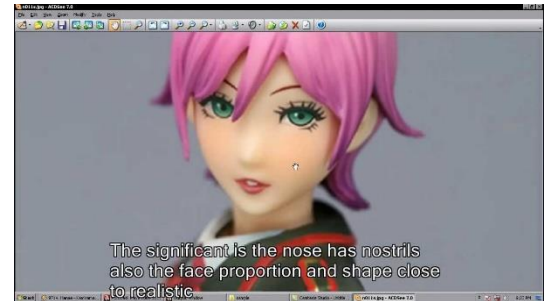
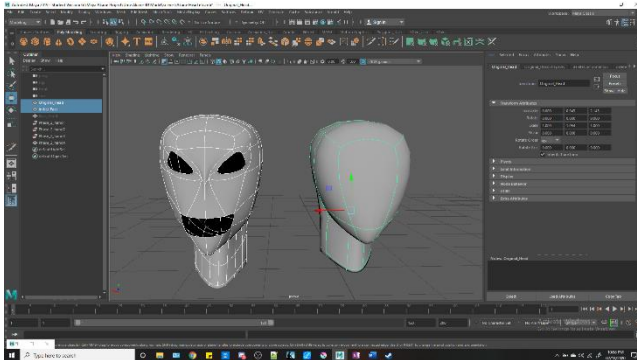


Modeling Cycle 1 Feb 12 – 16

The focus of this cycle was to model the hands/arms and the initial face structure for Akane. The style goal is semi-realistic of a slight manga look as seen of the reference images. The idea was to make functional hands and a face. Following the reference link from google leads to a YouTube video which along with a video for hands was used to sculpt.



The first model was the head which is still in development because I need to clean it up. I have used a base cube geometry and pressed 2 to round it and shape it into a head as the used YouTube video showed. There were some issues with overlapping geometry I needed to clean up by deleting vertexes and edges. I got as far as producing eye and mouth openings and need to continue from there. My goal is to better the face structure as the rest of the head and collar are fine.



After this I focused on the next development which were the hands which were relatively much easier. Again, I began with a cube geometry with three segments and squashed into a rectangle. I than morphed the cube to have knuckles and a slight slant and extruded the thumb shape. Following this I extruded the fingers and deleted all but the middle finger. I than focused on the middle finger and gave it joints and simple creases as well as fingernails. I than duplicated the middle finger and used the joint weld tool to join it to the places where I deleted the other fingers. This saved time on making the other finger and simply required the welding and re-sizing.

Jose Martinez-Pintor

02/09/2020

COSC 420

I finished up by making the thumb and rotated the thumb into shape all that's left to do is extrude the hands open side to make a forearm. Next Cycle I will work on finishing the head and begin work on the main body clothing.

