

## Fish modelling. © Matthew Chan

In this quick tutorial, I will show the basic steps to making a fish.

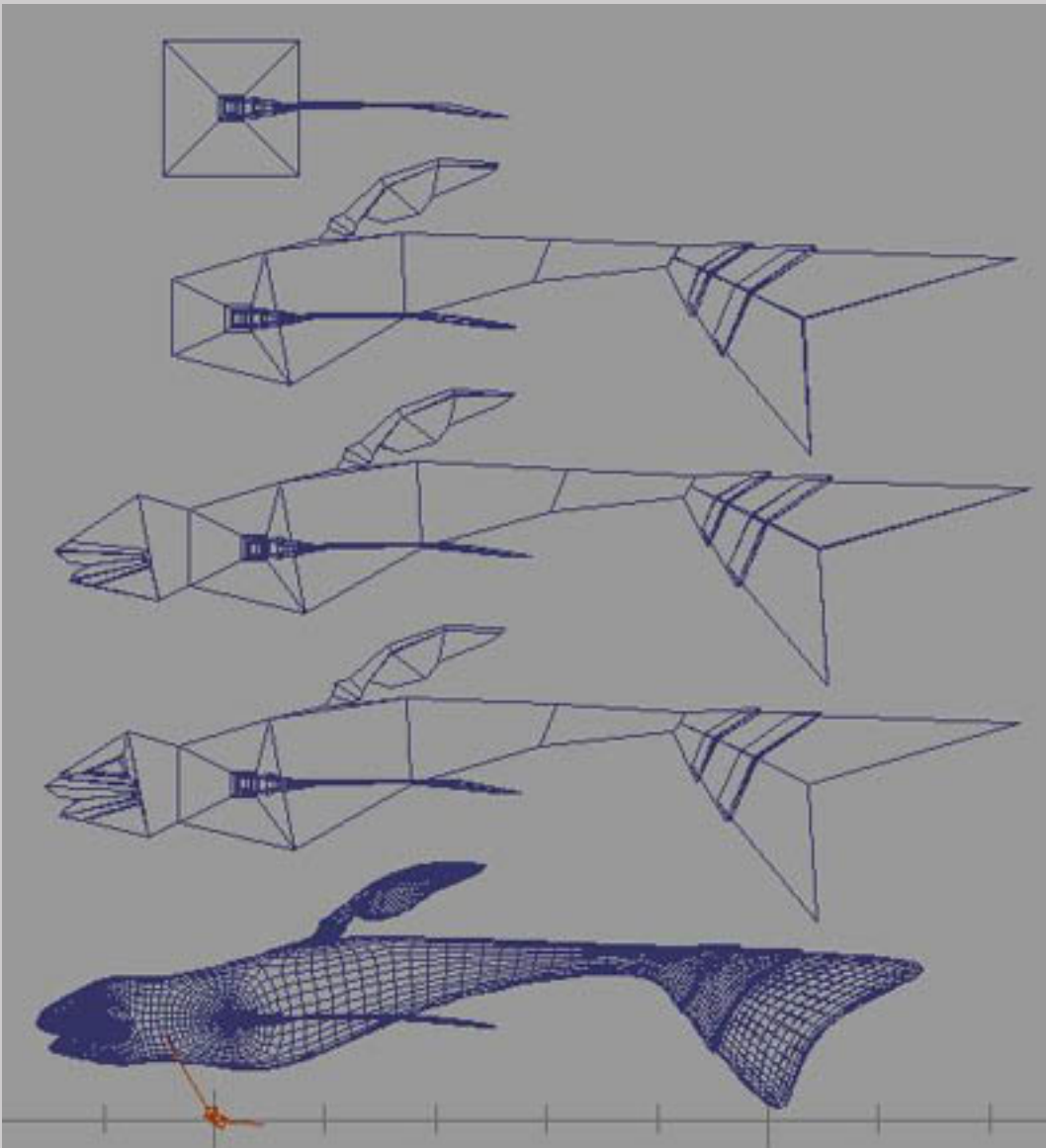
The description is up here, and the 3 reference pics are down there. First make a cube, this cube will be the body then start making a fin by sweeping and beveling adjusting the size/rotation of the faces as you go along.

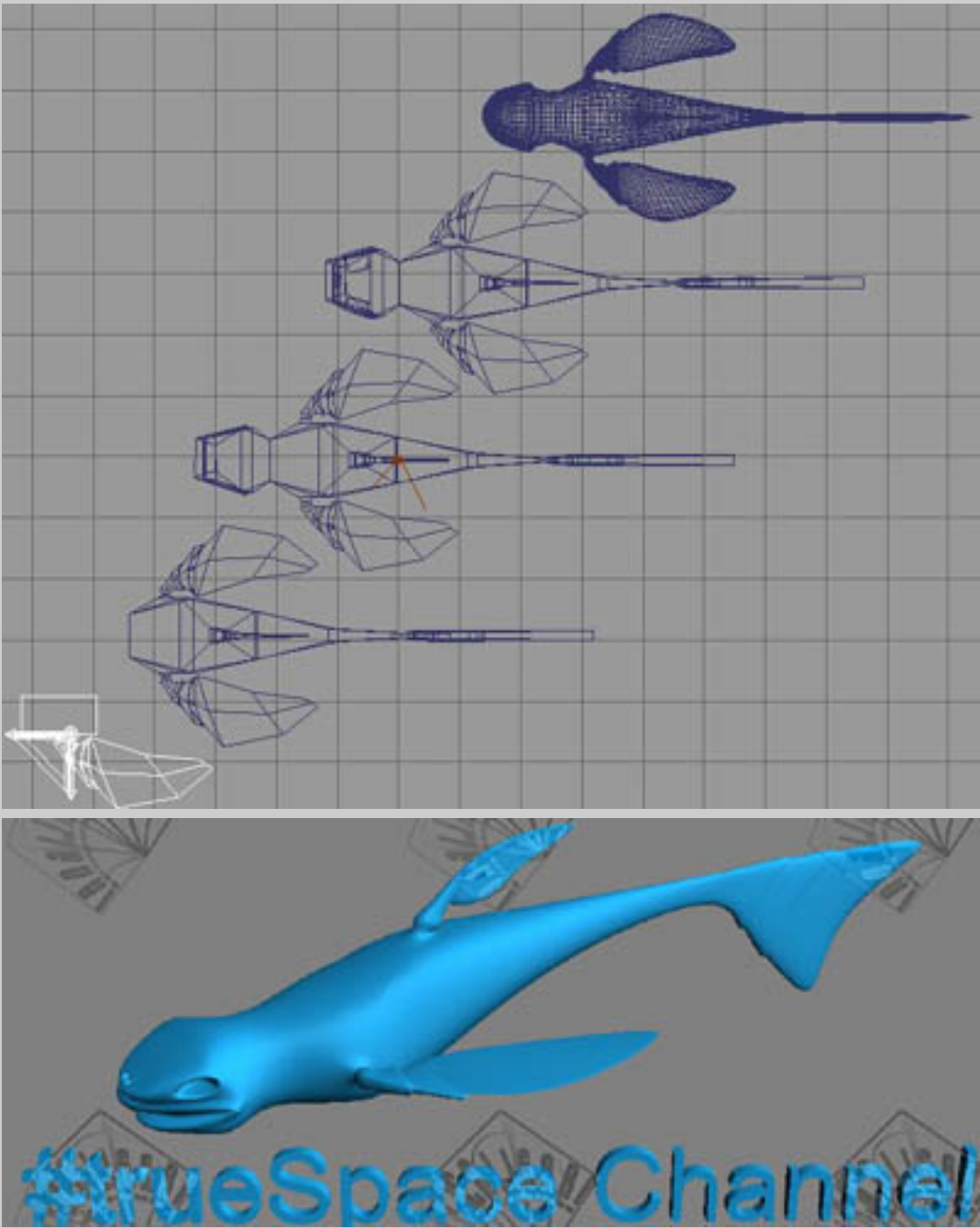
Making the fish is basically just a lot of sweeping and resizing/rotating. I only used the draw edge twice once for the line on top of the flipper, and once for making the fin.

As you can see from the top view, I made half of the object first with just the fin. Then I made a copy of that object, used the mirror tool on it, and then used TSUNAGE-KUN to weld the two halves together, TSUNAGE-KUN can be downloaded at:

<http://www.lares.dti.ne.jp/~hamano/TS/tngv100.zip>

After welding the two halves together, it was basically alot of sweeping then after all that sweeping, I smoothed out the mesh. You can use either ThC, MeshMelt or even TS-nurbs. I would recommend using a cycle of around 2 or 3 depending. In order to get it to look even smoother, make sure to use the smooth shader.





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