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a sub-division modelers primer

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## Super Basic Workflows

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06-06-2007, 11:17 AM

#11 ☐

**Larky**  
SDM User



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

Hi all.

Video's are being re-recorded so you can actually see what I'm doing! In the meantime I may make little animated GIF's. I also thought about a new nose building technique so I need to work on that then record the new way.

Sorry for the wait, it's the end of term and things here are insane. It will all be calm soon enough.

A.

QUOTE

QUICK

06-15-2007, 01:48 AM

#12 ☐



**sic.sick6**  
Sic transit gloria mundi



Join Date: May 2007  
Location: Maldives  
Posts: 36

if u still need somewhere to host the files PM me... I've got the space and won't shutdown on u... and even if i had to I'd giv prior warning...

QUOTE

QUICK

06-15-2007, 02:36 AM

#13 ☐



**Jeremy**  
Super Moderator



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

😊 yes, please do post those videos as soon as possible. I love seeing other's takes and workflows based off poly-by-poly modeling.

Signed,  
Your friendly neighborhood Moderator.

QUOTE

QUICK

08-06-2007, 03:30 PM

#14 ☐

**mehran**  
SDM User



Join Date: May 2007  
Posts: 2

nice!!!! really good stuff here..

QUOTE

QUICK

09-18-2007, 04:01 PM

#15 ☐

**Larky**  
SDM User



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

Hi all.

Well, I haven't been around for ages and wanted to explain why. I got a promotion at work, all good, but it means I'm twice as busy as I was before (and that was bad enough!). Also I have my own company now, and getting that going is taking lots of my time also.

However, I am still on this. 😊 I have been working on my methods, ways to make it more artist friendly, rather than techy friendly. An ear-progression will be up soon, I have all the pics I just need to organise them. I also have the hand and foot done, but can't find the damn files. I will post ASAP.

Anyway, just wanted you all to know I didn't vanish.

Take care, L.

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

09-18-2007, 05:02 PM

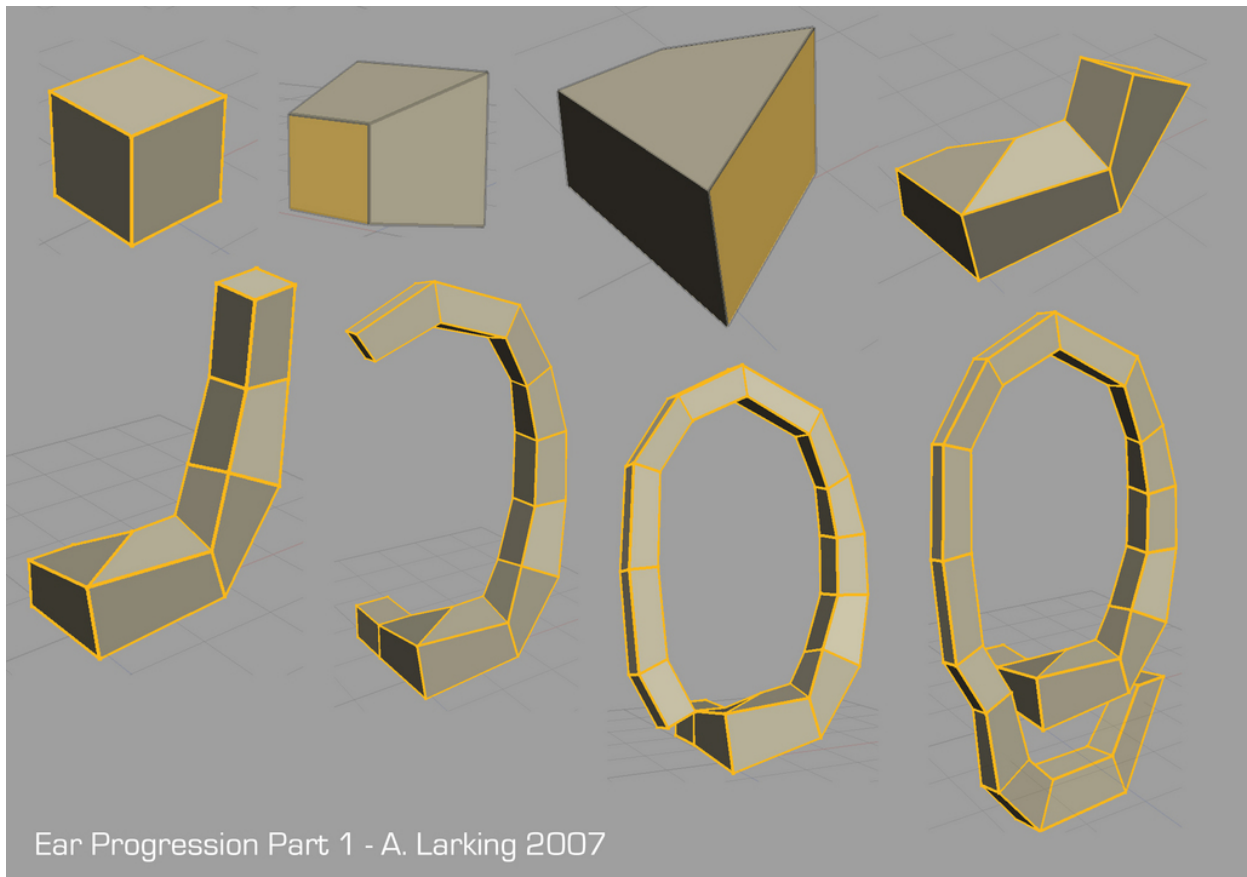
#16

Larky  
SDM User

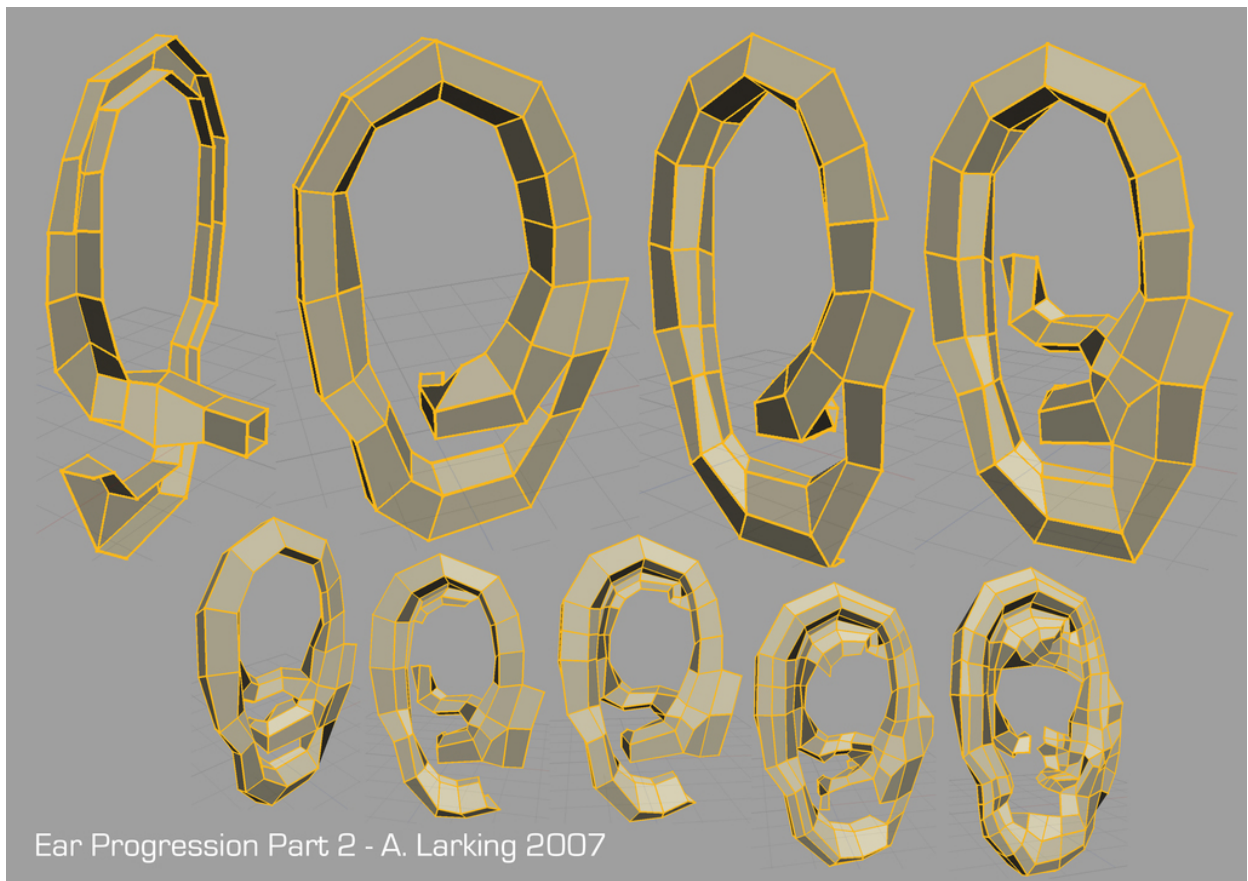


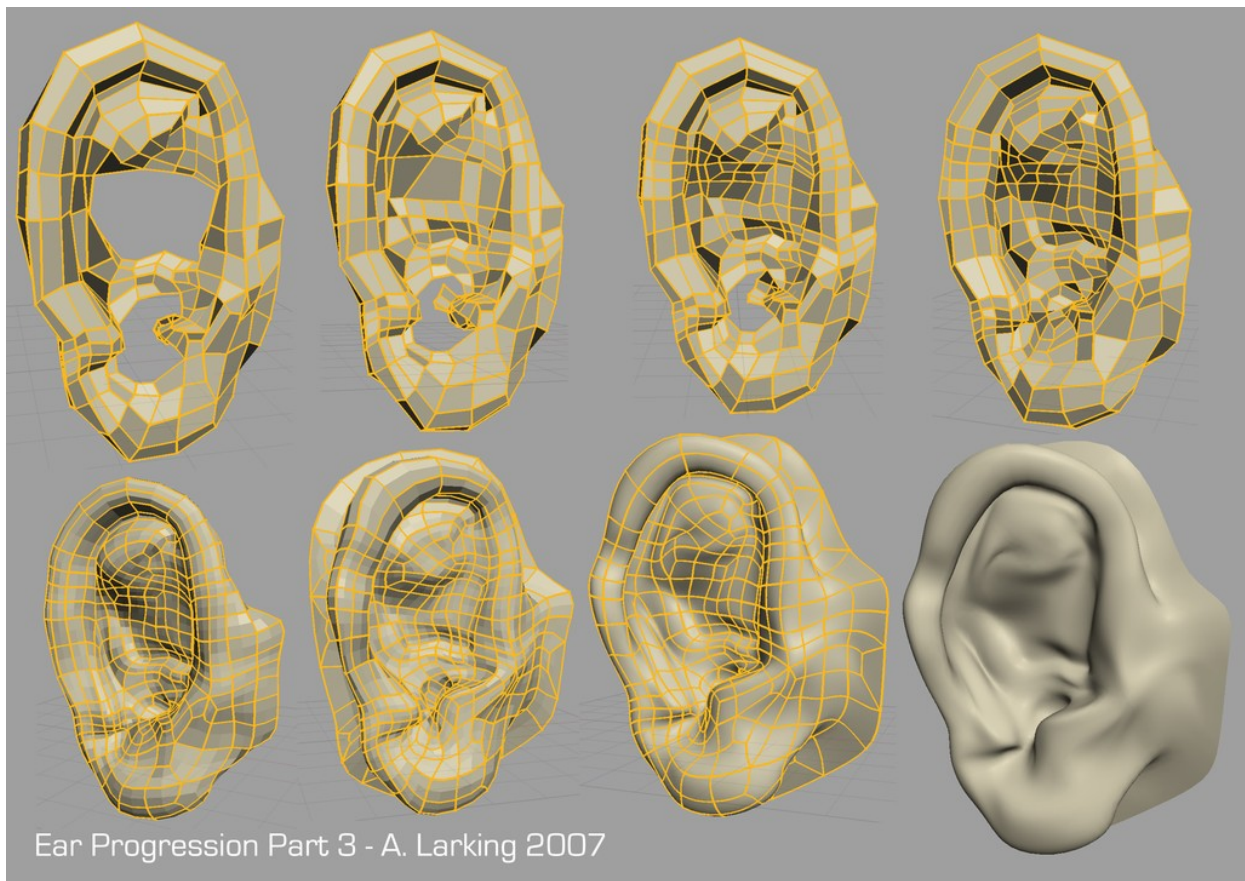
Join Date: Jan 2006  
Location: Norwich, UK  
Posts: 59

And in fact, here are the ear flows. It isn't the cleanest ear, but it does allow you to use Soft Selection and make it look like any ear type you want.



Ear Progression Part 1 - A. Larking 2007





Last edited by Larky : 09-18-2007 at 05:04 PM.

QUOTE

QUICK

09-20-2007, 12:55 AM

#17 

**donnieb2**   
SDM User



Join Date: Jun 2007  
Posts: 6



Great stuff looking foward to your video tutorials

QUOTE

QUICK

10-21-2007, 05:11 PM

#18 

**raik**   
SDM User



Join Date: Sep 2007  
Posts: 4



still nice workflows ^^  
Hope to see vids :P

QUOTE

QUICK

10-30-2007, 07:24 PM

#19 

**Cranky**   
SDM User



Join Date: Oct 2007  
Posts: 3



Hey, I've been looking for these kinds of specific modeling examples for a while, and would like to find more...anyone know where? I'm not into organic modeling much though, just mostly mechanical, which I find to be quite difficult to get details into. Stuff like this is what I want to see:

<http://img81.imageshack.us/my.php?im...keaholeqx5.jpg>

On a second note, here is an example of where I have tons of trouble; knowing how, where, and what is needed to model details on this gun:

<http://img220.imageshack.us/my.php?i...leprobzxq3.jpg>

<http://img220.imageshack.us/my.php?image=p22gz6.jpg>

Thx!- =)

QUOTE QUICK

10-30-2007, 07:29 PM #20

Cranky

Join Date: Oct 2007  
Posts: 3

Hey, I've been looking for these kinds of specific modeling examples for a while, and would like to find more...anyone know where? I'm not into organic modeling much though, just mostly mechanical, which I find to be quite difficult to get details into. Stuff like this is what I want to see:

<http://img81.imageshack.us/my.php?im...keaholegx5.jpg>

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<http://img220.imageshack.us/my.php?i...leprobzxq3.jpg>

<http://img220.imageshack.us/my.php?image=p22gz6.jpg>

Thx!- =) (sorry if this posted twice. it didn't appear the first time)

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Sharing Technique

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