

# SUBDIVISIONMODELING.COM

a sub-division modelers primer

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02-24-2006, 11:32 PM

#11 ☐

**SomeArtist**

Organic modeler



Join Date: Jan 2006

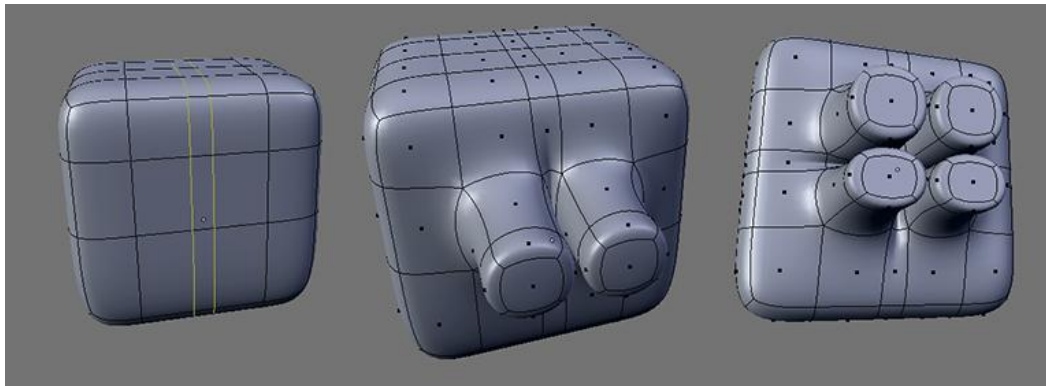
Posts: 65

## Micro Extruding

Once you're done with your overall form (Macro Extrudes) you will then start to work on smaller areas like fingers and toes. Without any prior knowledge you will do the obvious and that is select a face and extrude, very simple. Once you have your first finger you'll do another one and again, the same step.

Then later you'll learn that there is a problem... and this is your first encounter with 6 edges Poles (red dot) and poles in general. Not only that but it doesn't look right and you know it because you've seen many others' WIP. The solution to this is not to extrude two faces that are next to each other. Before you extrude separate them and you can do this with bevel (select that entire line and bevel it) or just Loop and connect and slide it together (manually).

## Separating



The problem with separating two faces like this is that other areas that don't need details ended up having details (extra faces). So now you are forced to get into Local detailing and since we're talking about FORMS I've decided not to go in-depth with local detailing because then I will have to go off-topic and the thread will be lengthy (in pictures). If you're eager to know visit my Journey thread at Winsg3D forum where I talked about it in-depth.

For now I've attached a [zip](#):

Separate.avi: In this avi I demonstrate two ways of separating.

1: Globally

2: Locally (Leave it as Ngons or turn it into Triangles – there is no right or wrong at this state)

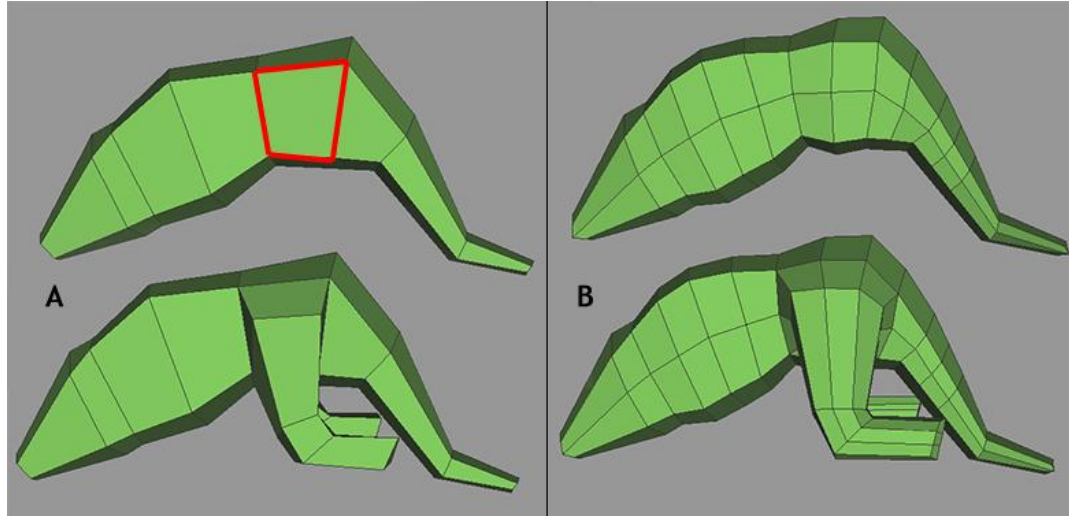
BevelSeparate.avi: In this avi I demonstrate how you can solve it AFTER you extruded.

NOTE: Sometimes it's ok to extrude two faces that are next to each other without separating them first. It all depends

on what you're modeling and whether you care about the 6 edges poles or not so keep this in mind. Also this separating applies to all, not just fingers and toes.

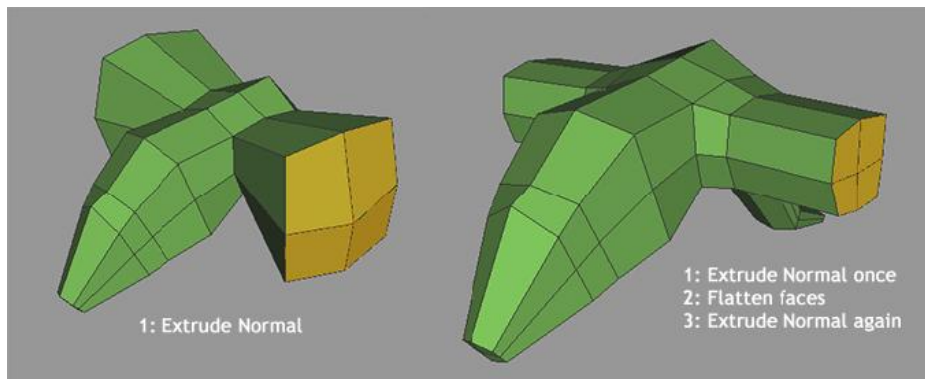
### Something to think about

When you are blocking out your form you should block out all parts (leg, arm, head, ect..), don't do it after you have a medium/heavy mesh because it's hard to manage. Here's another beautiful [example](#) from Glen and notice how he blocked it all out before he jumped right into detailing.



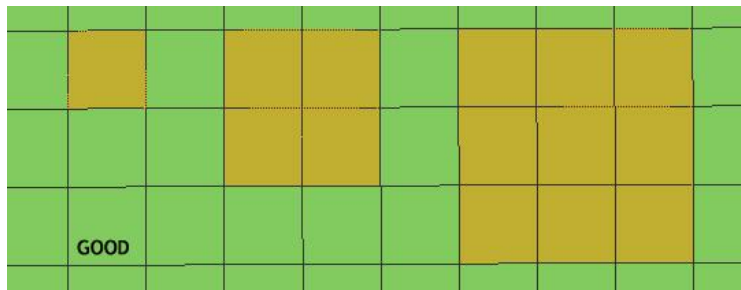
**A:** It's easy to block out leg/arm during a blocky form state because you only need to select *one* FACE to do the extrusion. The thing about this one face extrude is that the face is "Flat" and that makes it easy to shape the leg/arm since you can move that one face easily with the "Extrude Normal" command.

**B:** The problem with extruding in a state like this is that you will ask yourself how many faces to select (if you're new). Another problem is that you can't use the "Extrude Normal" without flattened it first because if you do you'll get something like this:

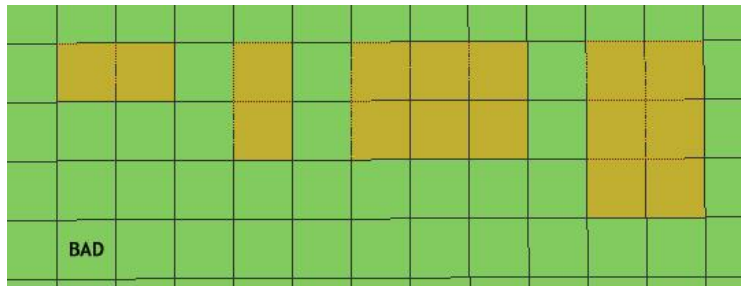


Another solution is to use the "Extrude Free" but you have to switch to ortho view according to the axis that you want. Not a good idea to Extrude Free in perspective (unless you rotate the viewport as you do it).

### Number of Faces



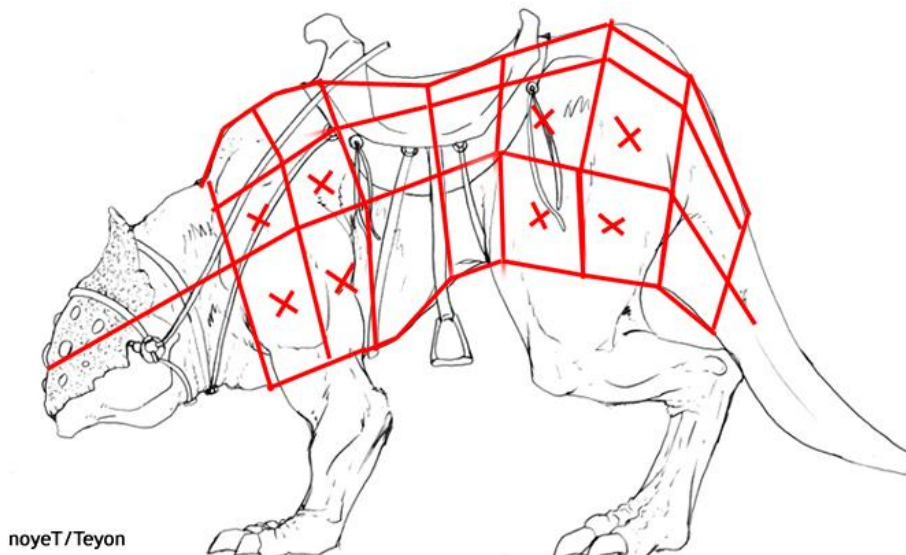
This might seem obvious to a lot of you but I remember when I first started out I was confused to the number of faces I should select for the extrusion. I now see that for beginners it's good to follow the square because it will save you time and headache later. I generally go for one face or four depending on the condition of my mesh (whether it's blocky or not).



These two images should give you an idea on the number of faces. Once you become experienced there are no rules you just do what you feel right. There is much more to be said for this section but I have decided to leave it out (The Organic Plane concept) since we're talking about FORMS and not detailing.

### Alignment

If you model a creature's body without references then you can ignore this Alignment issue since you're creating it out of your imagination. However when you model it against a backdrop image then you will wonder how to match the reference.



I'll be brief with this part since it's self-explanatory. During your early form state things need not be accurate so just approximate them (whether it's 1 face or 4 faces extrusion). Later on you can add in more cuts and you can be accurate about it. Same with extruding the leg/arm for the FrontView.

This concludes the *second part* and I've left out a few things because it's not the right time to talk about it yet (I might

bring it up at the end of this thread).

QUOTE

QUICK

02-26-2006, 04:35 PM

#12

[handlebar](#)  
SDM User

Join Date: Feb 2006  
Posts: 46



Thanks for takeing the time to create this thread. I'm always interested to see how different artists aproach modeling. Keep up the great work, looking forward to seeing more.

QUOTE

QUICK

02-27-2006, 08:36 PM

#13



[MarkFeathers](#)  
SDM Me



Join Date: Jan 2006  
Location: Kalispell, MT  
Posts: 346



Excellent work SomeArtist... now, take a breather from teaching and do a WIP so we can see the stuff in application :P

Seriously would love to see some more work from you.

For those spectators who are not aware, SomeArtist started all this with [an amazing thread on the wings forum](#). This evolved into [a blog](#) and now he is sharing his efforts here.

Thanks SomeArtist.

QUOTE

QUICK

02-28-2006, 02:18 AM

#14

[SomeArtist](#)  
Organic modeler



Join Date: Jan 2006  
Posts: 65



Thanks for all the comments.

Quote:

Excellent work SomeArtist... now, take a breather from teaching and do a WIP so we can see the stuff in application :P

Alright, I'll do just that 😊 [Realistic Eyes](#)

I will resume this thread when the time is right which won't be that long.

QUOTE

QUICK

03-21-2006, 08:13 PM

#15

[SomeArtist](#)  
Organic modeler

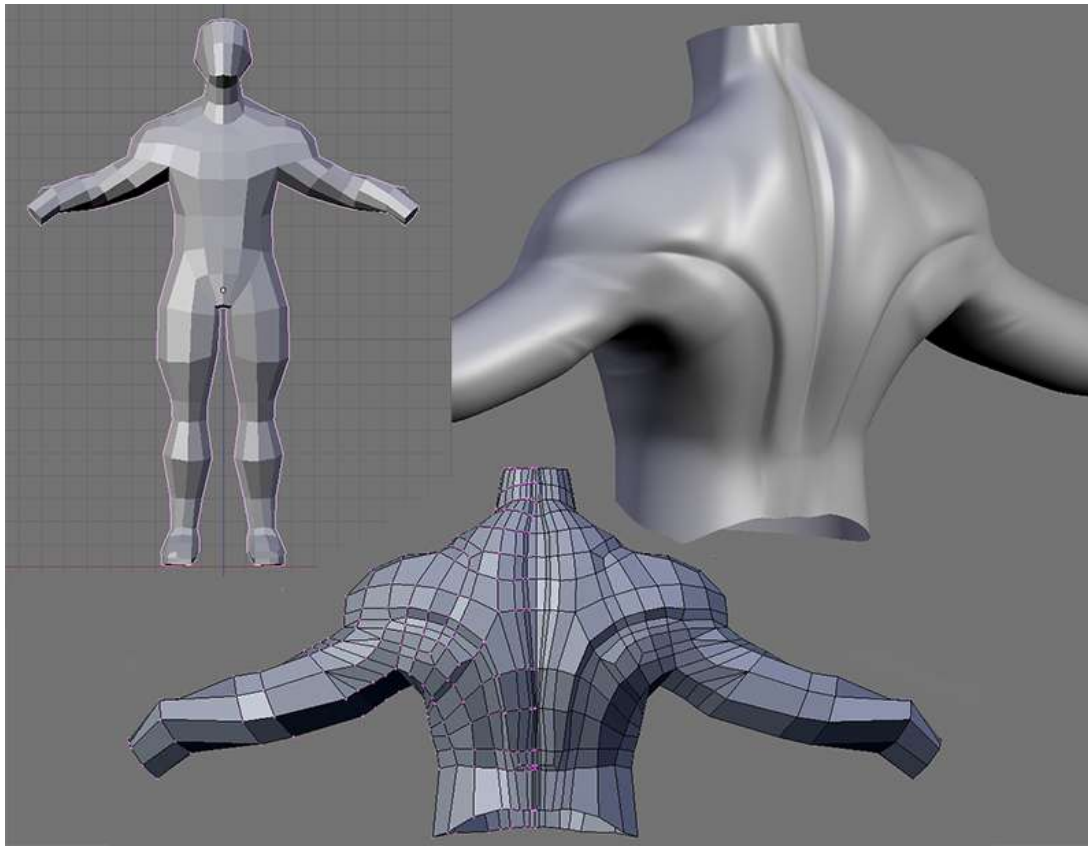


Join Date: Jan 2006  
Posts: 65

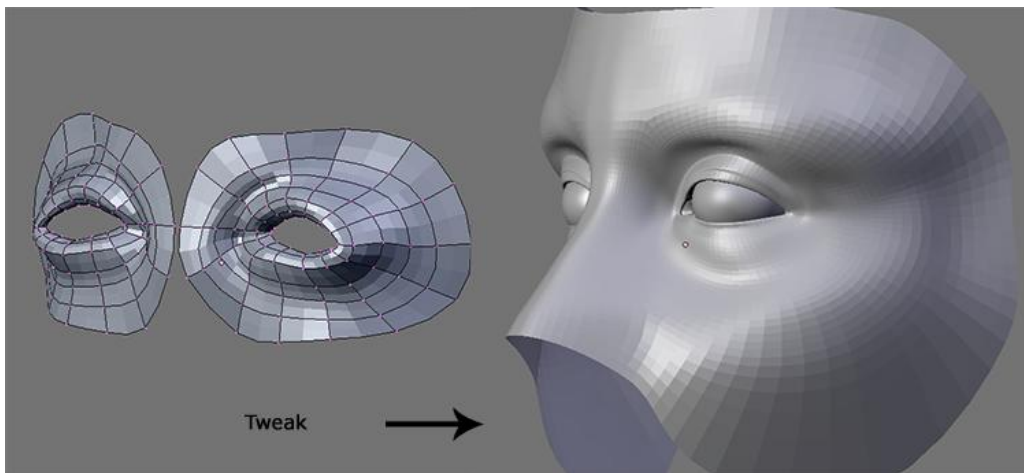


### A Final look at "Form"

It does not matter what method (edge extrude, poly, box) you use because you can always block out your form. However, with a box it's much easier and once you have your form that you think is "Good" save it and put it away because you will reuse it over and over again for many purposes like experimenting with flows/topology, detailing the muscles, posing and testing out lighting or even testing out your new software.



I am able to experiment with many things because of this form that I've built in Wings3D. Today I can test out muscles and tomorrow I can test out flows, without this one form my progress would be very slow since I would have to rebuild it everyday. The whole point of doing all this form is to understand modeling **theories and techniques** so that you can use it later on regardless of what method you started with. As you become experienced you'll learn that there are no rules to modeling because the final result is what matters so keep in mind that "Form" is not a "must-do" thing because there are people who can just create a box and start adding in the topology which will give them a messy mesh and from there they can tweak it into something without the thought of "Form".



In the end your ability to tweak and turn a messy mesh, that looks like nothing, into a golden mesh is much more important than your ability to create beautiful forms under 15 minutes. I'll talk more about this tweaking stage later on since there are a lot more to this final stage and right now we're just on the first ladder.

Modeling becomes easy once you break things down and give them names/concepts that you can easily recalled later down the road. When I create a form this is my check list:

- 1: Connecting the dots
- 2: Key/Fill
- 3: Rounding
- 4: Bending (following the flow)
- 5: Extrude (There are two ways)
- 6: Separating
- 7: The Organic Plane (haven't talked about it yet)
- 8: Alignment

Having this list to follow you can now be sure that your practice is "proper" and later on you will know it by heart and will do it without thinking. I will revisit this thread later down the road and put these 8 concepts of form into practice (if time allowed). For now we have come to an end with this thread so that mean you can discuss anything related to "Forms" here.

Where to go from here

Start collecting examples (screenshots) on form modeling like I did and take things easy and just relax. I have another thread coming called "Poles" which I believe is the key to modeling and that thread can lead us into Topology or Detailing, or even both!

NOTE: Has anyone saved the first and second page of this thread? Apparently, a few images has been wiped out from imageshack server (not sure what happened). I will recreate them if none of you have those lost images... (Strange that I didn't save those pages, I think I'll do that now on)

QUOTE QUICK

03-22-2006, 12:42 AM

#16



southern  
Instigator

Join Date: Dec 2005  
Location: UK  
Posts: 681



Drop me an email and we will host the images here at sub-d so we can ensure they stay put.

SOUTHERN

Admin

http://www.southermgfx.co.uk

QUOTE QUICK

03-22-2006, 12:47 AM

#17



pnoland  
Super Moderator



Join Date: Dec 2005  
Location: Northwest Indiana, USA  
Posts: 913



Fantasic thread, we definatly need this puppy hosted. 😊

QUOTE QUICK

03-22-2006, 07:53 AM

#18

johnfnoo  
SDM User



Join Date: Feb 2006  
Posts: 249



I definitely get a lot out of your approach SomeArtist. Any tutorials specific to wings or blender that youv'e posted anywhere? I'd like to see how you deal with blender especially.  
JF


QUOTE QUICK

03-23-2006, 03:30 AM

#19

SomeArtist

Organic modeler



Join Date: Jan 2006  
Posts: 65

Quote:

Any tutorials specific to wings or blender that youv'e posted anywhere? I'd like to see how you deal with blender especially.

I only talk theories and techniques. However I just started a very short one on Blender for those that are very curious...  
[link](#)

Quote:

Drop me an email and we will host the images here at sub-d so we can ensure they stay put.

I'll keep this in mind once I have all the threads out. I might even have to change the image to fit the layout of this site.

QUOTE

QUICK

04-16-2006, 04:03 PM

#20



vlob

SDM User

Join Date: Apr 2006  
Posts: 1

In first post there are some images that I cant see,could you upload again?  
Thanks for all,Im a beginner

QUOTE

QUICK

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[vlob](#)

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