

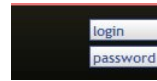
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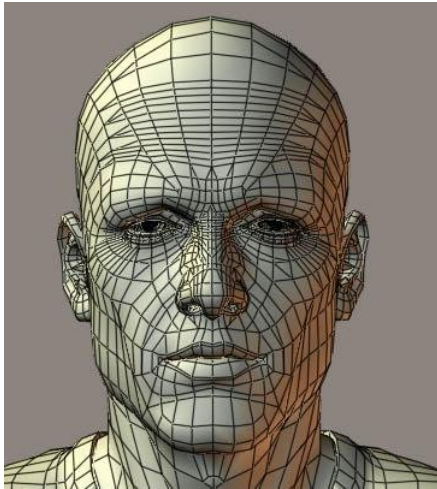

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 <p>Joined: October 2006 Posts: 56 Location: Ngunnawal</p>	<p>0001-Getting Started with Humans and Animals in 3D</p> <p>Meshes Many of my images contain humans and animals. These are 3D objects within my scenes (see "beginnings" if 3D concept is unfamiliar to you).</p>  <p>There are a few different ways of doing 3D objects. Most of them are made up of meshes. A mesh is like a wire construction for a model in which the skin (texture) is applied. Like creating paper mache sculptures in school. A mesh has to have enough detail to show every contour of a body that you wish to show. You can get high and low resolution meshes for either close or distant images. The higher the resolution the mesh is, the more resources your computer has to do its rendering.</p> <p>To start with there are static meshes and animated meshes. Other meshes are created from formulas like fractals. These are often used to create plants and structured forms.</p> <p>In the old days all the artists used to create their own meshes for producing images. That was a very large job and meshes got more and more complicated. Nowadays, there are mesh morphers, skin experts, texture designers, clothing designers, hair experts, animators, compositors, artists and many other expert areas.</p> <p>I grew up in the period where every scene started with nothing more than a camera and a plane. It is much easier and much more flexible and fun nowadays.</p> <p>You, as an artist can now either find or buy many of these items to create your own images without all the long hard work of days gone by.</p> <p>Morphing The thing that is very unique about modern meshes is that they not only can animate a character with near correct muscle movement, but can also be modified to look completely different. For example, the people meshes that I use are used for both skinny, fat, realistic, cartoonish and many other styles. What this means is that the designers of these meshes have made it so that if it is fat, then you will get bulges, love handles and saggy fatty areas... while the exact same mesh can be made skinny and have the ribs showing in the exact same area that used to have fat.</p> <p>This is nearly more complicated than real life.</p> <p>Of course, not all meshes are equal. Many don't allow this flexibility but are instead great for animating.</p> <p>Getting started. People and animals came into my images as static meshes originally. Later I started to use a software package called Poser (I think I may have actually started at Version 1).</p> <p>Poser gave you a man, a woman, a boy, a girl and a couple of animals. Within Poser you could move all the arms, legs, fingers and bodies of these meshes. You also had the ability to apply expressions, some blobs of hair and a few other static shapes. Some fundamental clothing was also available to dress them ready for their snapshots.</p> <p>It was often very difficult to get your figure posed in a natural manner (but boy was it fun trying). Eventually once you have a pose, you can save that pose or scene and then use it again later.</p> <p>If you want more detail on how to use Poser I will write a tutorial about it.</p> <p>Getting even more. Once you are comfortable with Poser, you can extend your horizons. A site I came across is a site called DAZ3D. This site is selling a different mesh (they now give it away). This mesh is called Victoria 3. There is also Michael 3, Stephanie 3, David 3 and quite a few others, like The Girl. There are teens, children, babies, many animals, animal packs, dinosaurs, birds and all the accessories.</p>  <p>These figures allow you to morph them into many different styles. Fatter, skinnier, super skinny, pregnant and so many more. You could even change Victoria into a man. Be aware that most morphing packs are purchased separately.</p> <p>Once you are done morphing, you can then animate them or just render them in still images.</p> <p>The amount of things that you can buy or get for free is now very extensive. There are many props that can be used within your images. Be aware that anything defined as a prop cannot be posed or animated.</p> <p>I may do a tutorial on Using DAZ products later, but half the fun of it is finding it all out for yourself.</p> <p>There are also many other sites out there now selling or giving away these types of products. You may find you may even want to specialise in creating certain types of characters or props.</p> <p>Help and Links Here is a list to get you started: http://www.e-frontier.com/ - Poser</p> <p>http://www.daz3d.com/ - Daz Products like Victoria3 and Michael3 with a huge range of meshes, props and lots of freebies</p> <p>http://www.contentparadise.com/us/user/home.php - e-frontiers sales site with connections to many communities and markets + freebies</p> <p>http://market.renderosity.com/ - A large marketplace and community with lots of add-ons to purchase + freebies</p> <p>http://www.runtimedna.com/</p>

- An artists community with lots of vender items for sale with some freebies

<http://www.3dcommune.com/>

- Artists community and marketplace + freebies

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

- Poserworld has a large collection of clothing and accessories for your models. They offer a subscription with new items each week

<http://www.cornucopia3d.com/>

- cornucopia is Vue's marketplace. You can get some animated meshes there + some freebies

There are many, many more sites. I will continue to update this list and also include a links file, but these should get you started and also have many their own.

You can now render your entire scene in Poser or you can export your scenes or models to other applications like Vue or Bryce.

I like to do my scenes in Vue. It allows you to do plants, outside scenes and has many other benefits.

Site Admin and Artist
art.sacada.net

#1 07 Oct 2006 21:28

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