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a sub-division modelers primer

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 **The Pole**

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 03-25-2008, 03:28 AM

#141 

Tyros 
3D Artist Student



Join Date: Mar 2008
Location: Swansea
Posts: 3



I think create "Spiral loops" is really easy, you just have to know how poles work. Also when use Spin faces, you just have to follow queue(spin faces)

I saw some models with loop B.
I never saw anyone with loop A.

I can do any loop, my point was: Which one is the best way for professional modelers. Or just the circular....Therefore I will be able to create models on right path.

[QUOTE](#)

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 03-25-2008, 05:13 AM

#142 

Toontje 
Bachelor/ Ingenieur




Join Date: Jan 2006
Location: Bonaire N.A.
Posts: 73



Go with circular. You'll get anywhere between 2 to 4 E-poles. Spiral will create a lot more E-poles. I rather reserve E-poles to create diagonal topology.

[QUOTE](#)

[QUICK](#)

 06-19-2008, 08:27 AM

#143 

mister3d 
SDM User



Join Date: Apr 2008
Posts: 18



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Originally Posted by **murky**

well i was just pointing out how what youre saying might have been confusing for the guy...

Personally i dont see the use of this kind of costruction in an eyesocket AT ALL - i mean what the hell for? it'll look exactly the same as circular. the idea is, well silly.

I agree and I think the same about diagonal loops. It is unnatural that 1 muscle follows separately at such a cost - breaking all surroundings into a mess. So these are more like a scientific fun - "look what I can do! Spirals and diagonals!" There are more logical ways for treating muscles. What is missing here for a beginner is that some kinds of loops are used 90% of the time, others - quite rarely. It may be confusing for a beginner. I personally think that there should be just an explanation of a basic theory, like:

what are poles and loops

kinds of loops, frequency of use

bending poles

moving poles

removing poles

The rest should be left to exploration in videotutorials which will develop the general logic. Such diagrams may be just confusing, videos are much better to get a grasp at organic modelling IMO.

QUOTE

QUICK

06-20-2008, 11:05 AM

#144

mister3d
SDM User



Join Date: Apr 2008
Posts: 18



I created a revised thread about poles

<http://www.subdivisionmodeling.com/f...1330#post41330>

Last edited by mister3d : 07-18-2008 at 11:12 AM.

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06-26-2008, 02:22 PM

#145

Mittin
SDM User



Join Date: May 2008
Posts: 14



Is it me or have some of the images from the front page vanished since yesterday? There are 2 images from toontjes post and some from someartsist not appearing on the front page, that were there yesterday.

QUOTE

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07-10-2008, 12:37 AM

#146

mister3d
SDM User

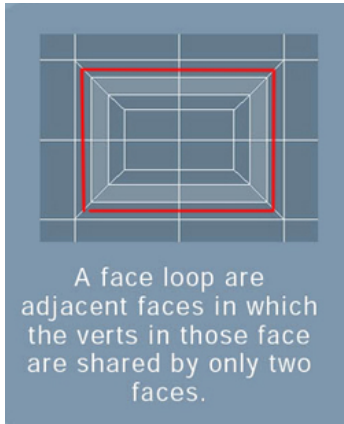


Join Date: Apr 2008
Posts: 18



Not sure about faceloop - why only 2 faces should share the vertex? it looks like it can share 3 too like in an extrusion example. I think here's something wrong, and a faceloop is defined by poles, not by a number of vertices. But about an edgeloop it's correct IMHO.

Look at the red line - it's definitely a faceloop.



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Last edited by mister3d : 07-18-2008 at 11:11 AM.

QUOTE

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The Pole

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vbob

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