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a sub-division modelers primer

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Super Basic Workflows

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06-03-2007, 09:14 PM

#1 ☐[Larky](#)
SDM UserJoin Date: Jan 2006
Location: Norwich, UK
Posts: 59

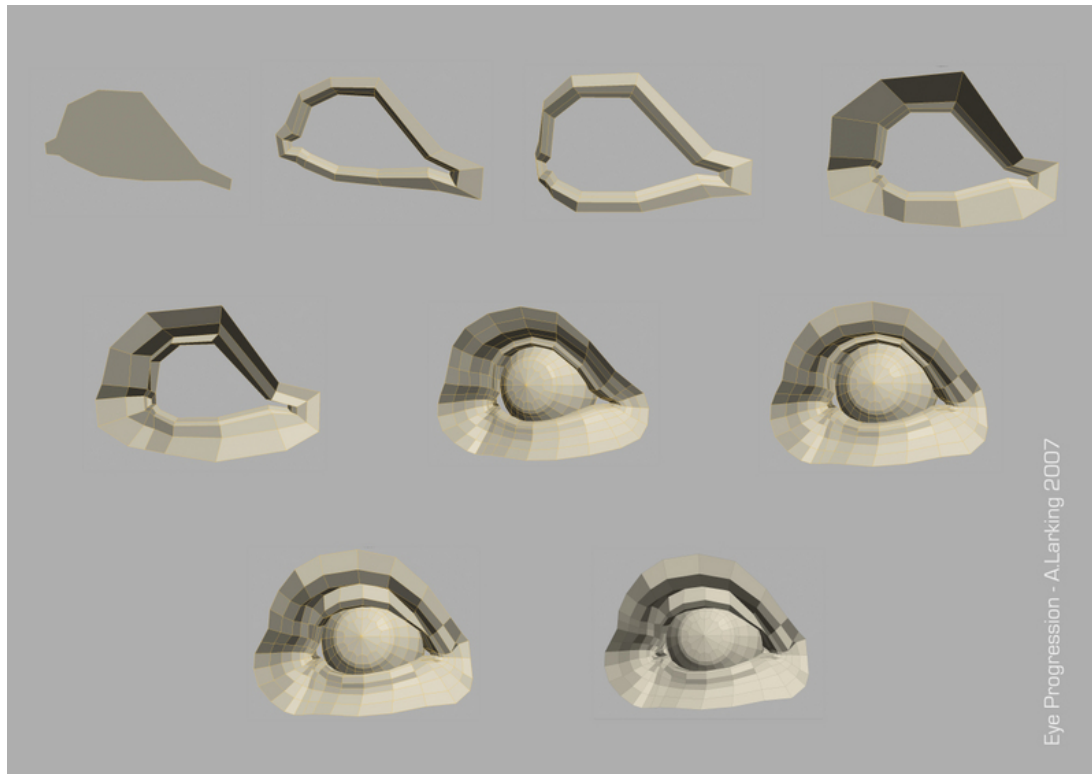
Super Basic Workflows

Hi all.

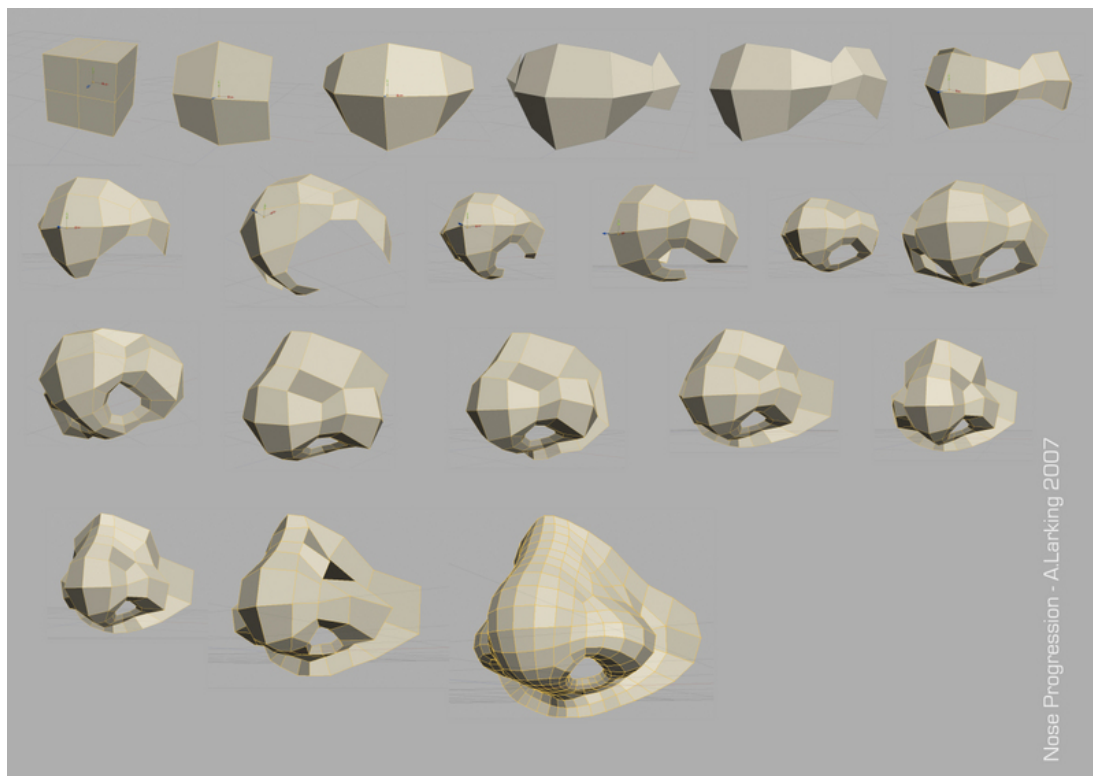
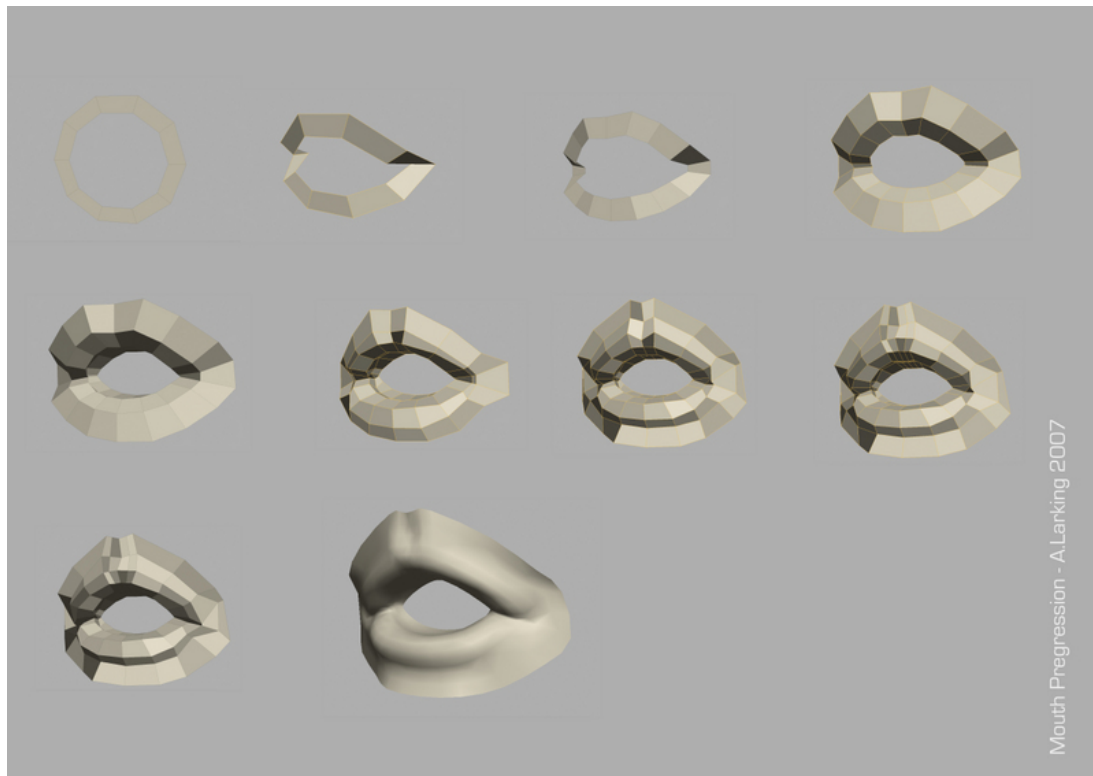
Here are some super basic workflows, not sure if anybody will have any use for them but here they are anyway. They were made because I get asked about building face parts over and over.

Anyhoo, take care.

A.



Eye Progression - A.Larking 2007



QUOTE

QUICK

06-03-2007, 09:35 PM

#2



animasta
Lightwaver4Life



Join Date: Jul 2006
Posts: 93



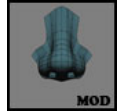
I use a different method, but still, this is pretty interesting. Thanks for sharing 😊

User name: Animasta
Skill level: Intermediate

[QUOTE](#)[QUICK](#)

06-03-2007, 09:39 PM

#3



Jeremy
Super Moderator



Join Date: Jan 2006
Location: Florida, USA
Posts: 1,310



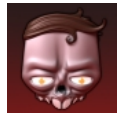
In my experience, I've done the nose a little differently, but this works! 😊 Thanks for Sharing this with us.

Signed,
Your friendly neighborhood Moderator.

[QUOTE](#)[QUICK](#)

06-03-2007, 09:45 PM

#4



Caccipergolo
Need some sleep...



Join Date: Mar 2006
Location: Varese Italy
Posts: 229



wow, really thanks!

[QUOTE](#)[QUICK](#)

06-03-2007, 10:28 PM

#5



Wayne
SDM User



Join Date: May 2006
Location: Durham, England
Posts: 1,284



Thanks for posting this here. Your right, these are among the most common questions about organic modeling that think we are all asked for time to time. I'm going to make this sticky as it's something like the topo thread that will be invaluable to people starting organic modelling.

Wayne...

[Homepage](#)

[QUOTE](#)[QUICK](#)

06-03-2007, 10:33 PM

#6



phrenzy84
Super Moderator



Join Date: Jan 2006
Location: London, UK
Posts: 532



hey andrew, long time no see.

Awesome progress shots.

Im sure it will shed light on anyone trying to model those parts.

-andy

[phrenzy's CG Blog](#)

[Black Widow \(with Prey/Lover\)](#)

[Speed Models \(with Timelapes\)](#)

[QUOTE](#)[QUICK](#)

06-04-2007, 12:50 AM

#7 

[Larky](#) 
SDM User



Join Date: Jan 2006
Location: Norwich, UK
Posts: 59



Wow, I'm all sticky! 😊

Yeah, been a while since I have been active on-line. I'll be sharing quite a bit more soon as I am embarking on my hardest task to date. I have hand and foot versions of this which I'll post soon, I just need to clean them up a bit first.

A.

Edit: Sorry, forgot to mention that if anybody wants video versions of these I can knock them up quickly. If anybody could host them I'd appreciate it.

[QUOTE](#)[QUICK](#)

06-04-2007, 03:05 AM

#8 

[Toaster 1](#) 
SDM User



Join Date: Apr 2007
Location: Texas
Posts: 2



Videos would be nice, I really like how you did the mouth it just seems so easy. Looking forward to the foot and hand tutorials 😊

PS. What program did u do these in?

[QUOTE](#)[QUICK](#)

06-04-2007, 12:47 PM

#9 

[Larky](#) 
SDM User



Join Date: Jan 2006
Location: Norwich, UK
Posts: 59



This is all Silo 2, the best organic modelling app in my very humble opinion. If I can get hosting I'll put links up for the vids.

A.

[QUOTE](#)[QUICK](#)

06-06-2007, 08:12 AM

#10 

[Glacierise](#) 
Polydreamer




Join Date: Apr 2007
Location: Sofia, Bulgaria
Posts: 18



Hey, thanks! Esp about the mouth! And it would be great if you up vids of silo2 modeling, I'm interested in its features.

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ybob

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