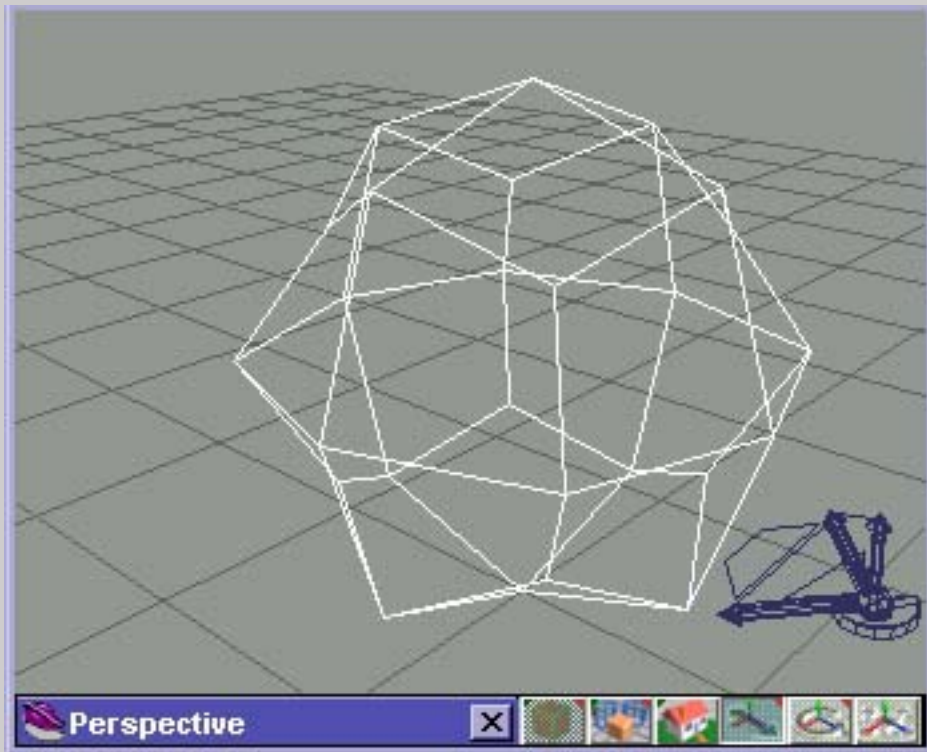
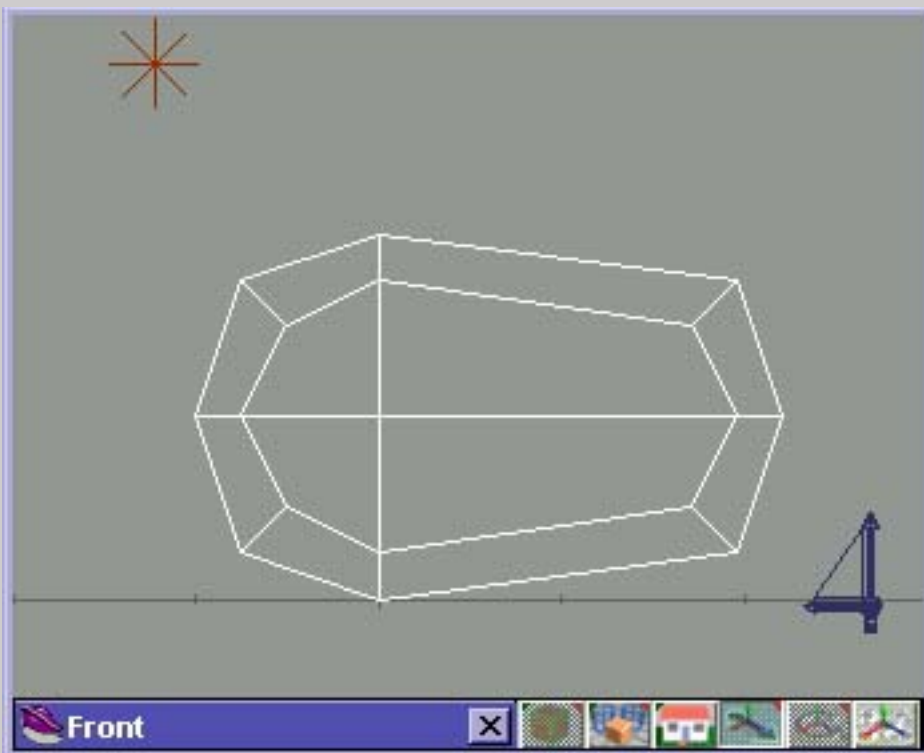


Creature modelling 2. © Matthew Chan


Hi, welcome to my second creature modeling tutorial. I hope that it will teach you some of the techniques that I use in modeling my creatures :) If you've already read through my first creature tutorial, you will probably understand why I will be starting off with a cube which has been ThC'ed (thermoclay'ed) with a cycle of 1. Now that I have the cube, let's get on with the tutorial!

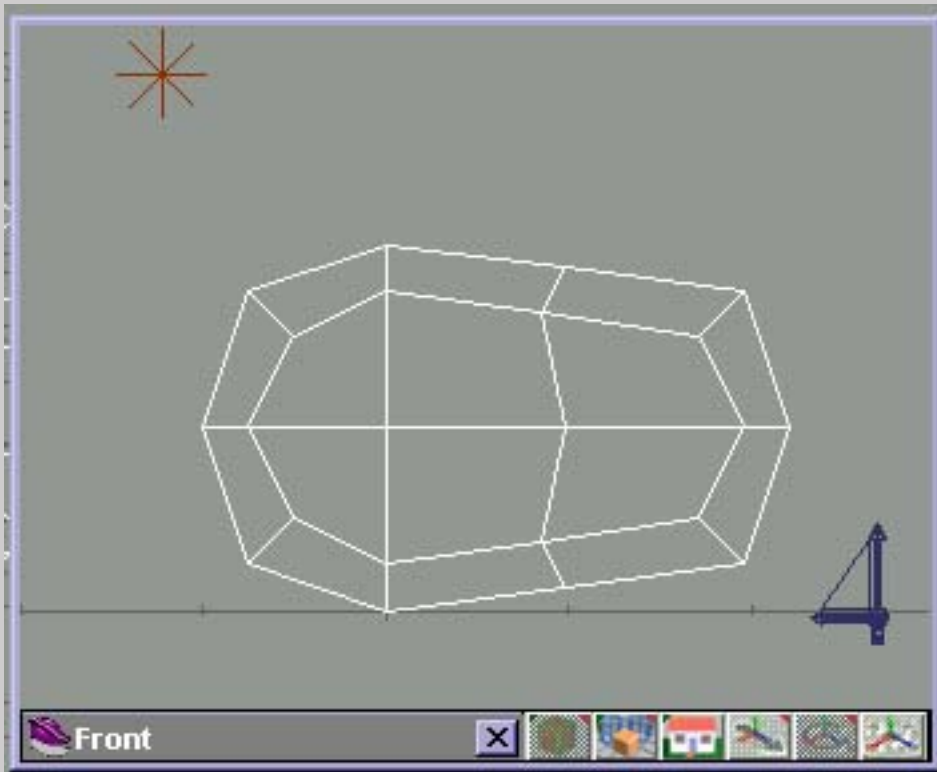


The inspiration for this creature came about when somebody on the #truespace irc channel (www.galaxynet.org) mentioned something about a "Wildebeest". And I figured it would be a pretty fun thing to model. So our final goal in this tutorial will be to model a "Wildebeest". This time, instead of modeling a gas-bag-flipper-propelled creature, I will be creating one with legs, just because a "Wildebeest" seems to sound like a creature that has legs.... :-p So now that I know that I will have legs, I will have to make a torso to attach the legs to, so I will select the 4 back faces of the torso, and drag them back (first select the 4 faces, then right click drag them to move them out according to the normal) to make the torso longer.



Now that we have a kinda ostrich like toso thingy, I figure giving our creature 2 legs would be a nice thing to do. But the first task will be to create the geometry

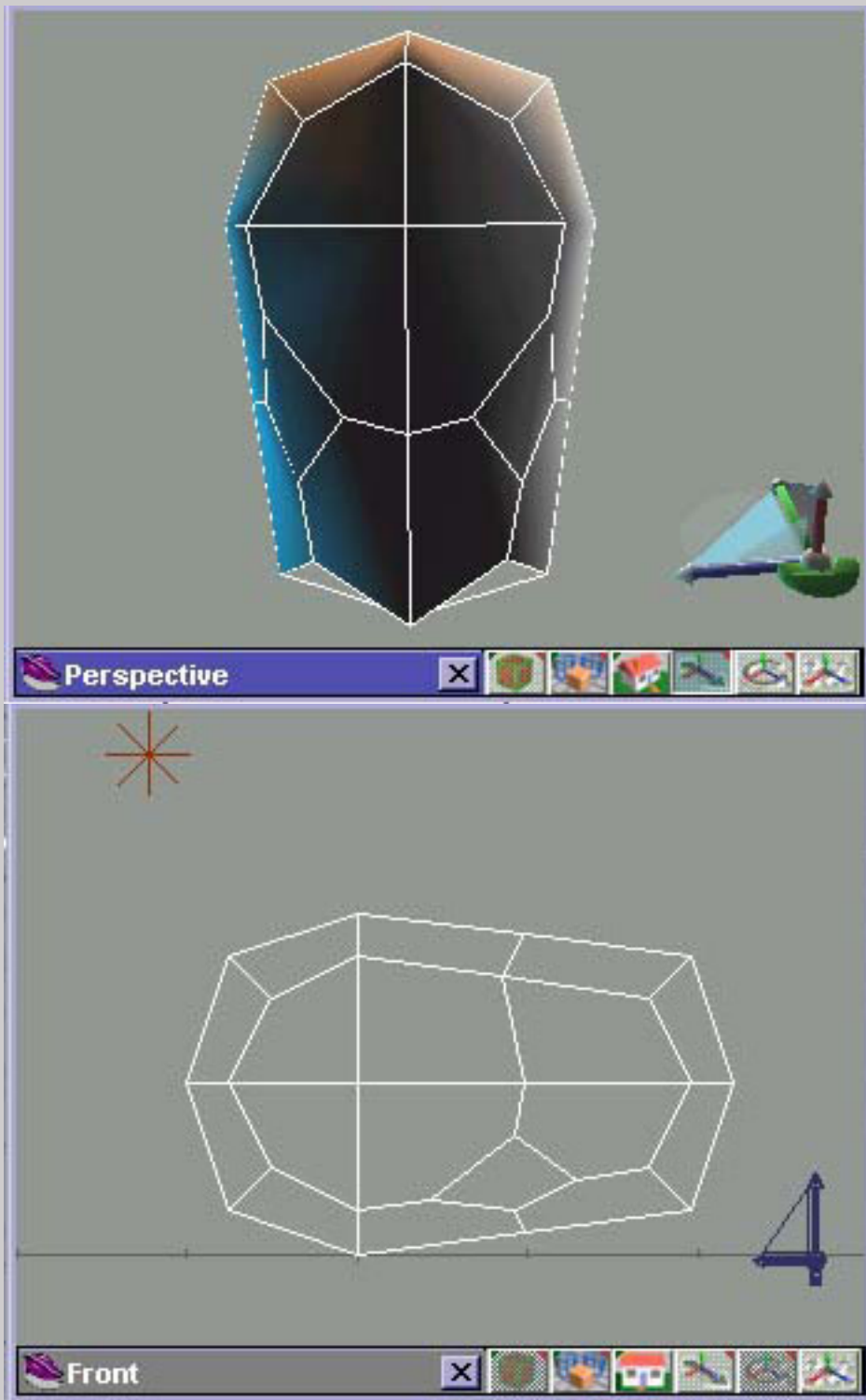
to position the legs. For this, I will use looper  (yeah, another ModelSuite plugin I've been working on :) to generate a quick loop around the torso (note : you can do it manually, just might take a while, since you will have to manually polygon draw the edges while slowly rotating around the object.)



Now that you have the geometry set up, we can make the leg holes. To make the leg holes, I will use v2f

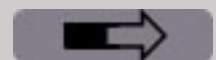
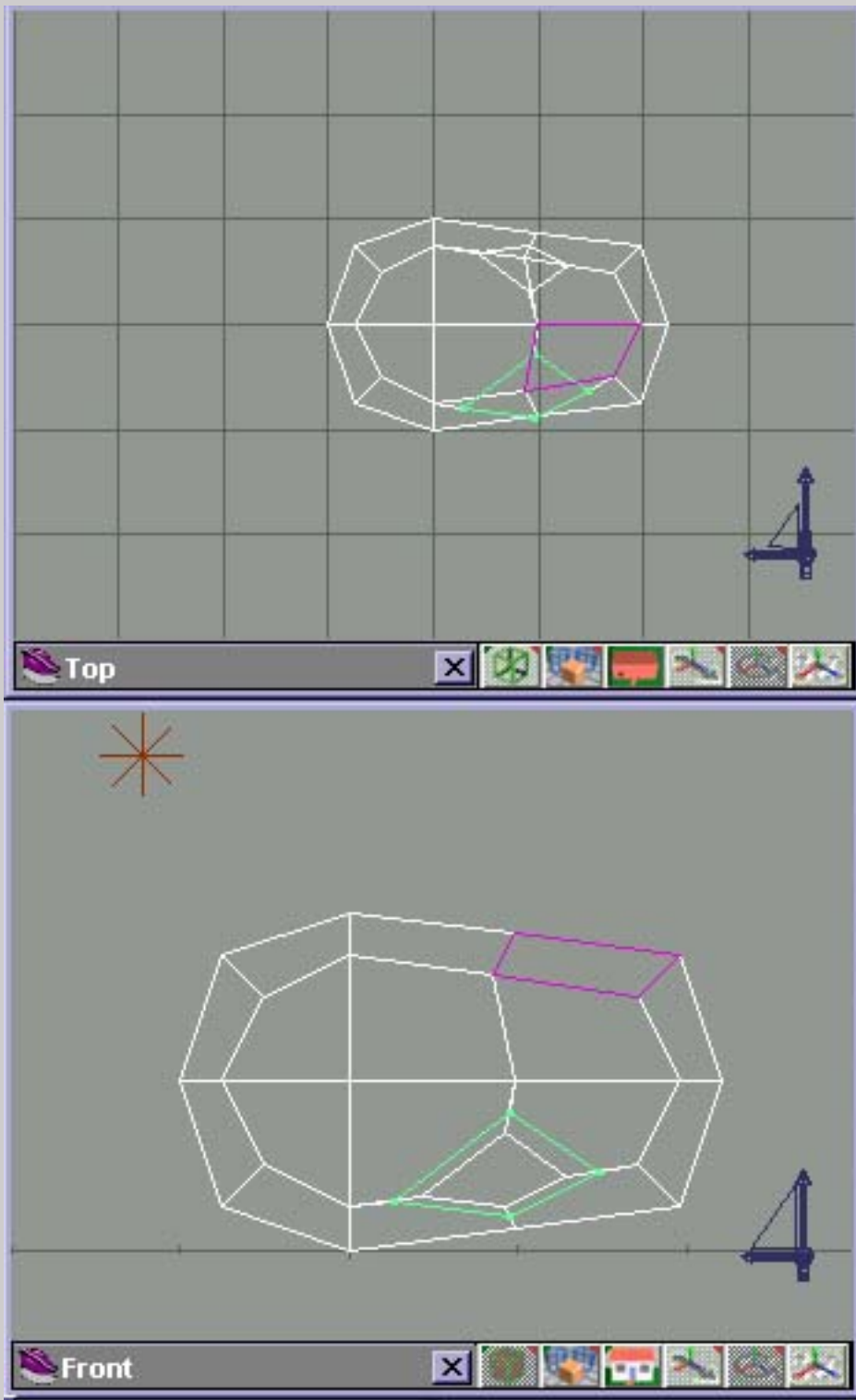


to create 2 quick leg holes. (note : again, you can do this manually.. I'm just using the plugins cause it's faster/easier to do the tutorial this way ;p)



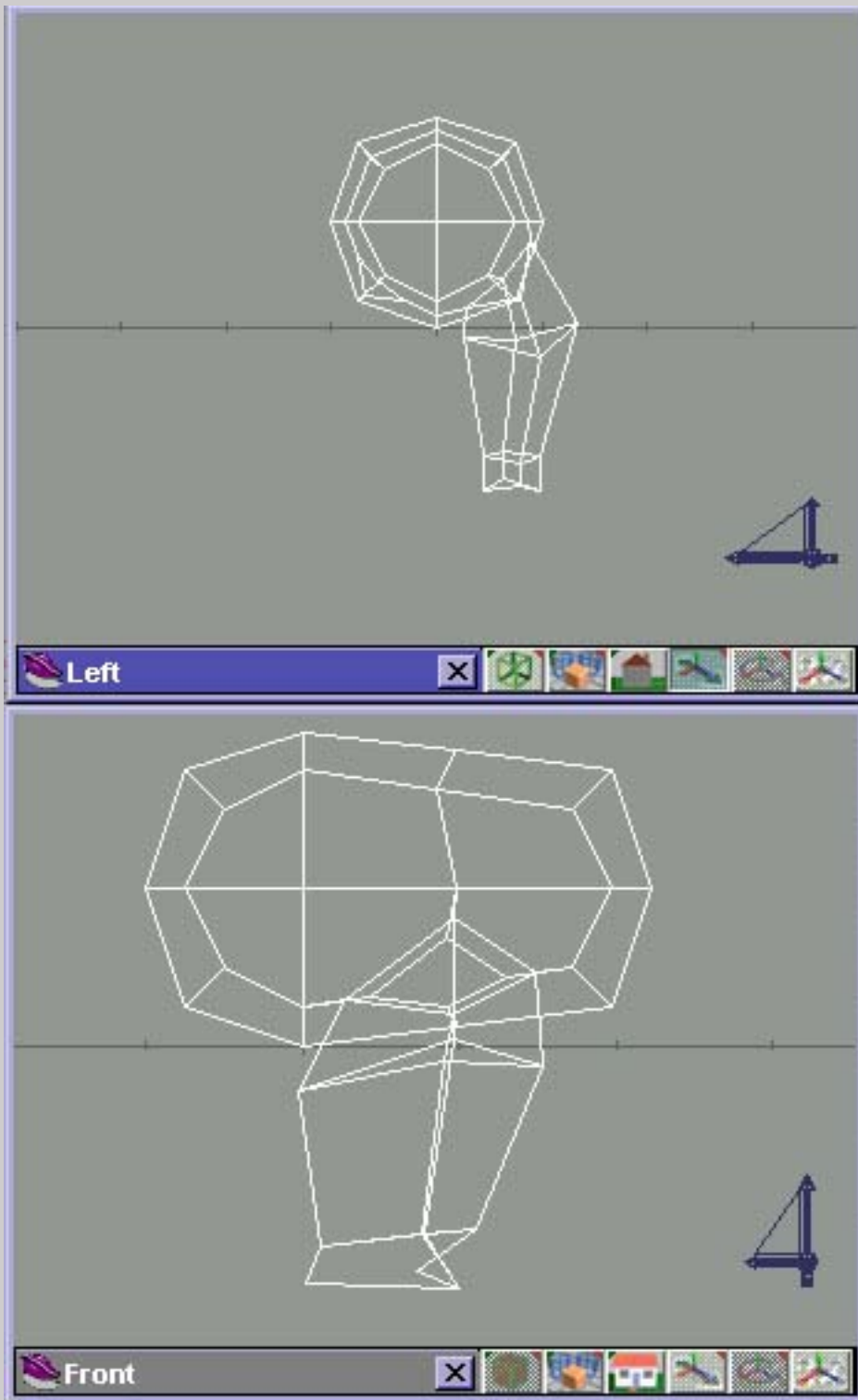
Ok, now that we have the leg holes, here is where it starts getting a bit different from the previous tutorial. I'm only going to model one half of the creature, then I'm going to copy/mirror/tsunagekun it to create the whole creature. This will save time (alot of time once your creature starts getting detailed), and it is a good technique to learn for many other modeling tasks.

(note: you can do this with Simply Symmetry, and it will actually simplify your task alot when you're modeling symmetrical objects, but I'm going to teach the manual way to do it here just because there's some good techniques to be learned :) So here I'm expanding one of the leg holes a bit (disregard the purple selection, happened when I was screen capping ;p) in preparation for sweeping out a leg.

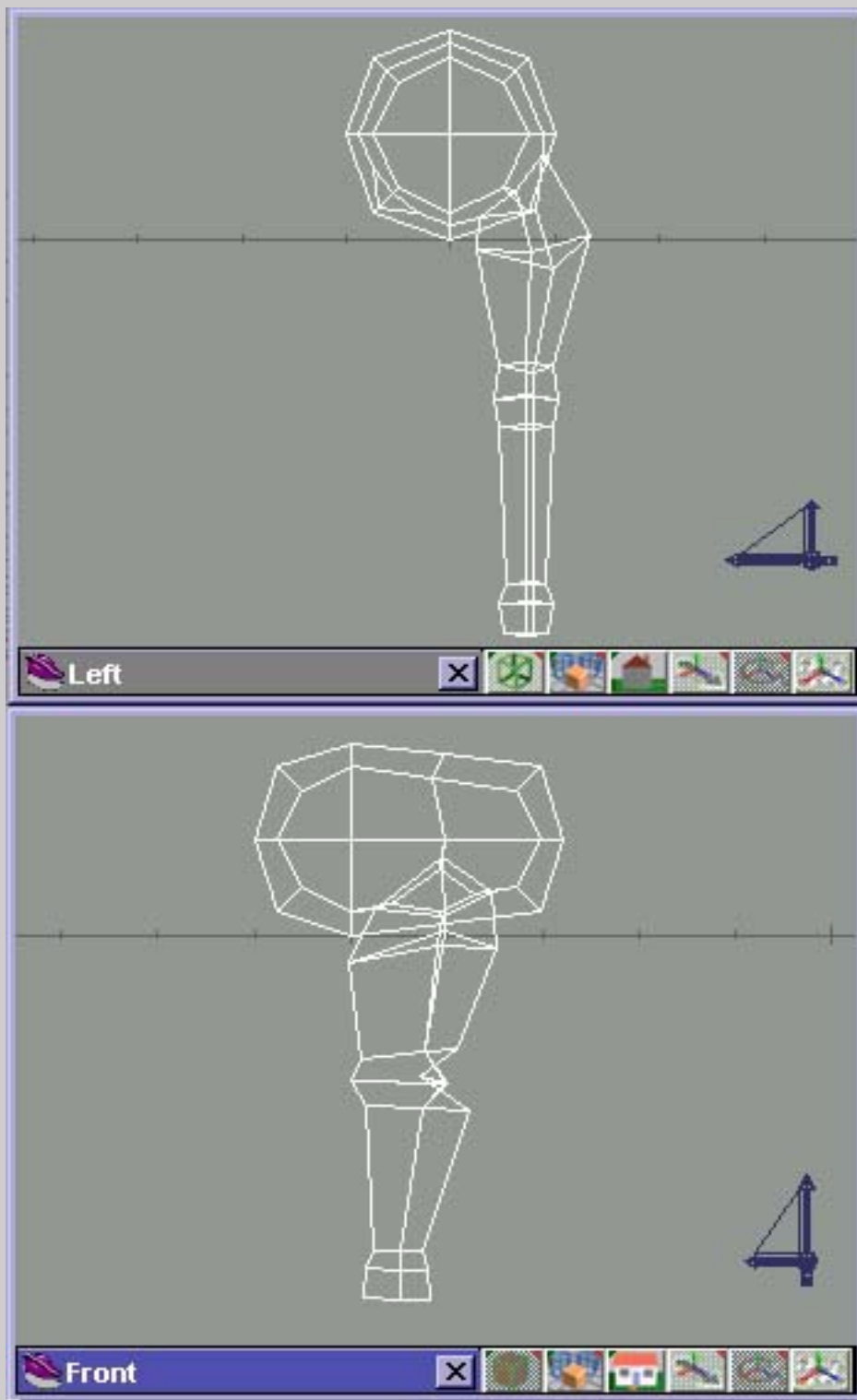


Creature modelling 2. © Matthew Chan

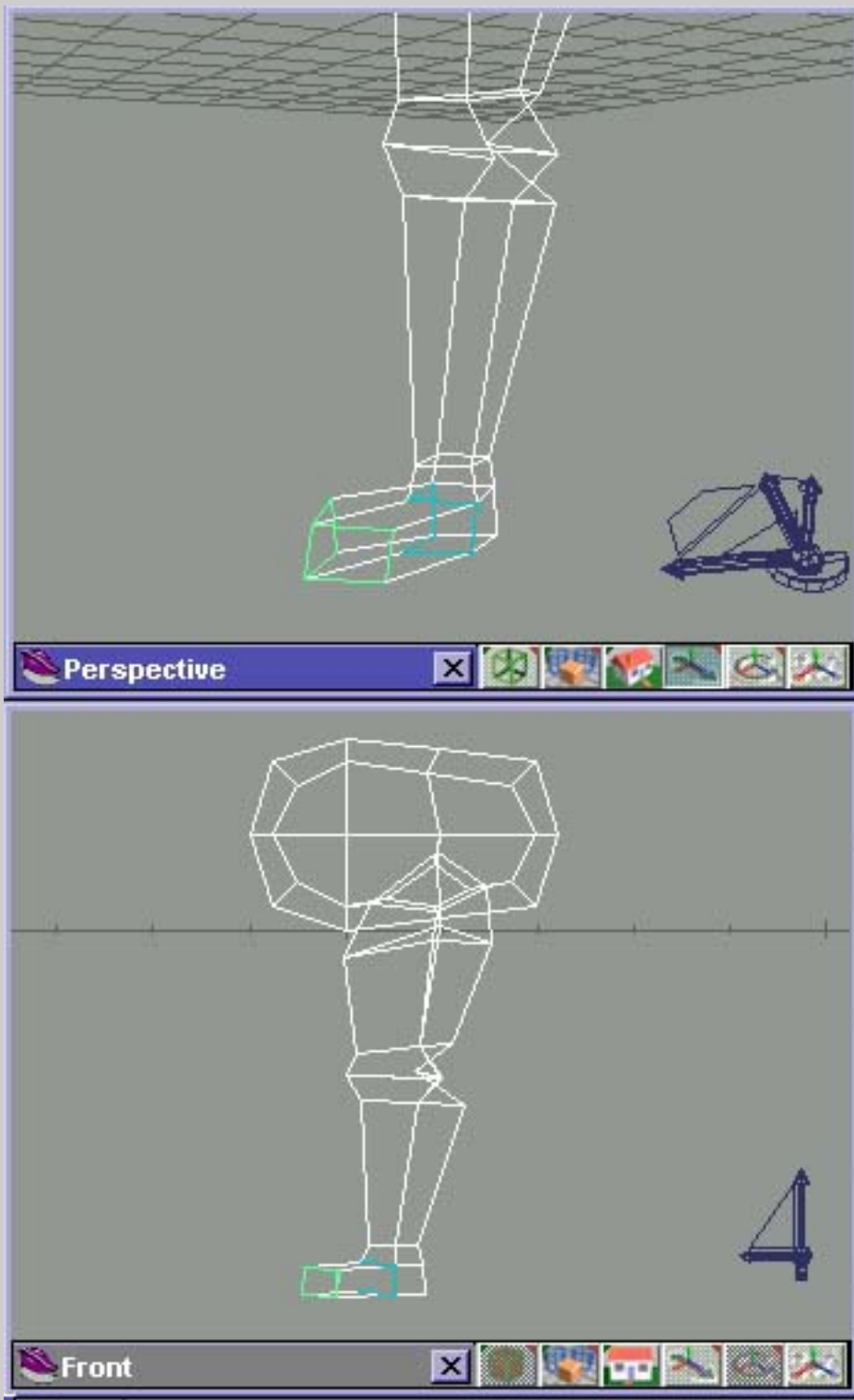
So here in this picture, I've swept out about 3 times, and I've rotated the sweeps and expanded/shrunk the cross-sections so that it looks more like the top part of a leg. The bottom-most section is where I'm planning to have my knee joint, so I dragged the back-of-the-knee-vertex into the leg abit to get that behind-the-knee-dimple later when we thc the "Wildebeest". I also did a bit of manual vertex moving to position the vertices because the original sweep cross section had vertices which weren't exactly all on the same plane (more like a "V" shape), so the sweeps originally looked pretty weird.



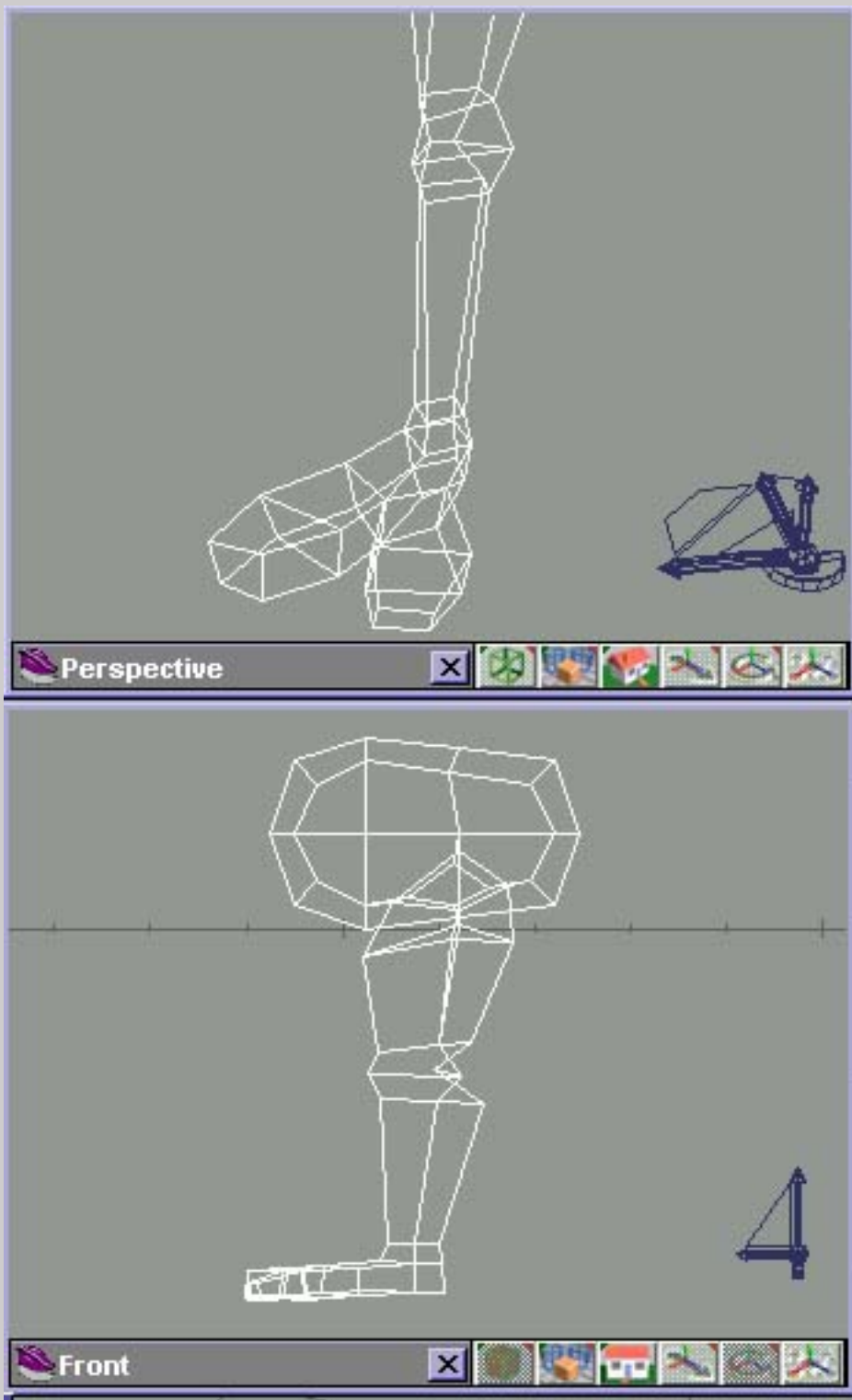
So now onto the rest of the leg, so I continue sweeping down, to where the ankle is.




Then at the ankle, I select the front 2 faces, and swept out the base of the foot.

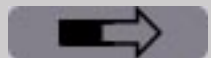
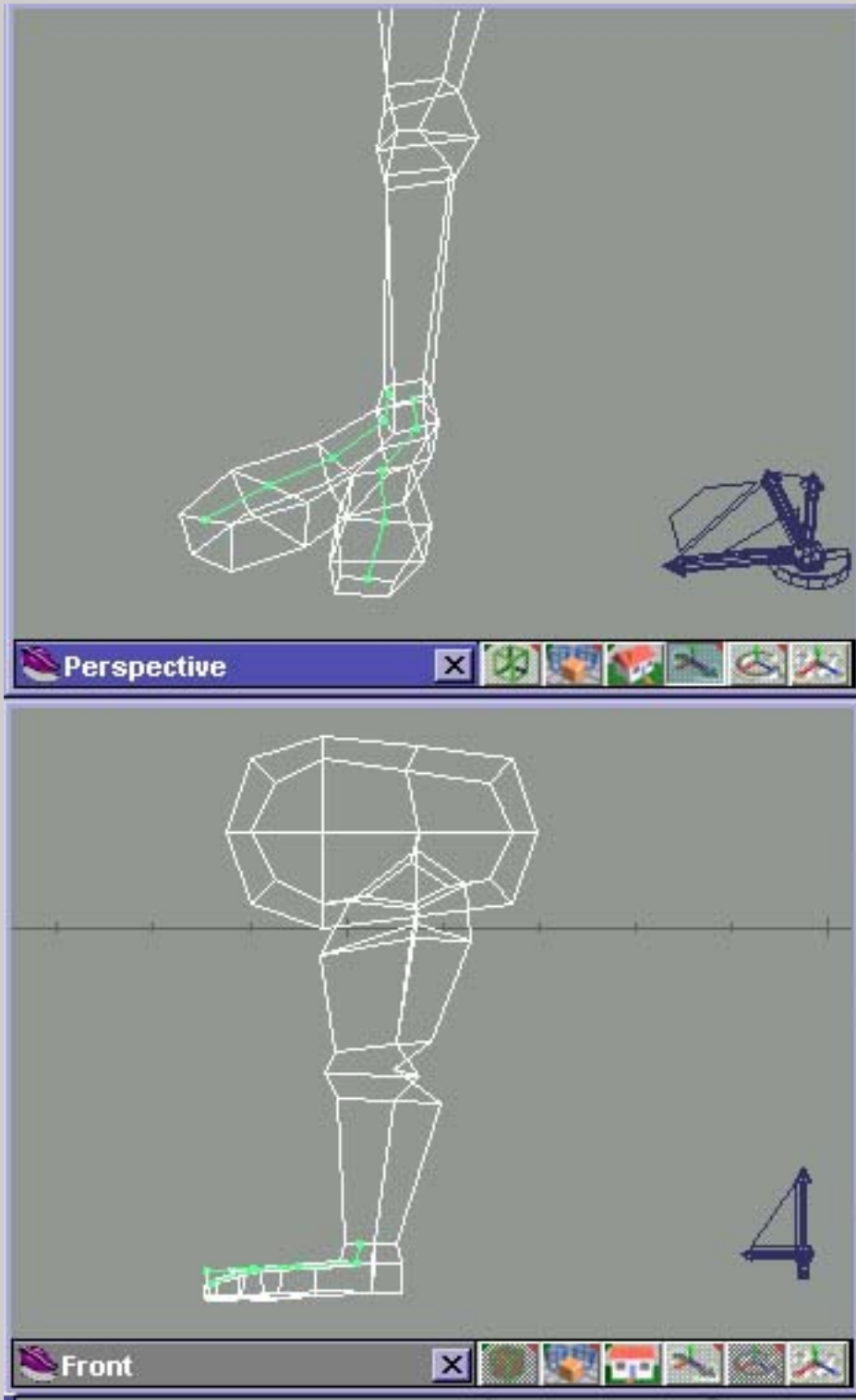


Then I sweep out each face individually, resizing the cross sections a bit to get reasonable toes.



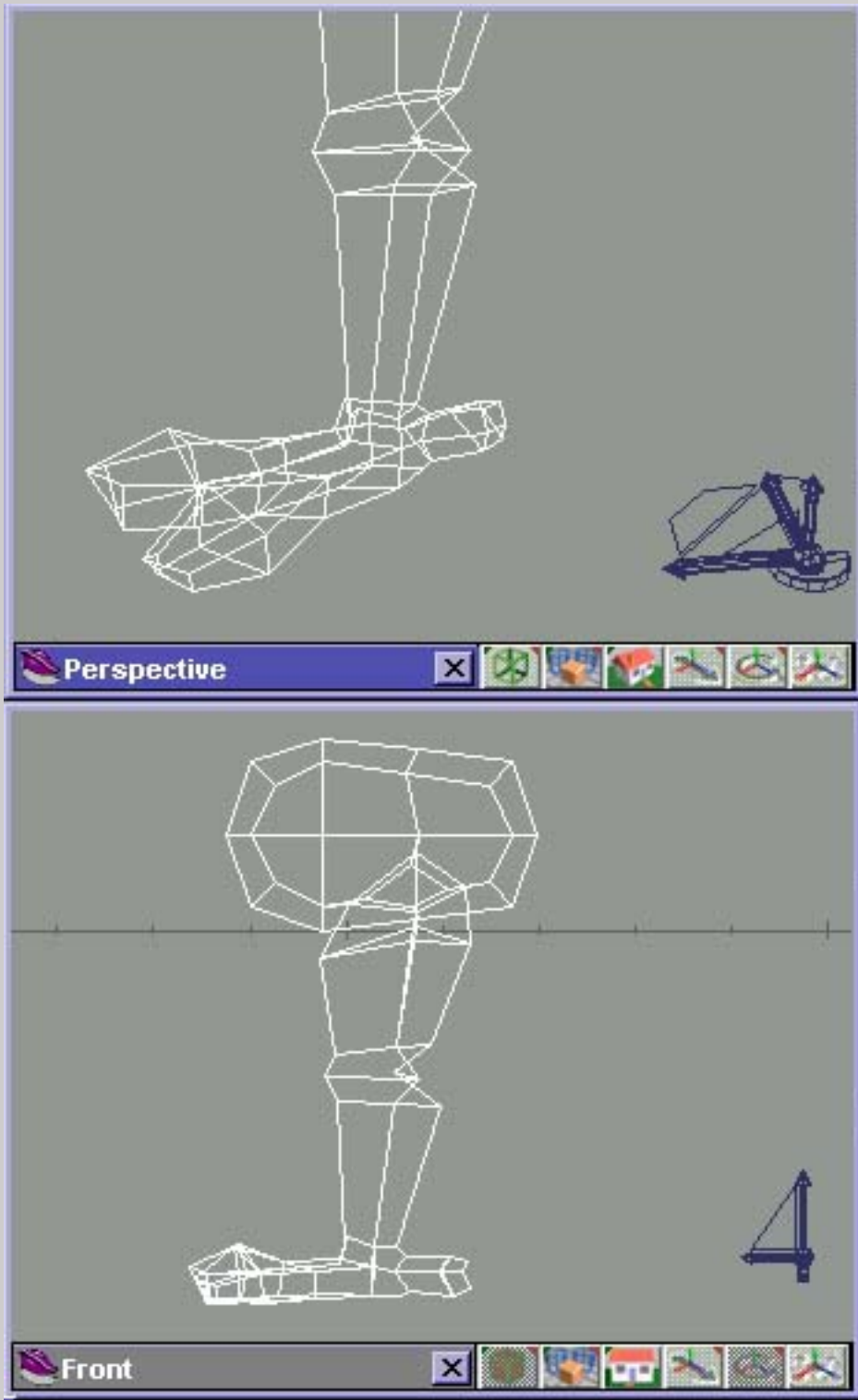
But the toes will be kinda flat the way they are now,

so I use connector  (yep, another ModelSuite plug :) and create a series of new edges around where the tendons would be.

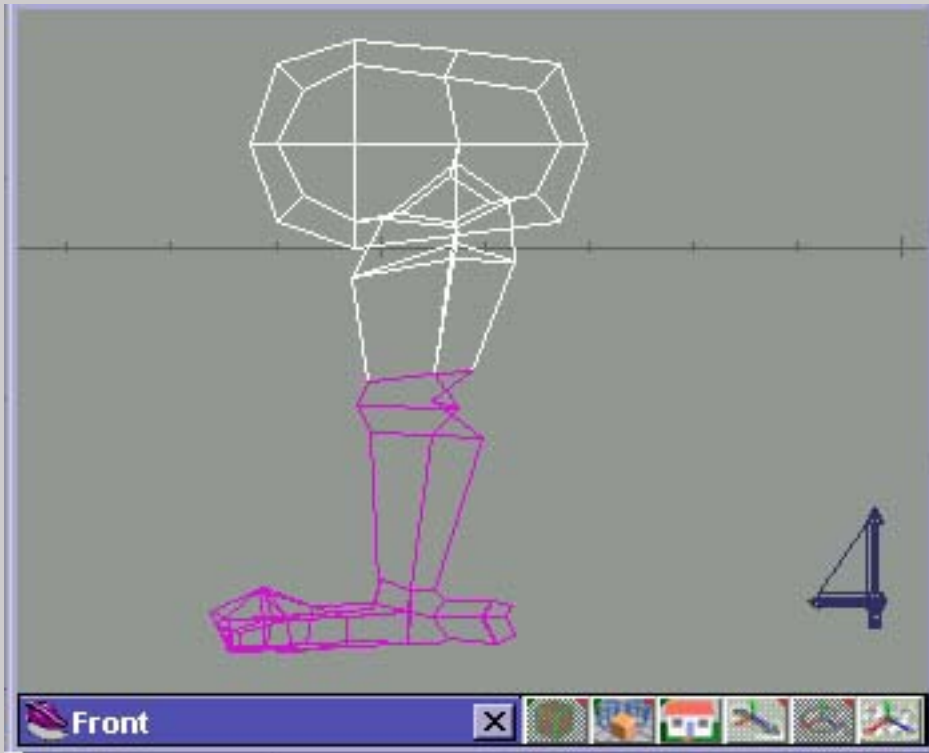


Creature modelling 2. © Matthew Chan

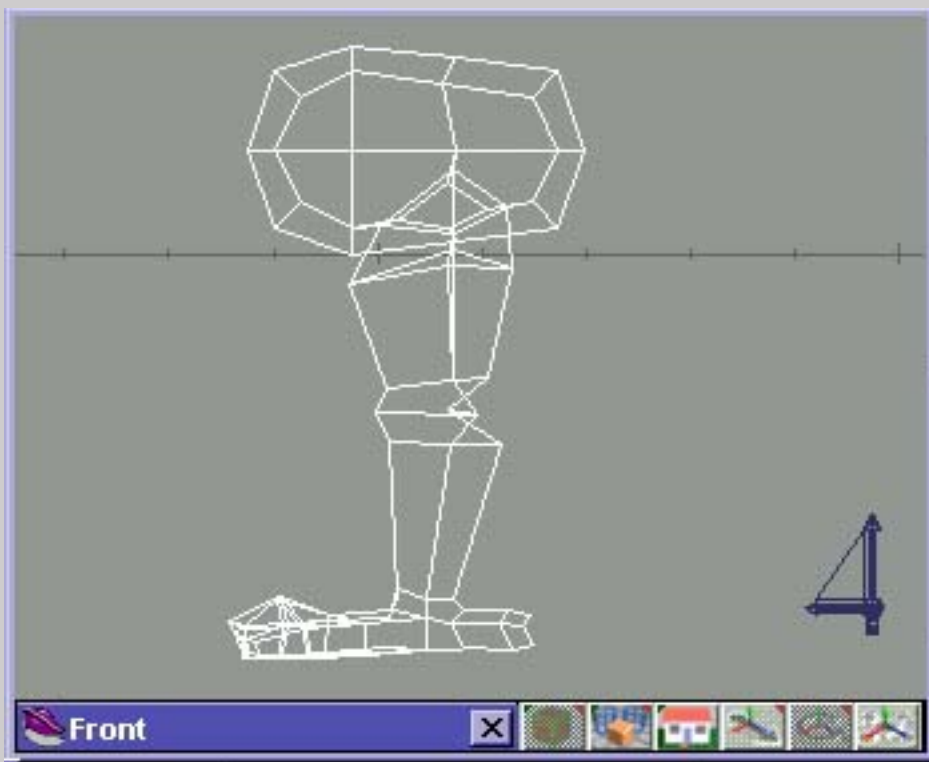
Then I move the edges up a bit, and also use the individual vertex move to move the "tendon" edges a bit up. Notice that I've also swept out a bit of a back-toe for the foot, so that he can balance easier.



But I'm not totally satisfied with the way the leg is positioned at the moment, so I will select the whole bottom part of the leg with the lasso selection tool, and move it more towards the right (back), so that the creature looks like it will balance easier.



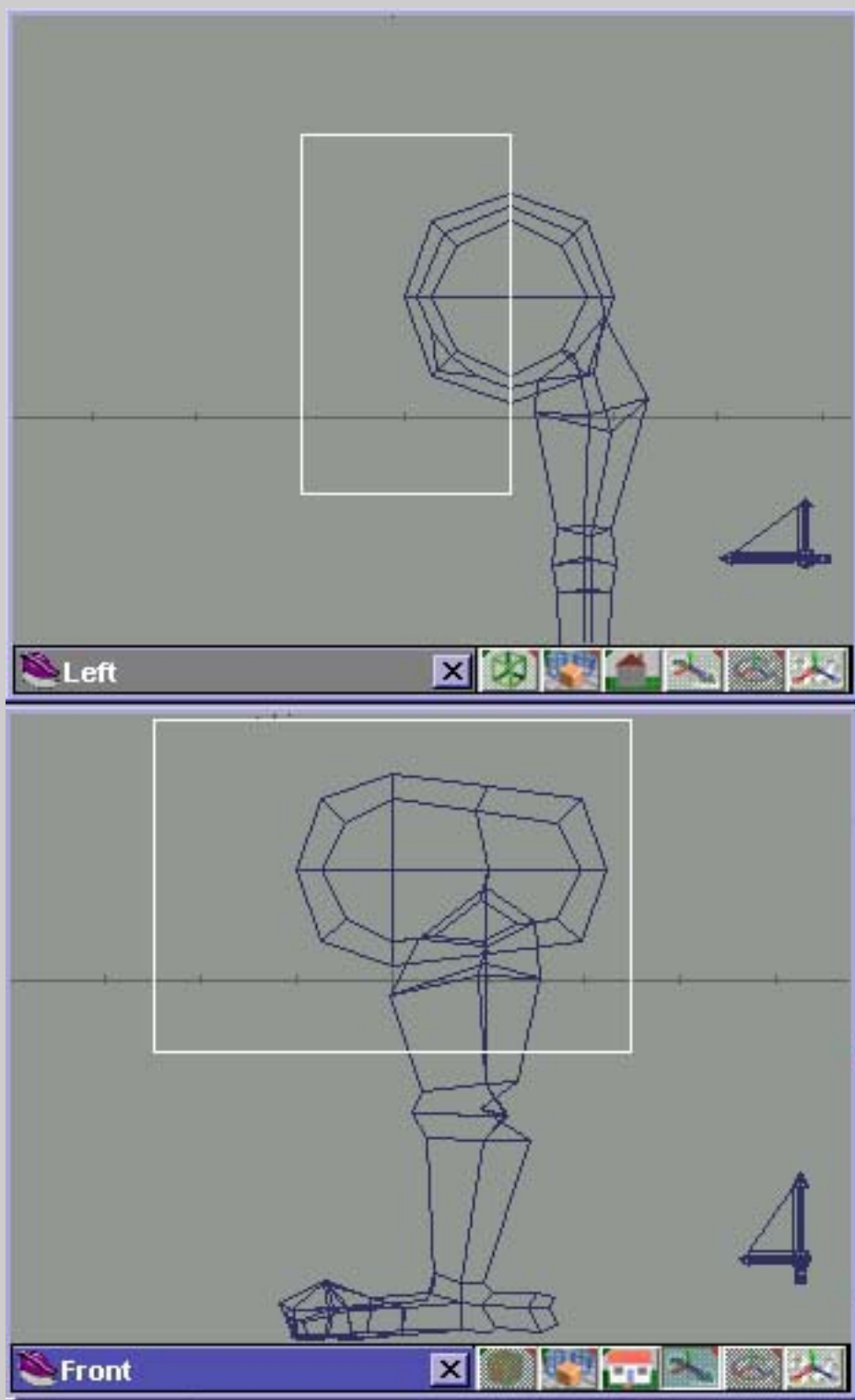
Like this pic.





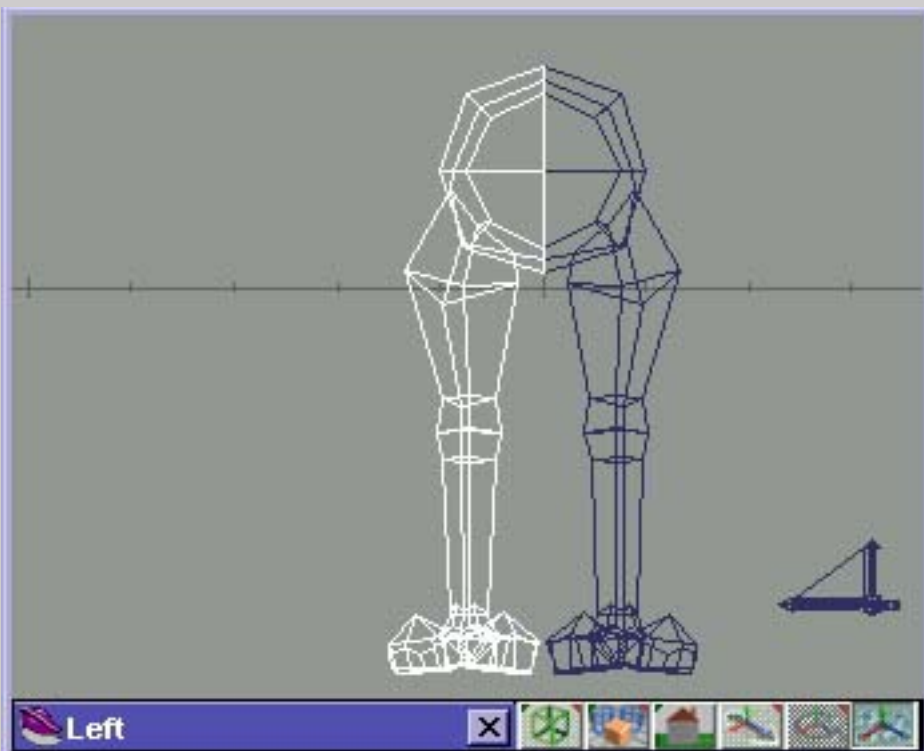
Ok, now that we've finished the leg basically, we'll go onto the fun part, cutting our creature in half. The axis of our creature should at the moment still be at the center of the torso. So if you've moved the object while modeling it, press the normalize location icon



to center it so we can cut it up properly. After centering it, create a normal cube, and use the grid to move it to the side that doesn't have the leg so you can boolean subtract it away. Resize the cube from the side view, so that it is bigger than the body section that it is cutting (resizing from the side view with the left mouse button will expand the cube, but not "into" the object, so you're cutting along the center line, just more of the object get's cut away)



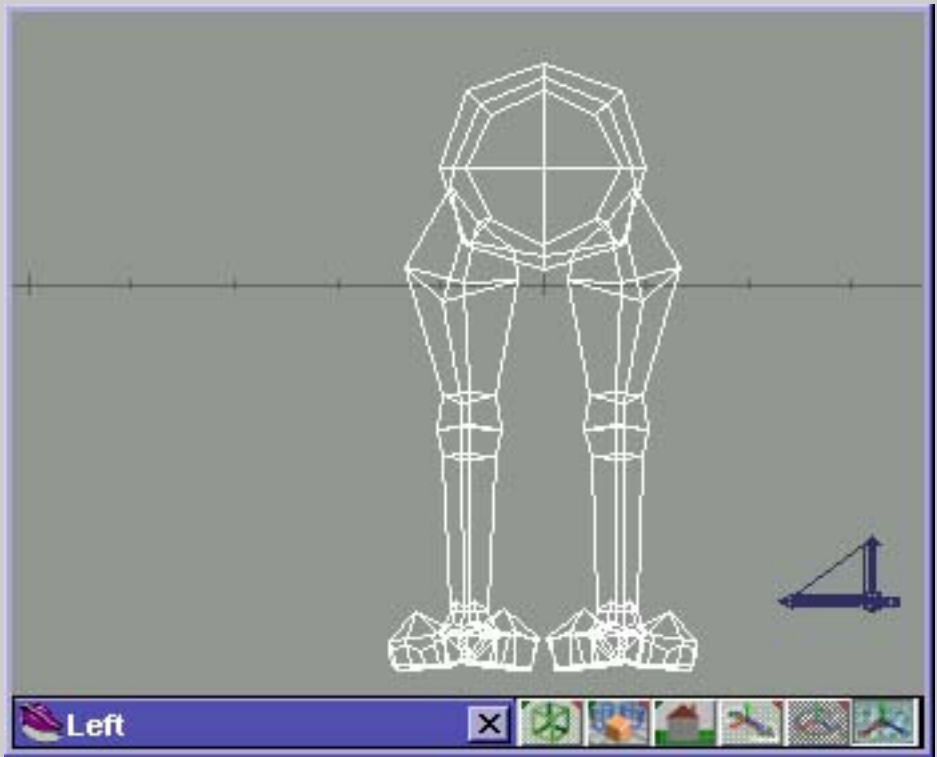
Ok, after boolean subtracting  the cube away from the creature, we're left with the half with the leg. So we click on the mirror icon  and mirror that baby over to the left side. Now we have 2 halves perfectly positioned. (note : for some other models, depending on how your axis was oriented, you might have to fiddle around with the grid snap rotate to rotate it into the right direction, but if you followed the previous directions, the axis should still be in the right position, and it should reflect perfectly)



So with the two halves ready, we use Tsunage-kun



(available at [Primitive Itch](http://PrimitiveItch.com)), and weld those two halves together.



Close