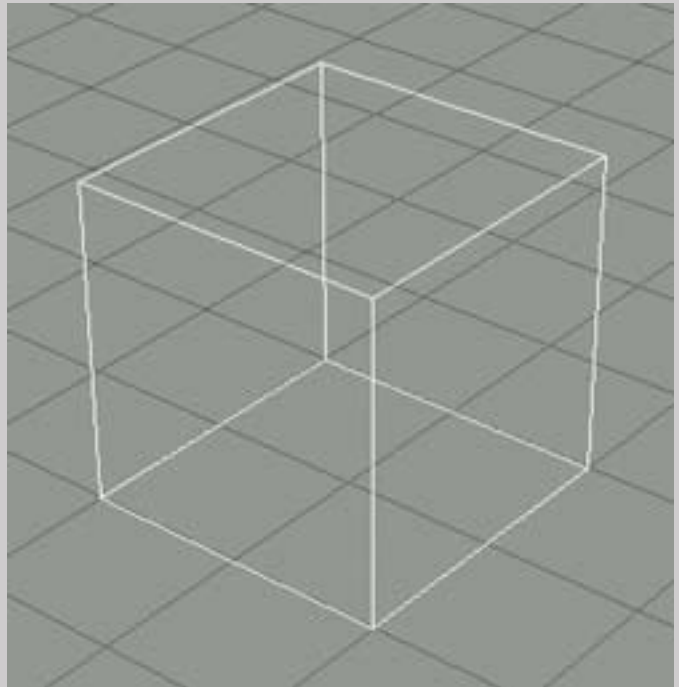
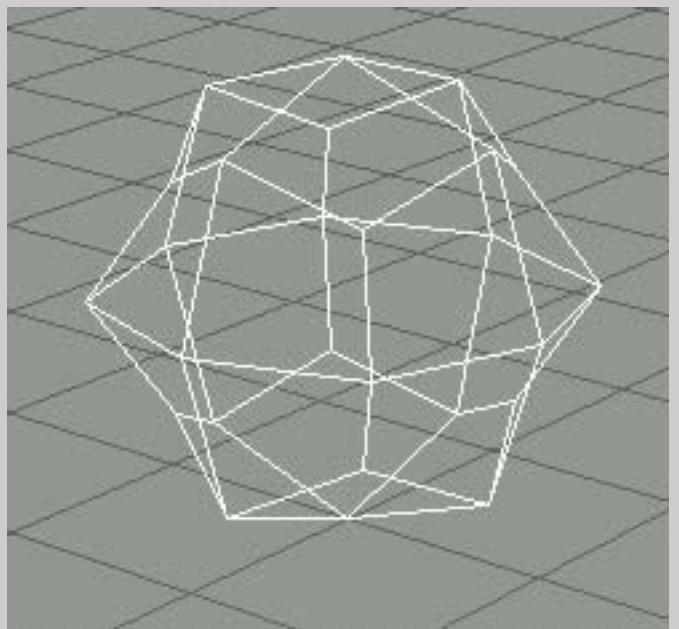


Creature modelling. © Matthew Chan

My favorite creature modeling technique is hypersweeping and using ThC, so in this tutorial, I will start of with a cube.



I generally figure out what my creature is going to look like as I go along, because I'm modeling for FUN! :) Now I use ThC to Smooth the object one cycle, so I get a roundish object, since most creatures have some sort of roundish look. Looking at this rounded cube, I get a idea of a one-eyed creature! (big suprise... no? :p)



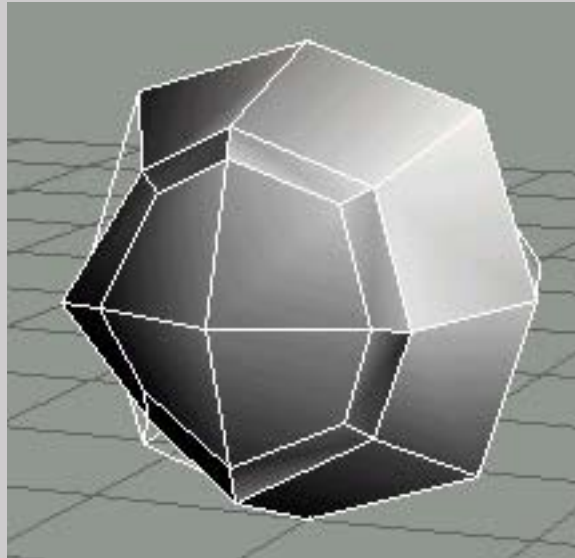
So off I go to create the eyeball space. The front four faces (left hand side) seem perfect for placing

the eyelids.

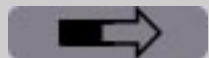
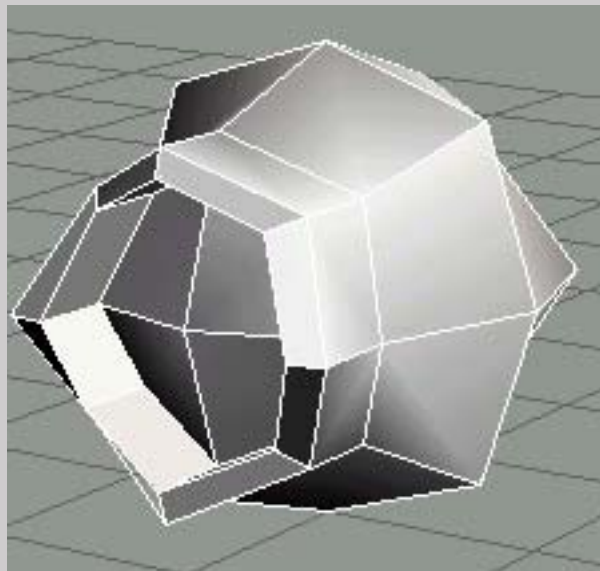
So time to whip out the Polygon draw tool (far right icon). As you can see, I have the hotkey "V" set to polygon draw, since I use it so much.



You can do the same by moving your mouse over the polygon draw icon, and pressing CTRL-F1 on the keyboard, and then using the hotkey dialog. Using the polygon draw tool, I add a series of faces to the object.



This is going to be the beginning of my eyelids for the creature. From here, I select the eyelid faces, and sweep them out, so I can get a bit more of a eyefold.



Creature modelling. © Matthew Chan

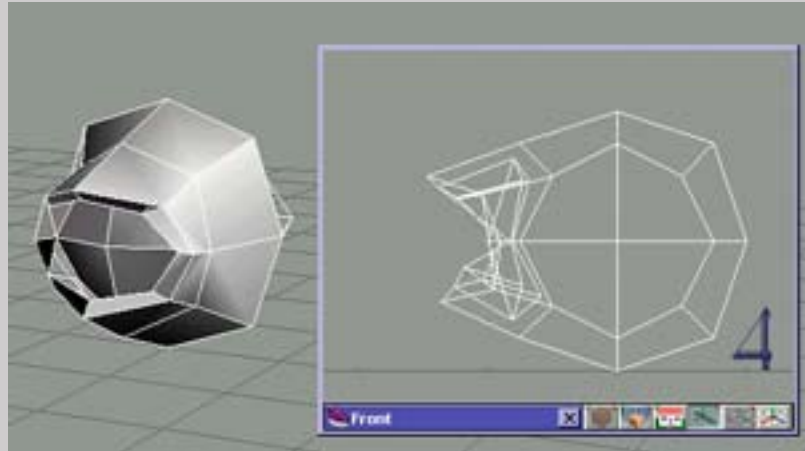
Then I reposition the edges and faces so that I get a more rounder look

(pushing in the left and right edges, and moving the top and bottom edges lower)

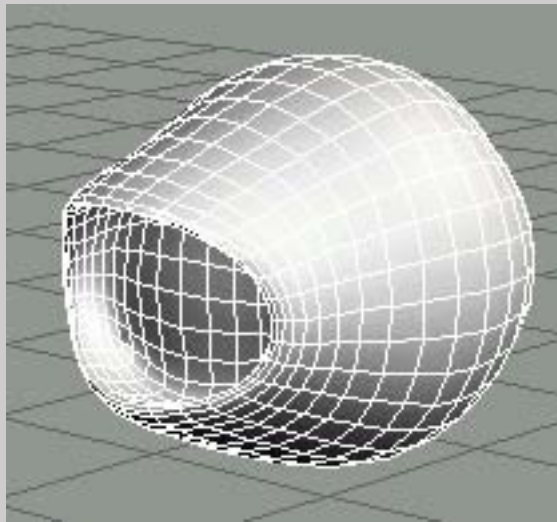
Now I do a quick 2 cycle smooth with ThC (ThermoClay) to see how the mesh looks.

Looking at this, I figure that some sort of propulsion would be nice for this creature, we gotta give it some way of getting around right? :)

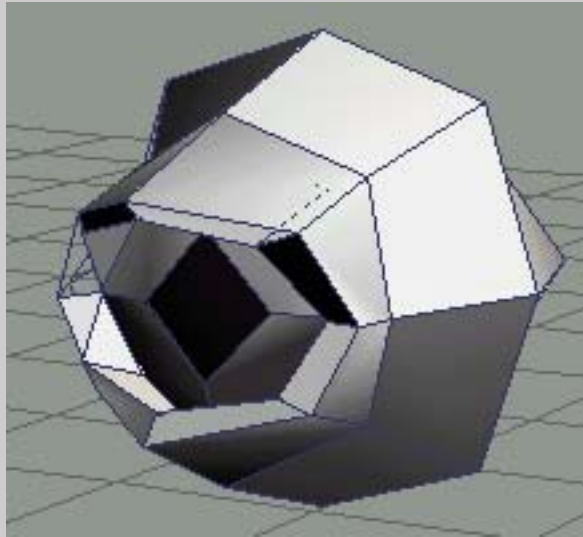
Hm... give him a leg? nah, been there, done that. Hm.. wings? maybe, but will be a bit hard to get the wing membrane part looking nice. Hm.. How about some



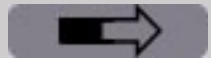
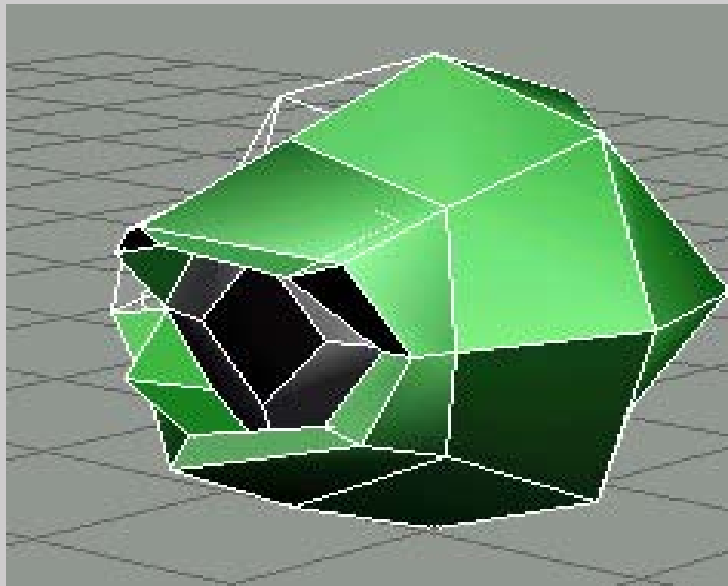
novel propulsion method that hasn't been used before? And so I decide on a floating gasbag with flippers propulsion idea :) For the gasbag, it'll be attached to the creature, who I will call Martin for now, by tentacles or tendrils, or something. And the flippers will stick out from the side, and propel it slowly through the sky. But I'm getting beyond myself here, firstly I have to get the eyeball looking right. To make the eye, I decide to keep it as part of the current object, and that I will just paint it on. So I select the center vertex of the eyeball area, and apply v2f (Vertex2Face) on it.



Then I paint that face black. Now I need to get the glossy kinda look for the rest of the eye, so I go fool with Yamaneko Fresnel. And using the default values for Yamaneko Fresnel, with the white plain color, I color in the rest of the eye (the 4 faces surrounding the black face) And I decide to paint the rest of him slightly green to get the stereotypical green creature look. Then I realize that I could've done the steps differently. So I paint the entire creature green first with the funnel, then I paint the eyeball white with fresnel, then I paint the iris with black.

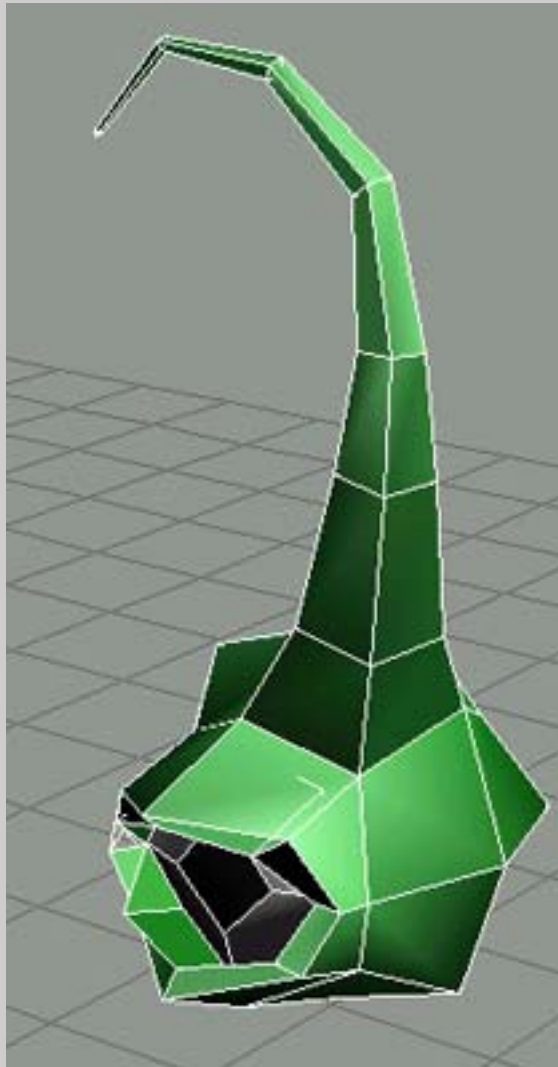


And here's what it looks like for now. Enough of this texturing stuff, back to modeling. Now I will procede to add the baloon thingy.

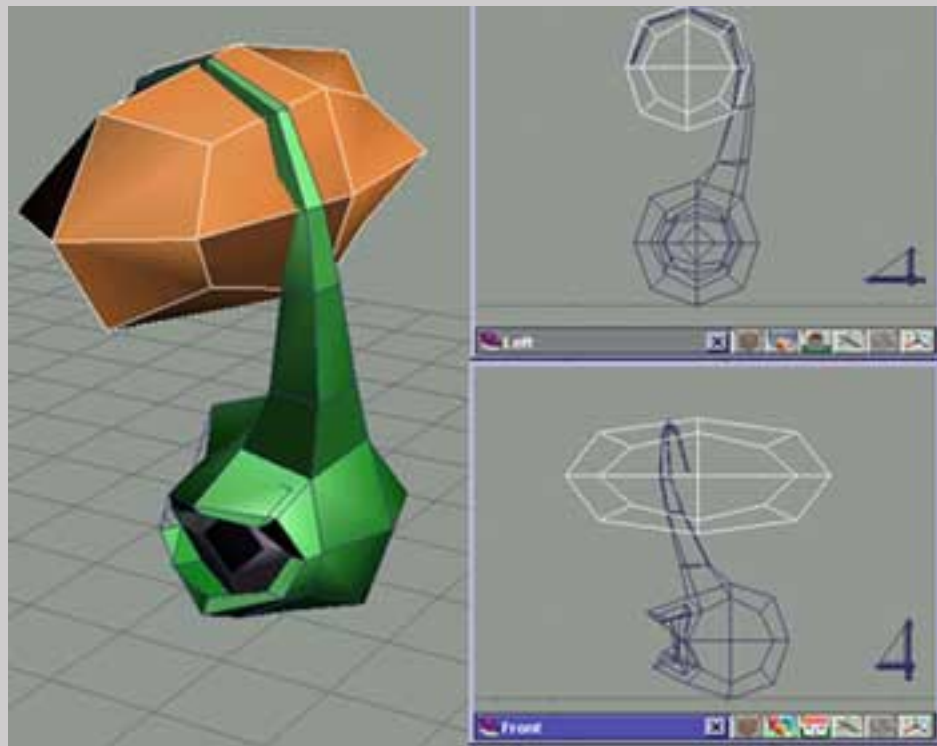


Creature modelling. © Matthew Chan

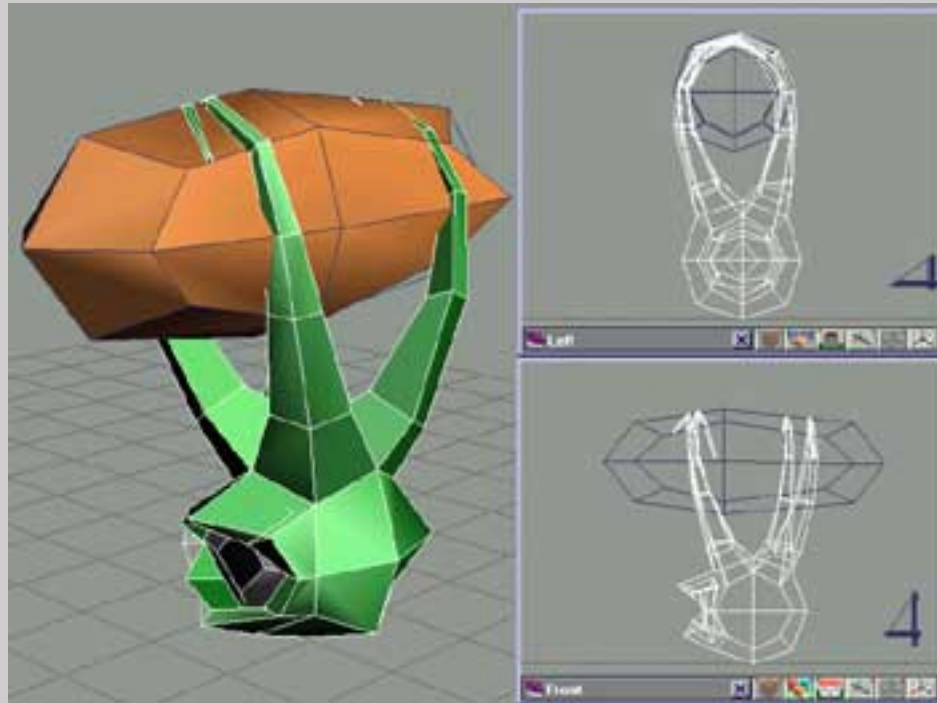
Using the sweeping tools, I sweep out a tentacle from the top of Martin's head.



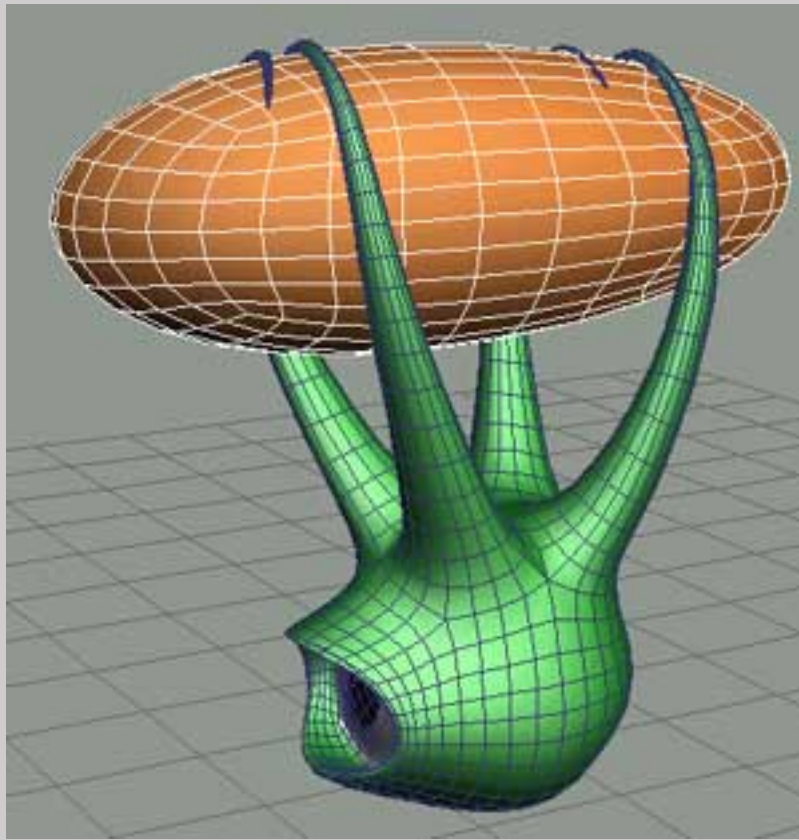
So now that I have the general idea of where the gas bag will go, I add a brown cube in preporance for being the gasbag.



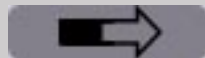
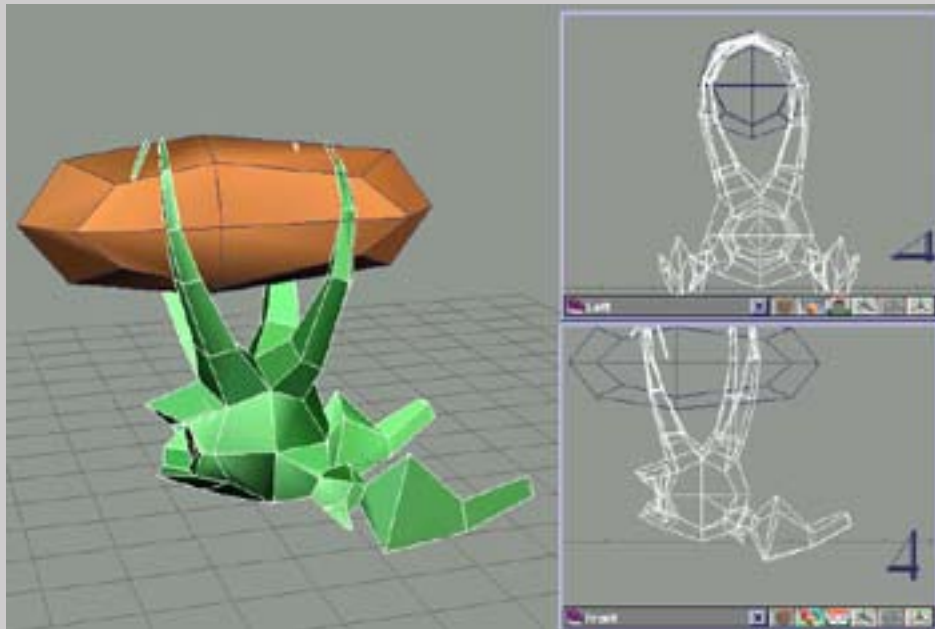
So now that I know where the gasbag is going to be, I sweep out the other 3 tentacles.



Using a cycle of 2 for both the gasbag and Martian, I get a general idea of what it will look like.



Now I need to start modeling the flippers, I plan to have 2 of them, one on each side. So with a bit of sweeping, moving vertexes around, sweeping some more, Tada, flippers :p



Creature modelling. © Matthew Chan

Now add some cool textures, add some good lighting, a mirror ground plane (love those :) and you've got a creature ready to render. Enjoy :)



Close