia
Posts: 742
  



feel free to add me into your msn, you should be able to find it in my profile,

as for references, there are many sites!

<http://www.3d.sk/>

<http://www.spectralogue.com/>

<http://characterdesigns.com/>

etc.

use google! 😊

-felix kütt. 😞 *so much to learn, so little time!* 😞

QUOTE

QUICK

01-07-2008, 04:04 PM

#24

[Velvet Karuda Leopard](#) 🌟

SDM User



Join Date: Jan 2008
Posts: 4



Right now I am just wanting to get into organic modeling. I would like to be able to model humanoid as well as animal figures. One thing I want to model very much is a character for a story of mine. He is a half man half leopard.

I can do the fur and other textures just fine. Just the modeling of such an organic and non-cubic form is difficult for me right now.

I will do that, fkt. It will be nice to actually talk in real time about this.

As for references. I have found several good human figure tutorials, but that is about it. Other than that are a bunch of inorganic stuff like vases, cars, weapons, etc.

QUOTE

QUICK

02-12-2008, 02:10 AM

#25

[chaosdivinity](#) 🌟

SDM User



Join Date: Feb 2008
Location: los angeles, ca
Posts: 1



Hey everyone! I just joined these forums in hope of people helping me with my modelling. I'm actually at an intermediate level I'd have to say. I've been going to Art Institute in LA for three years and I've done some OK stuff thus far when it comes to environments and props.

But if there's one thing, I feel I need to improve...it's on organic stuff. I'm trying to do a mech and you would think it's hard surface like, but it has some organic features to it; for example it's leg.

So today I started looking for tutorials on modelling when it comes to weird complex shapes since I feel most of the stuff I've done thus far is fairly simple. And I stumbled upon this site!

So can anyone give me some pointers or tips when it comes to modelling? I think modelling out the form as SomeArtist had mentioned is a great idea. But I'm still confused...what if I start boxing out my form but it's a shape that's more spherical? How would I add divisions in there correctly? And how would I go about moving verts?

I've always been confused about this...say you have a quad, and you move one vert on that quad. Doesn't that mess up the triangulation on the quad? In that case, would you have to move and edge or two verts minimum at a time? I'm not sure if this is making any sense.

I've learned a couple of things thus far through browsing some of the threads here on the forum. A little more help on these things would be appreciated. Oh and I use mostly 3D Studio Max and I wouldn't mind at all if someone recommended me Zbrush. I'm actually starting to get the hang of that program a bit.

Sorry for the loooooong post! ^_^

QUICK

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