

John Laurence Mislang - 3D Modelling

Process

I first started with a cylinder for the shape of the body. I removed the side half, top, and bottom faces and used bridge and circularise to make the foot hole, which I then used to extrude and scale to make the outline of the foot. Then I arranged the vertices to match the shape of both feet and body. Same process with the shoe, rotate it, then fill the hole at the bottom and multi-cut to remove N-gons.

I then moved on to the arms. I first used cylinder shape, scale and extrude to match the shape, also moved the vertices to create a space between the gloves and fore-arm, as well as the gauntlet just like the reference image. I used soft-select for easier shaping, then I started with the hands. I used a box primitive and added edge-loops to match the fingers. I then used circularise for the fingers and added extra edge loops to match that of the arm. After matching the shape, I combine them and bridge to connect the hands and arm. After which I fixed the gauntlet to connect with the hands, and used soft-select to rotate the fingers.

After that, I started creating the pants and the clothes. I first arrange the vertices to match the reference and selected faces and scale extrude. I then added edge-loops to create space between the clothes and the body, and to sharpen edges to better match the reference, then arranged vertices to refine the shape.

After doing the body, I connected it to the arms using a similar process as I did with the hands and arm (combining, matching number of edges, and bridge). I used the rotate tool and soft-select to match the angle. I then used the mirror and merge command to create and connect the other half, then I used lift surface and smooth sculpting to get rid of unwanted sharpness and shape.

I then started with the head. I first sculpted the shape of the face, then I duplicated it and removed the faces on the face part, then extruded it for the helmet. I then transferred and

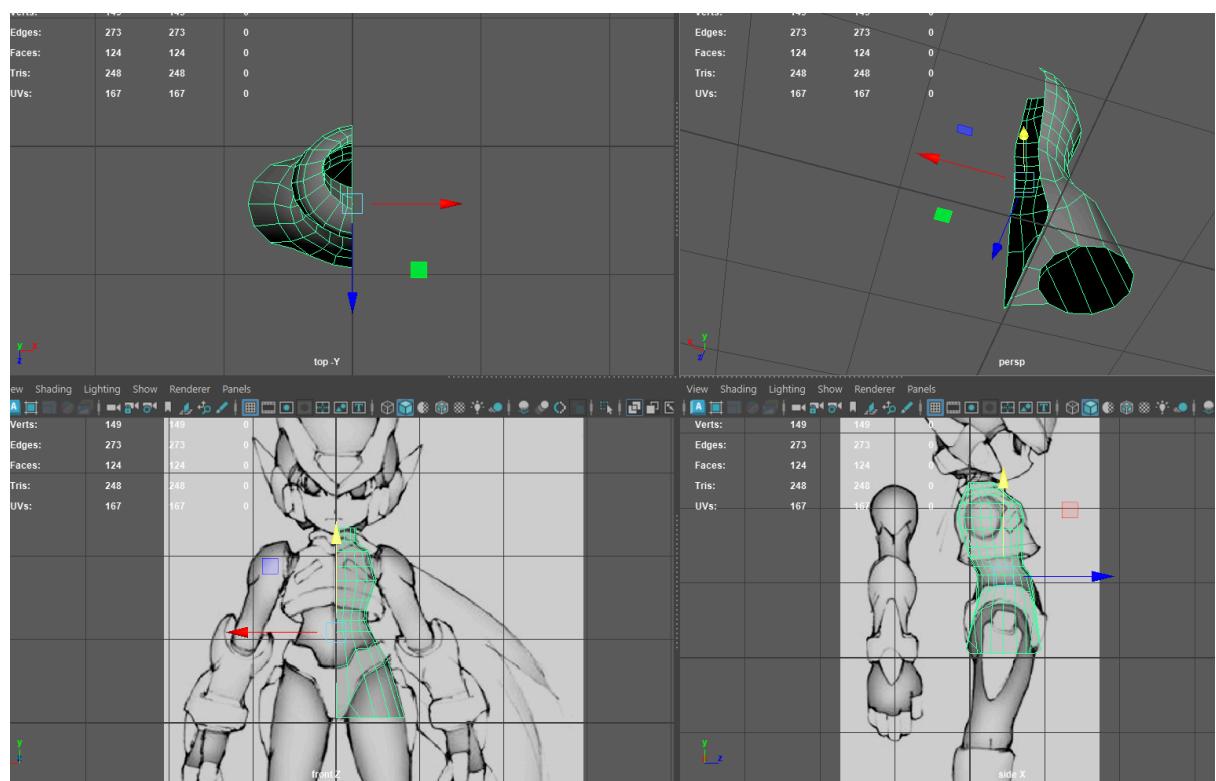
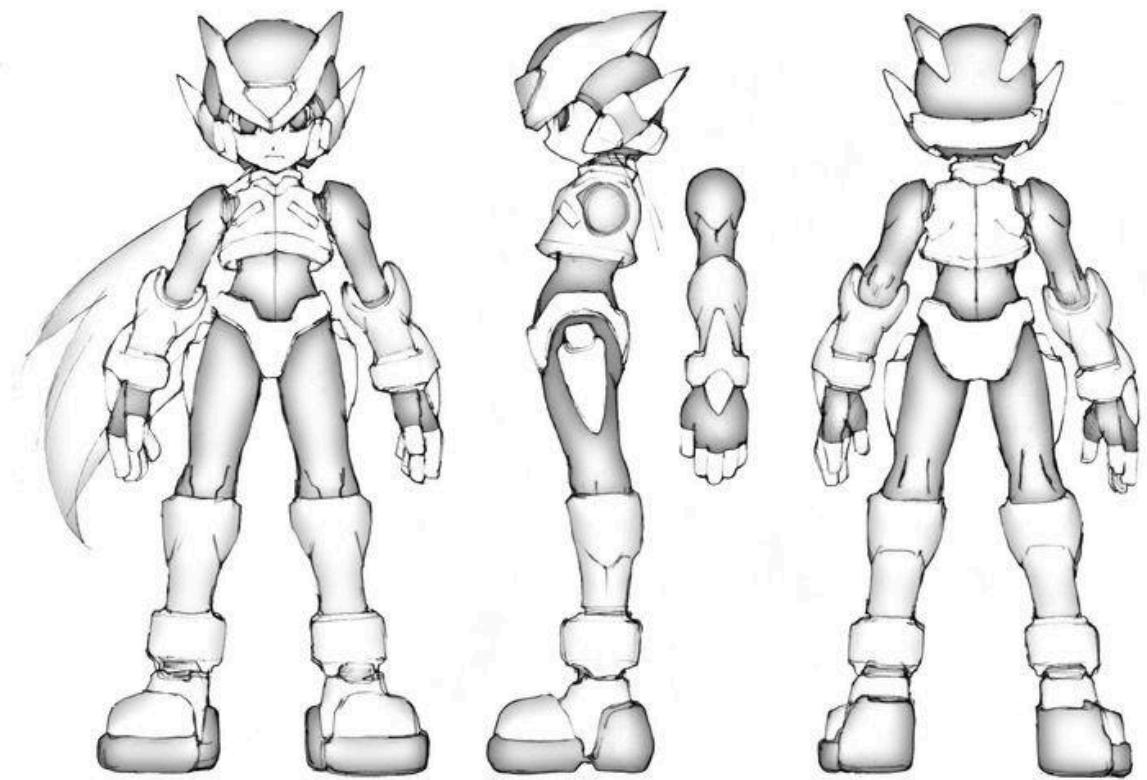
used mudbox to sculpt the general shape of the helmet. I imported the helmet back to maya and retopologized it. Afterwhich, I switched gears to do the head next, using the quad draw tool to retopologize the head with proper topology around the eyes, nose, and mouth (including the inside of the mouth), and made sure that the neck have the same amount of edges as the body that I am connecting it to. I then used the relax sculpting tool to clean out the edges. Then I connected the head neck to the body by combining both then bridging. After that, I continued with the helmet. I use face select, extrude, sculpting tools such as the smooth and flatten one to get the details of the helmet.

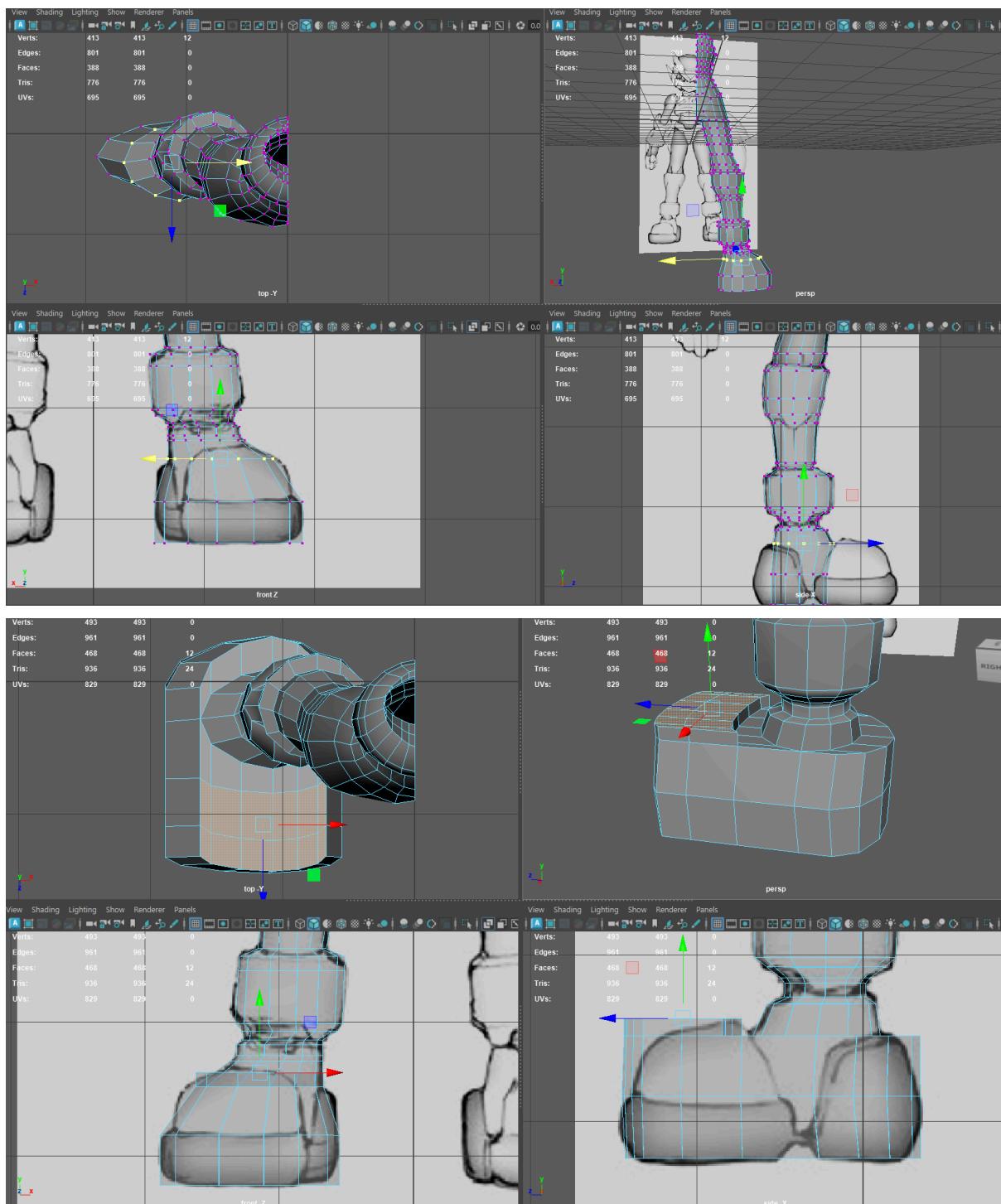
Then I created the hair. There was no detailed picture of the hair so I just winged it. I used the curve tool and sweep mesh that was briefly taught in the tutorials for the hair and made it so the end is pointy. Turned cap on and multi-cut to rid of the N-gons.

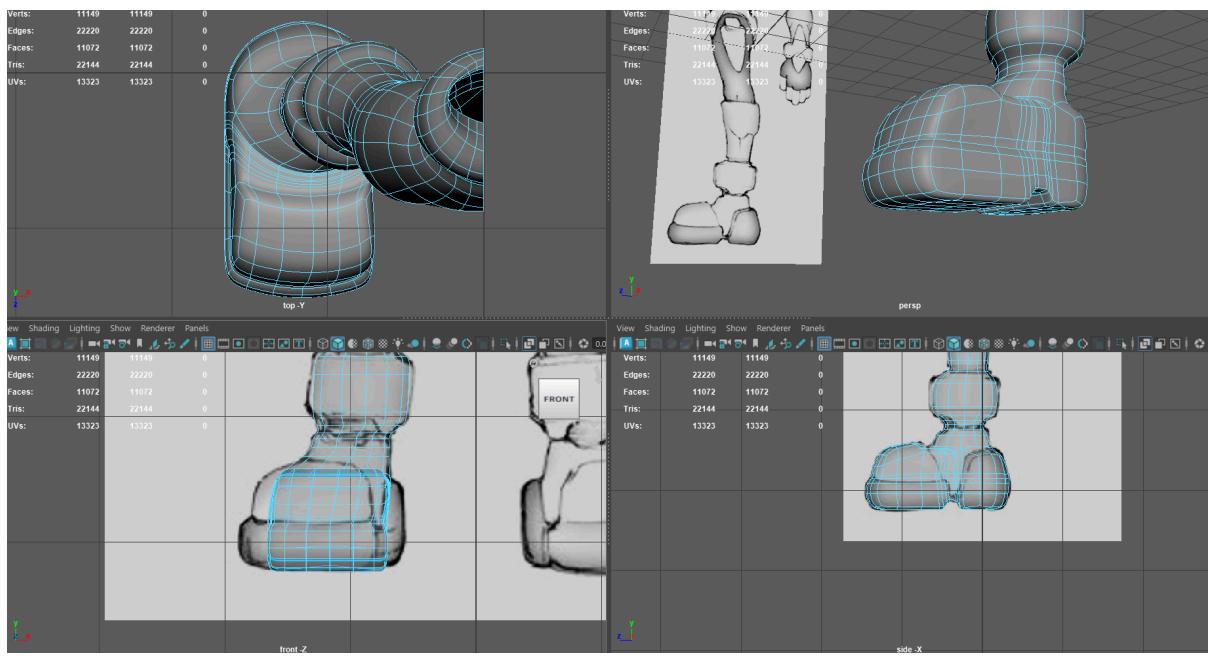
Lastly, I put everything together and used sculpt tools to smoothen everything out. There were some challenges throughout the whole process. The helmet is particularly hard to do, I spent a lot of time thinking and experimenting on how I can approach it. I ended up using mudbox to get the general shape done and just moved vertices and edges to further refine it which both took a lot of time. Another challenge was the shoe, as it is rotated in my reference photo, I just winged the general shape of it then rotated it to match the reference. Lastly, another challenge was the crotch of the model. I could not figure out how to properly get the shape and spent a lot of time in it too. In the end, for the sake of time, I just ended up using the sculpting tool in maya to get the basic shape done.

Works Cited

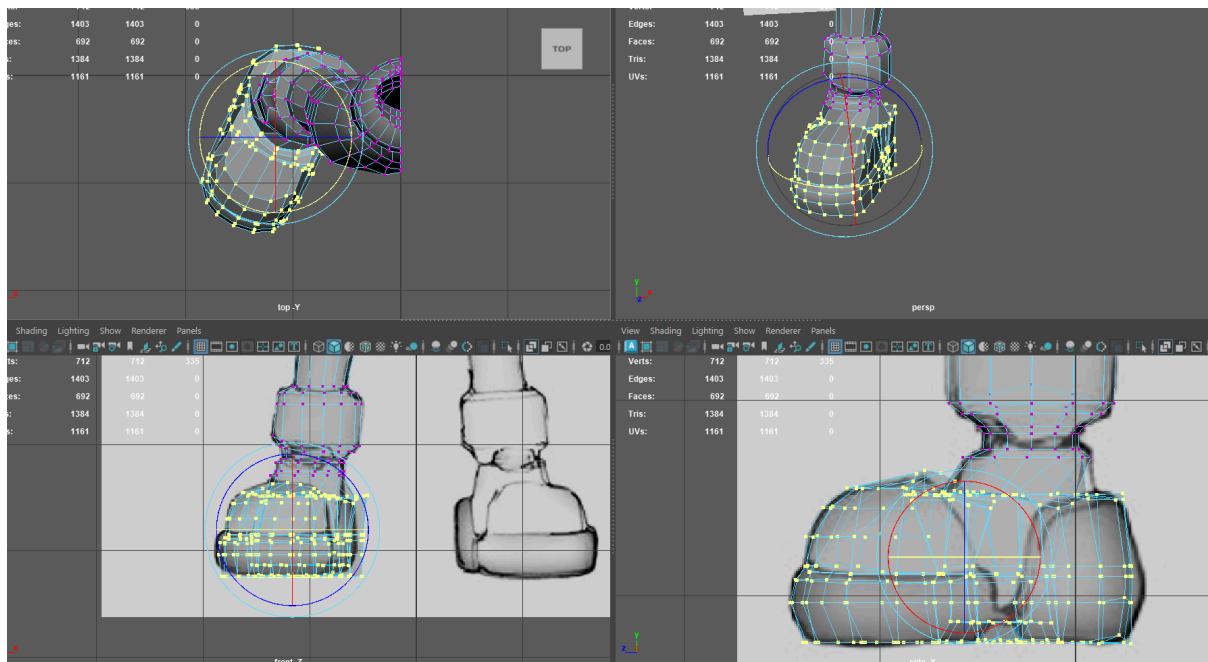
Bailey, Jamie. "I Create Vinyl Toys That Look Good Enough To Eat (Part 3)." *Pinterest*, (n.d.), www.pinterest.com/pin/1134344224916578210/. Accessed 5 Nov. 2024.

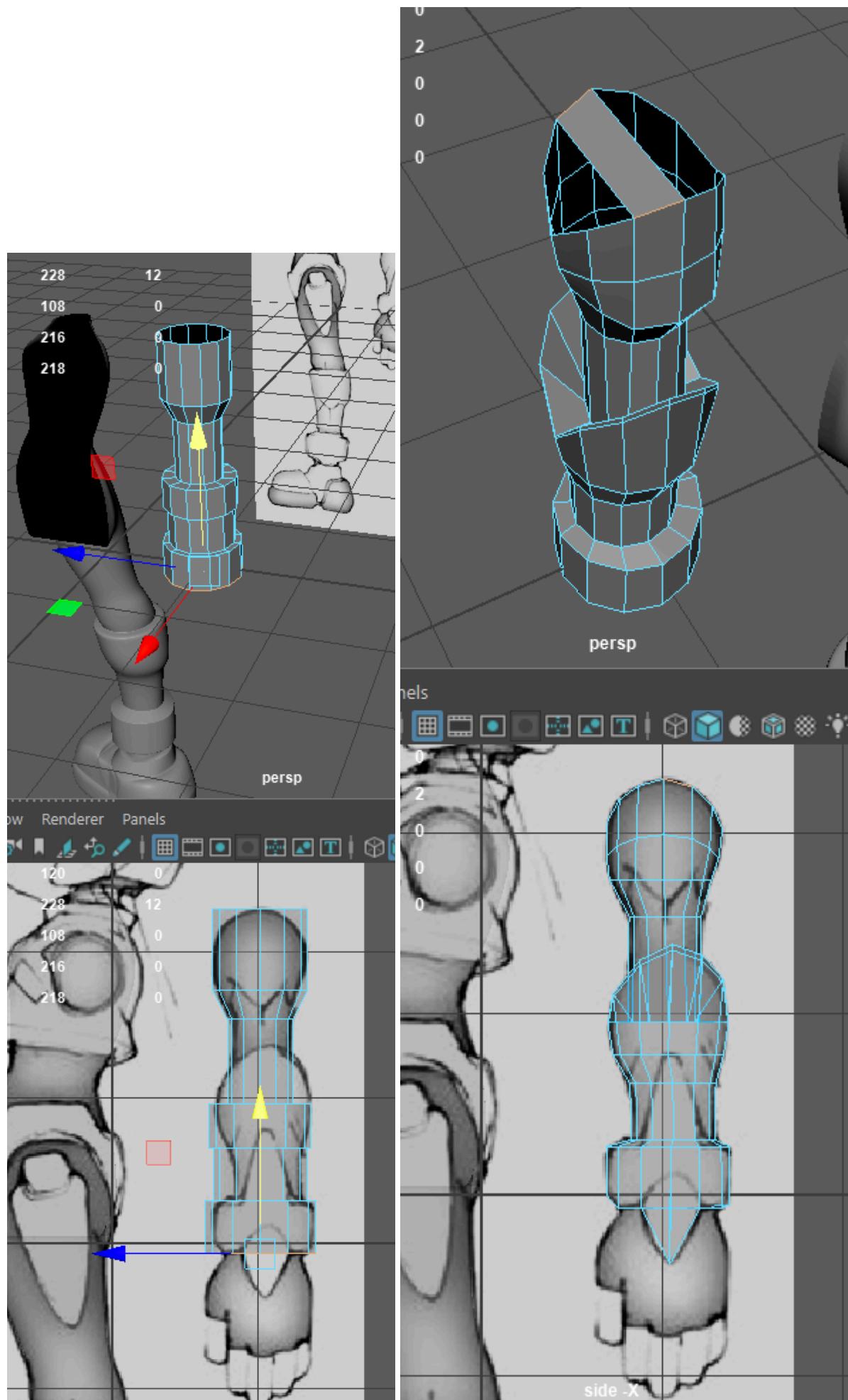




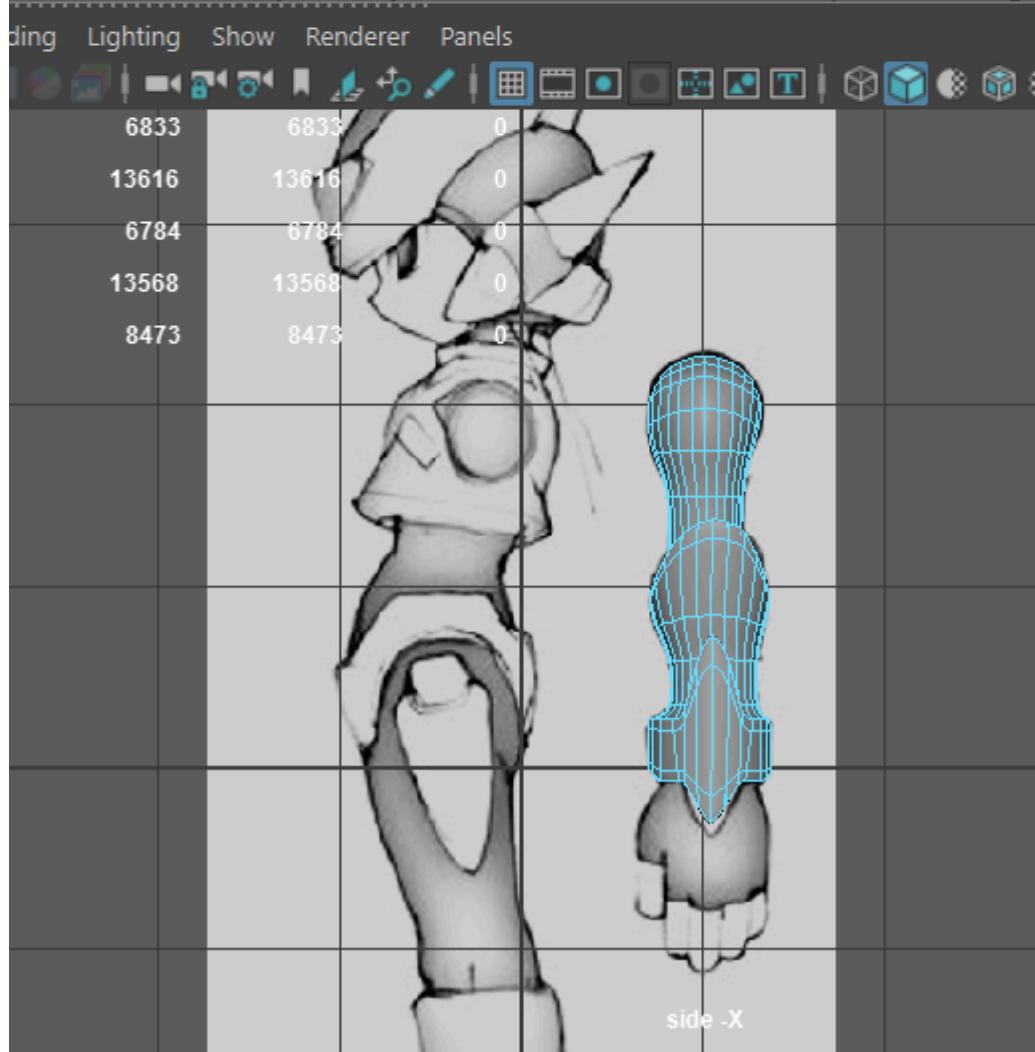
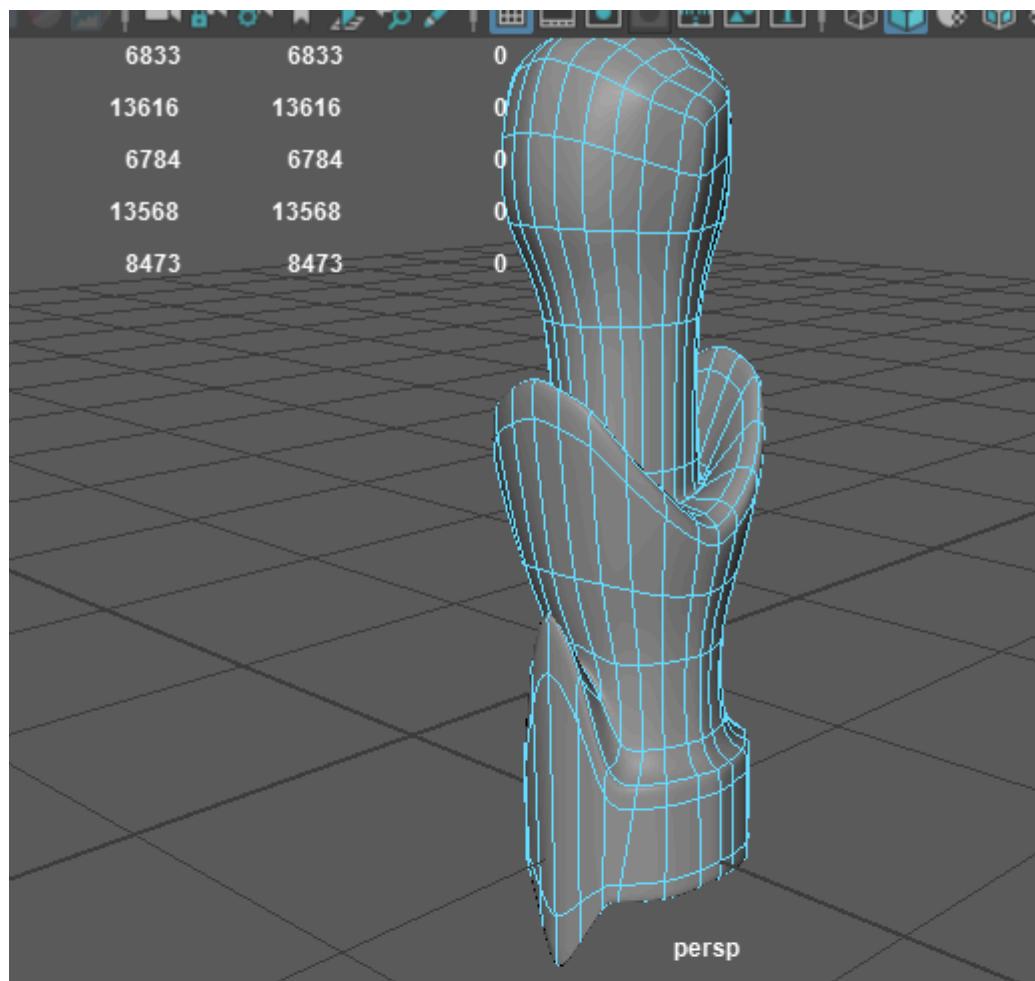


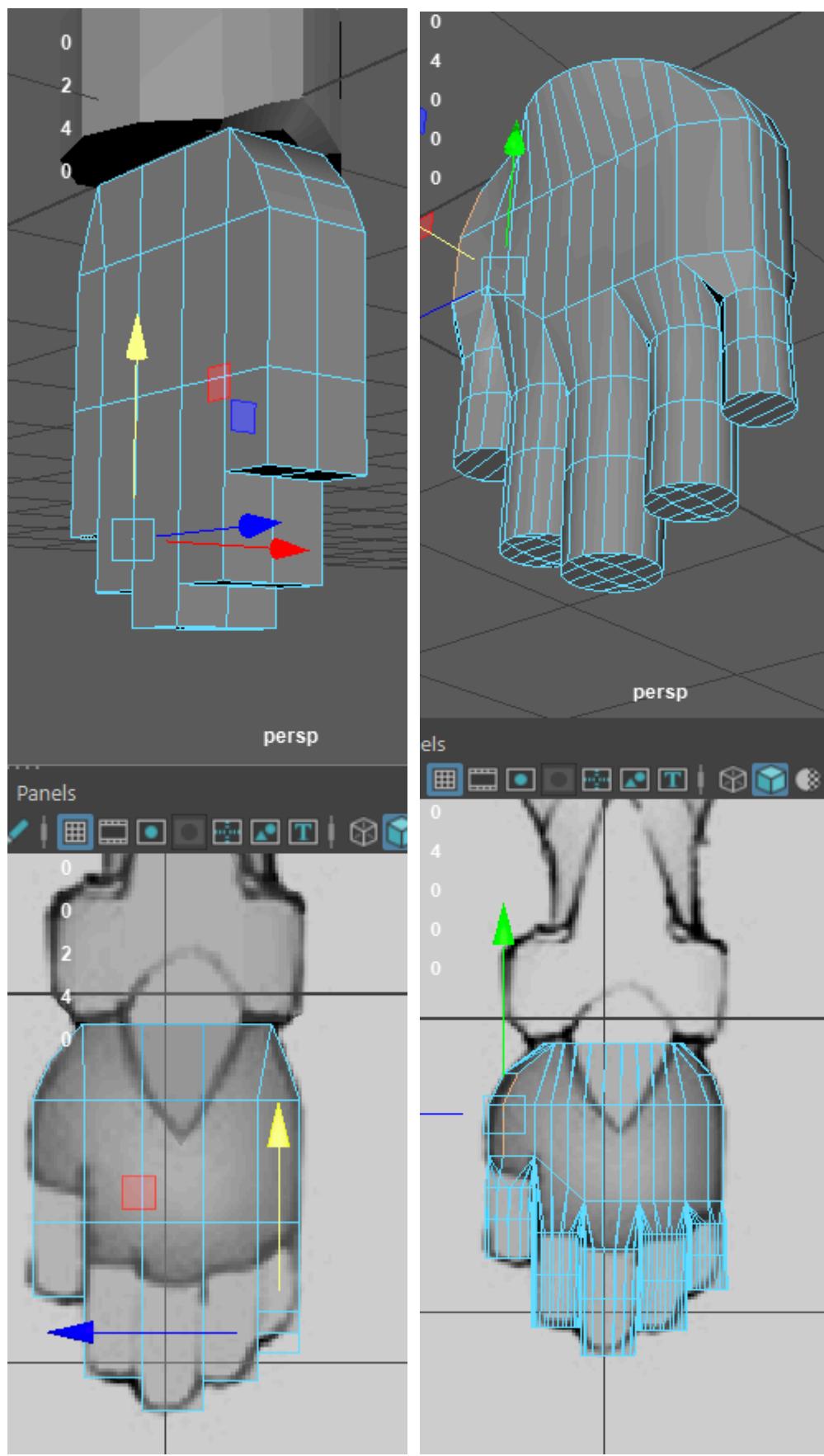
- Use fill hole to close the hole below the shoe and multicut to remove Ngon and tri

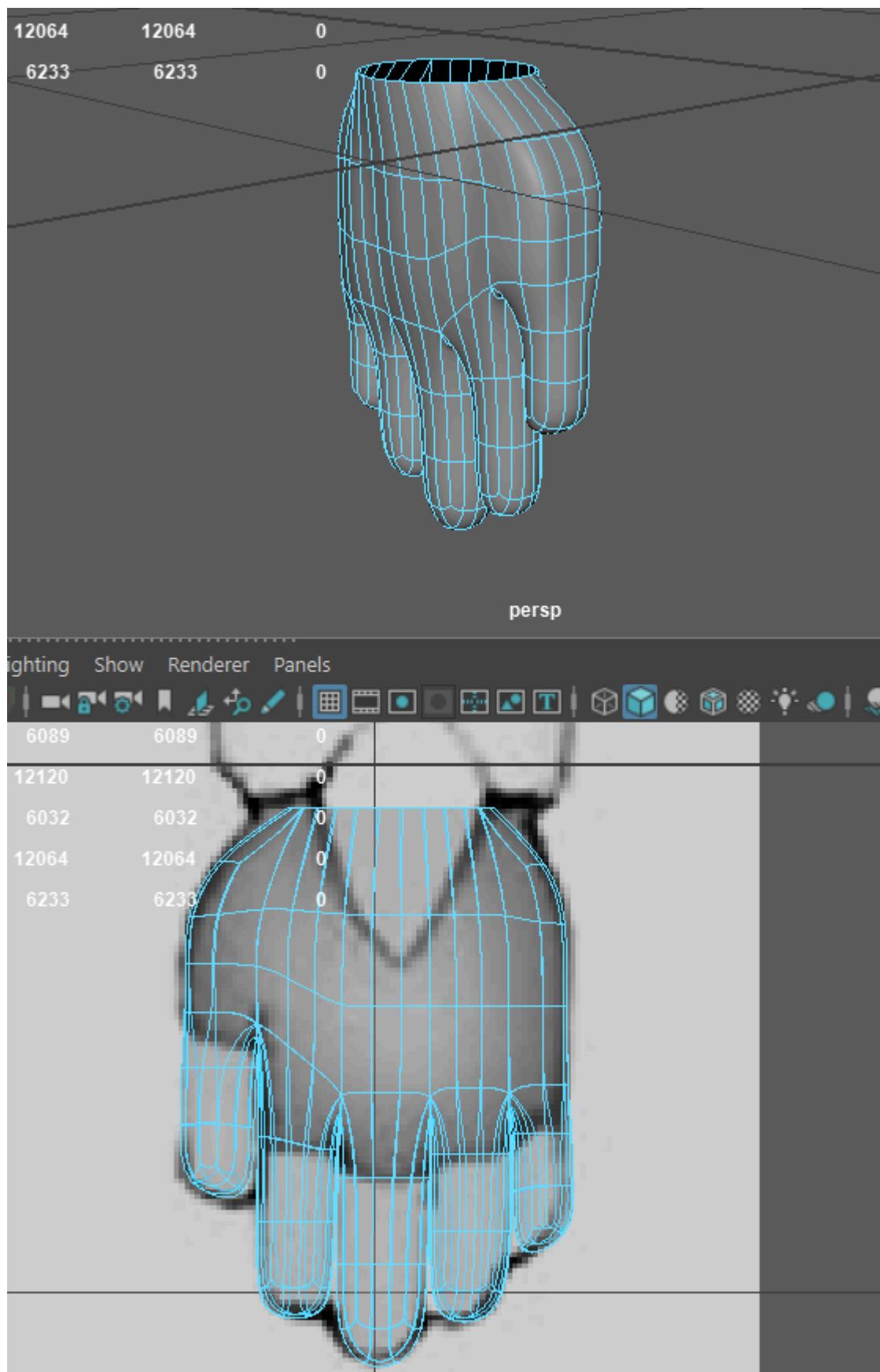




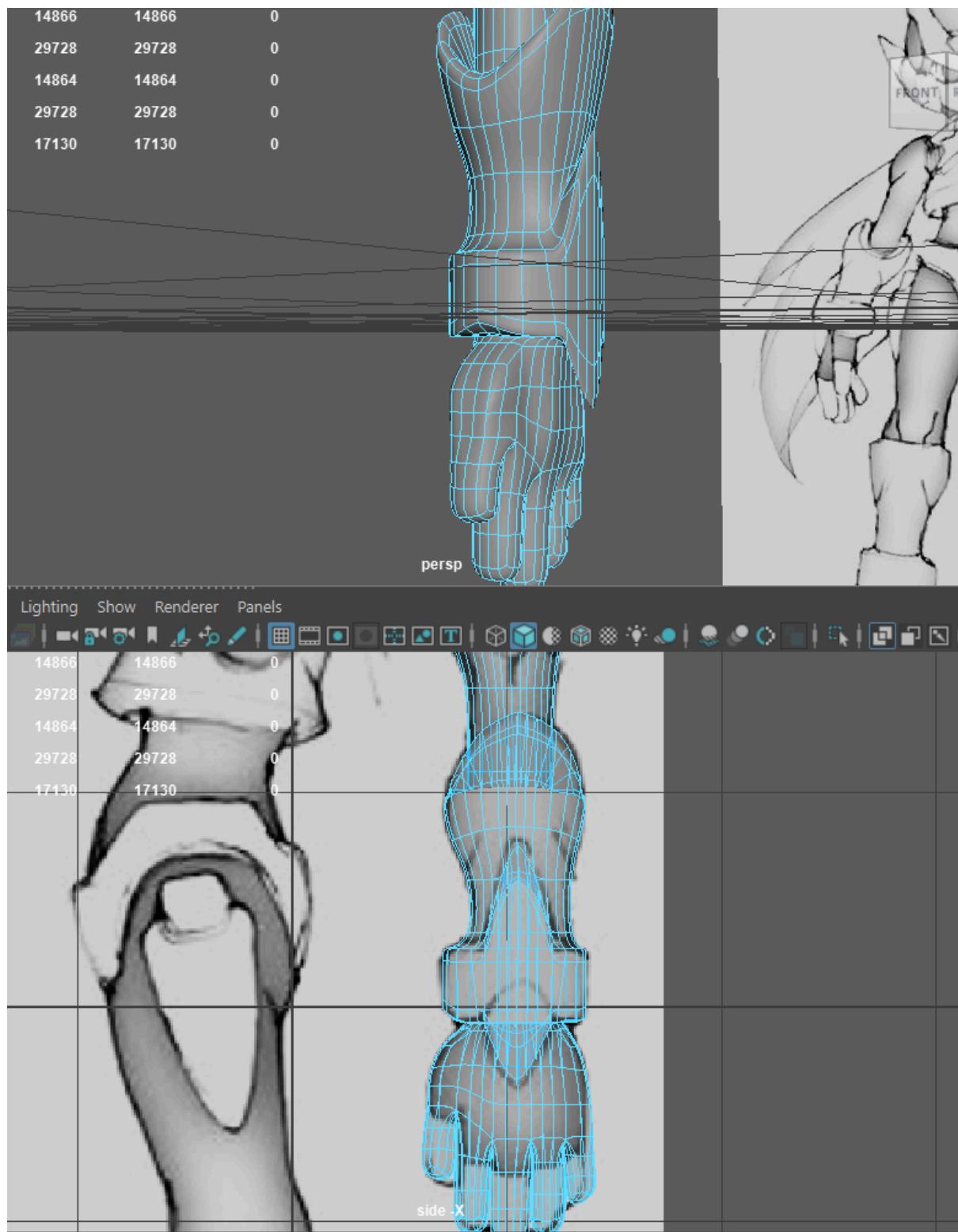
- Soft-Select to get the gauntlet shape easier



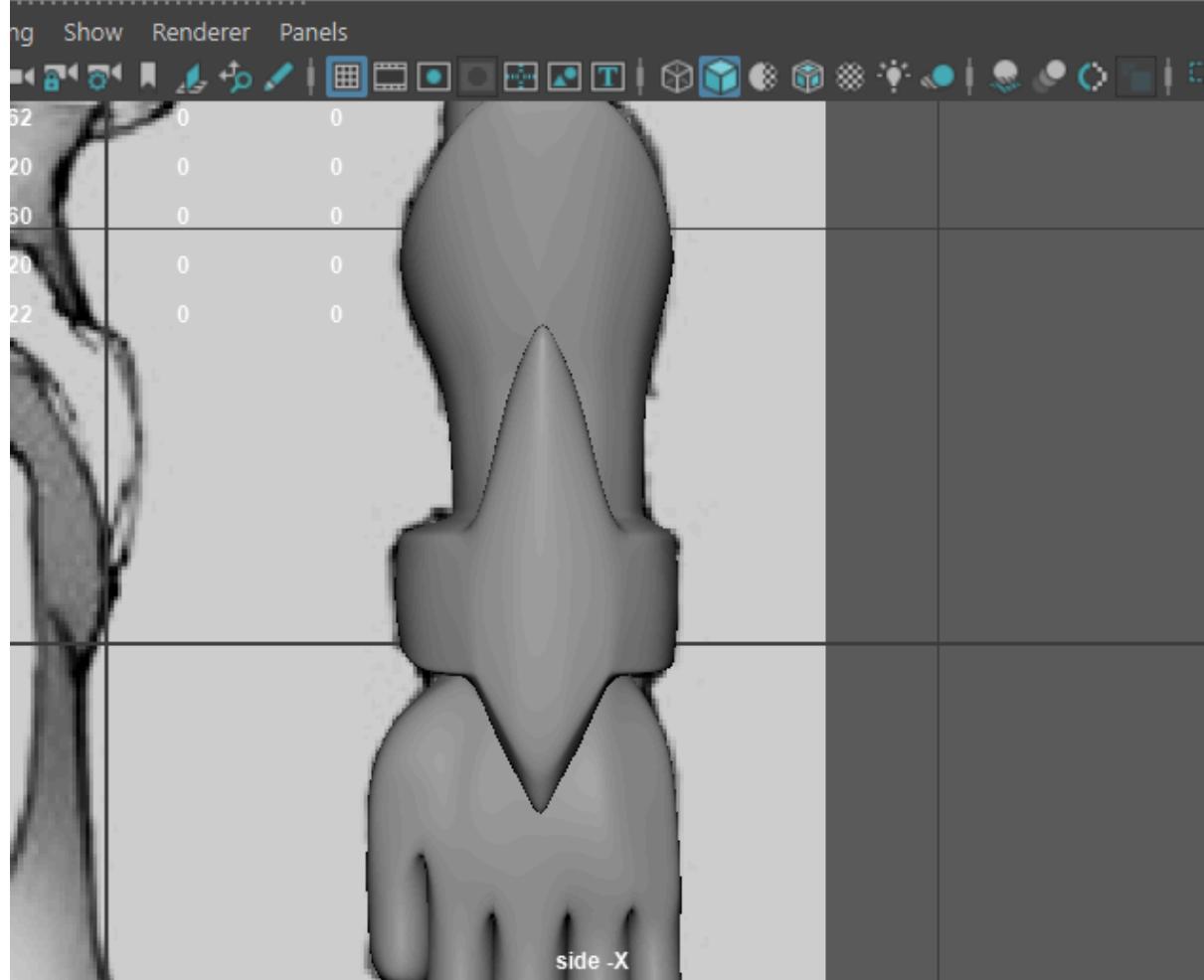
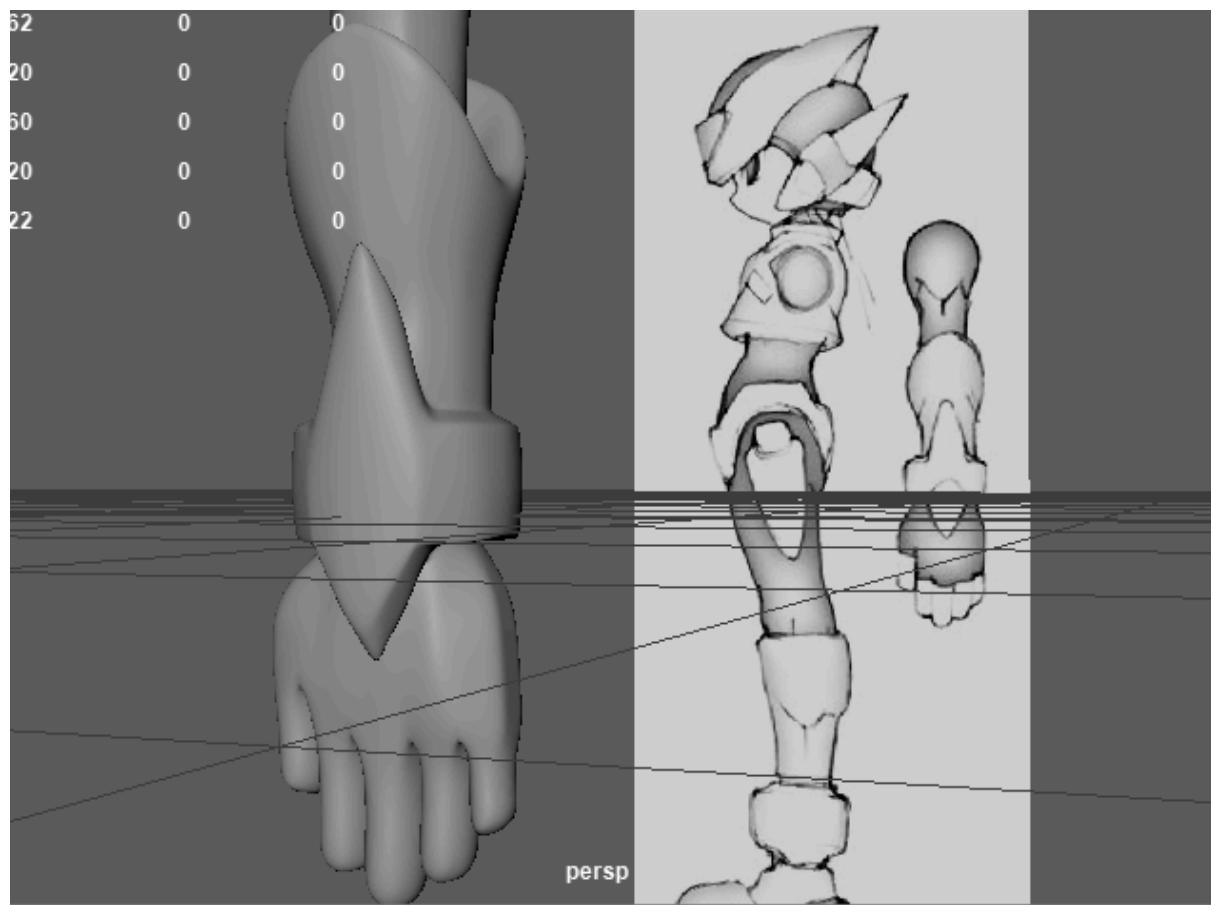


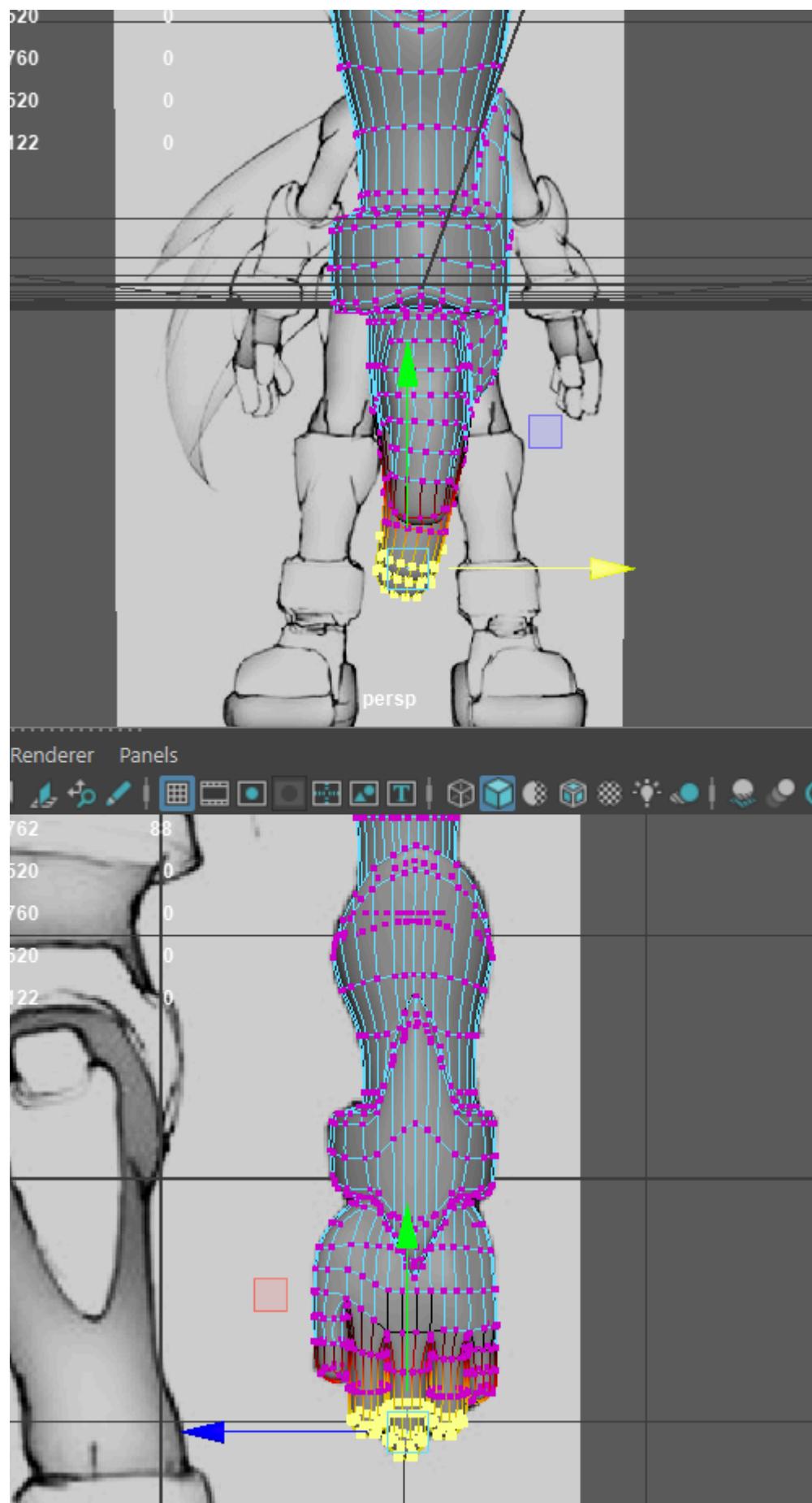


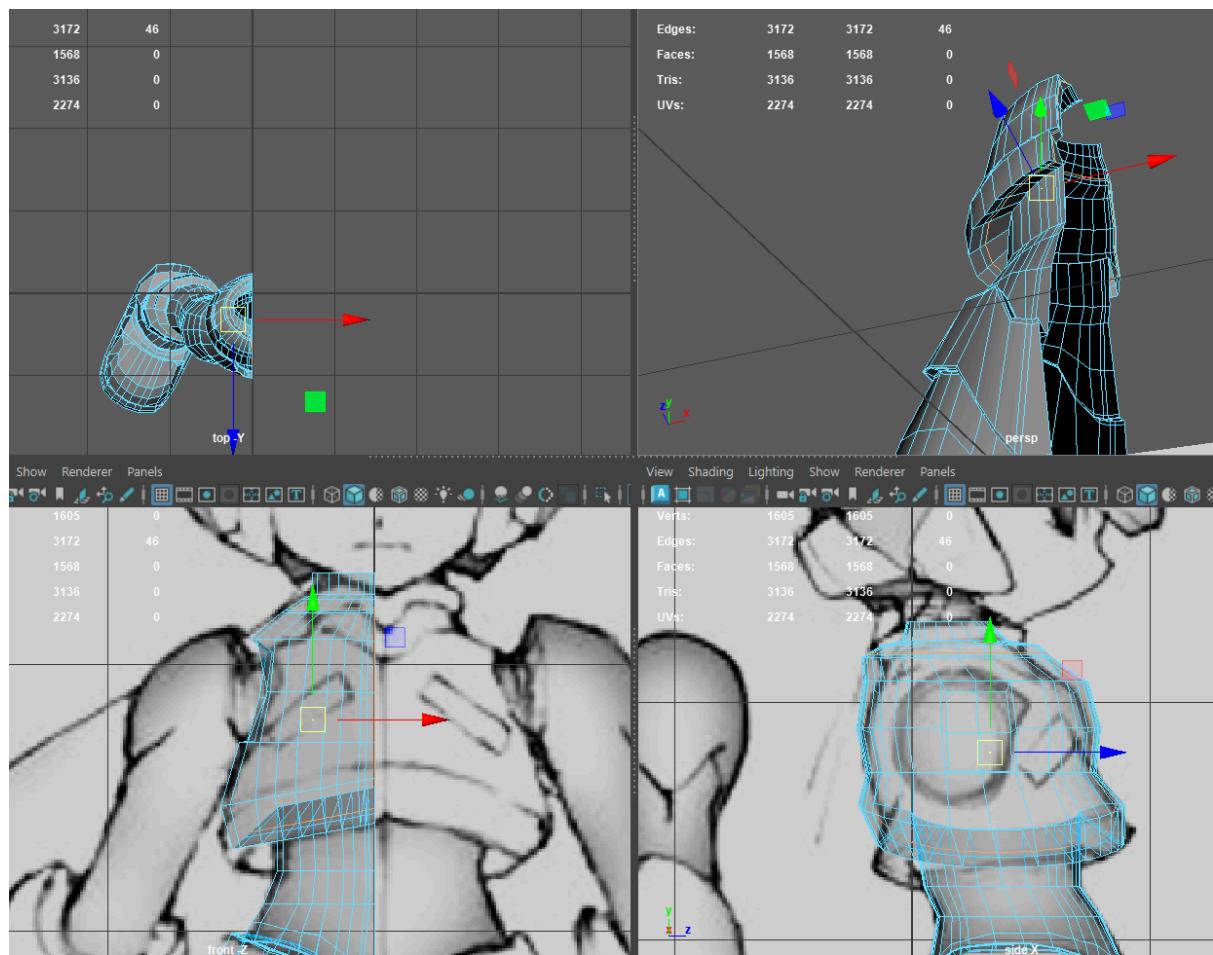
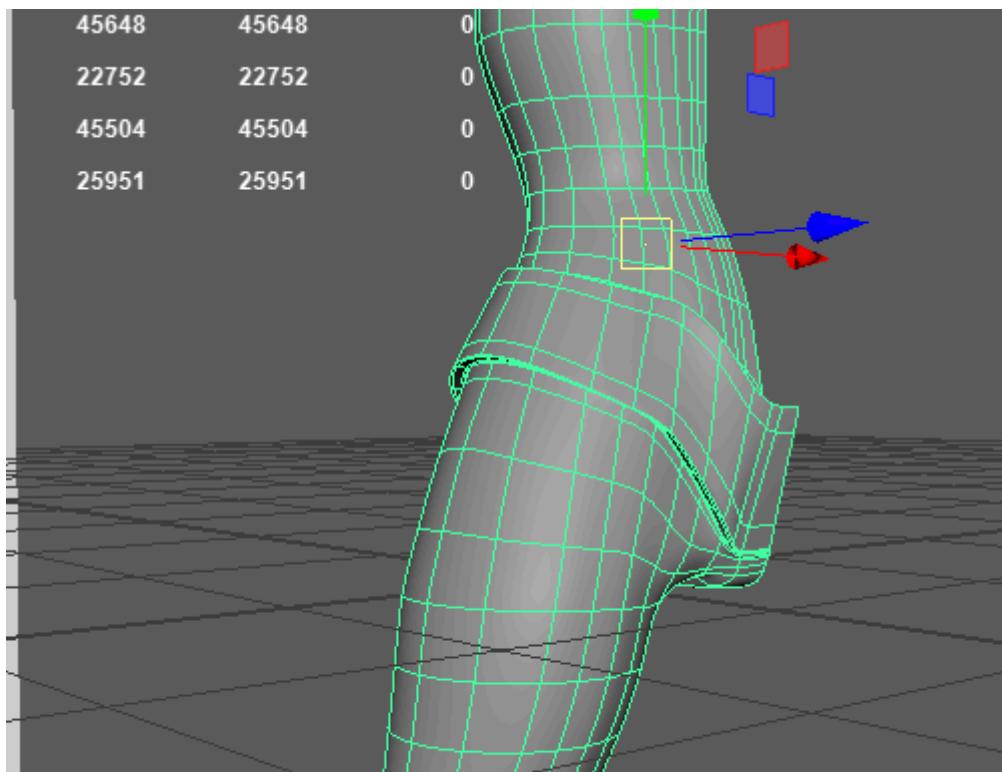
- Circularize command

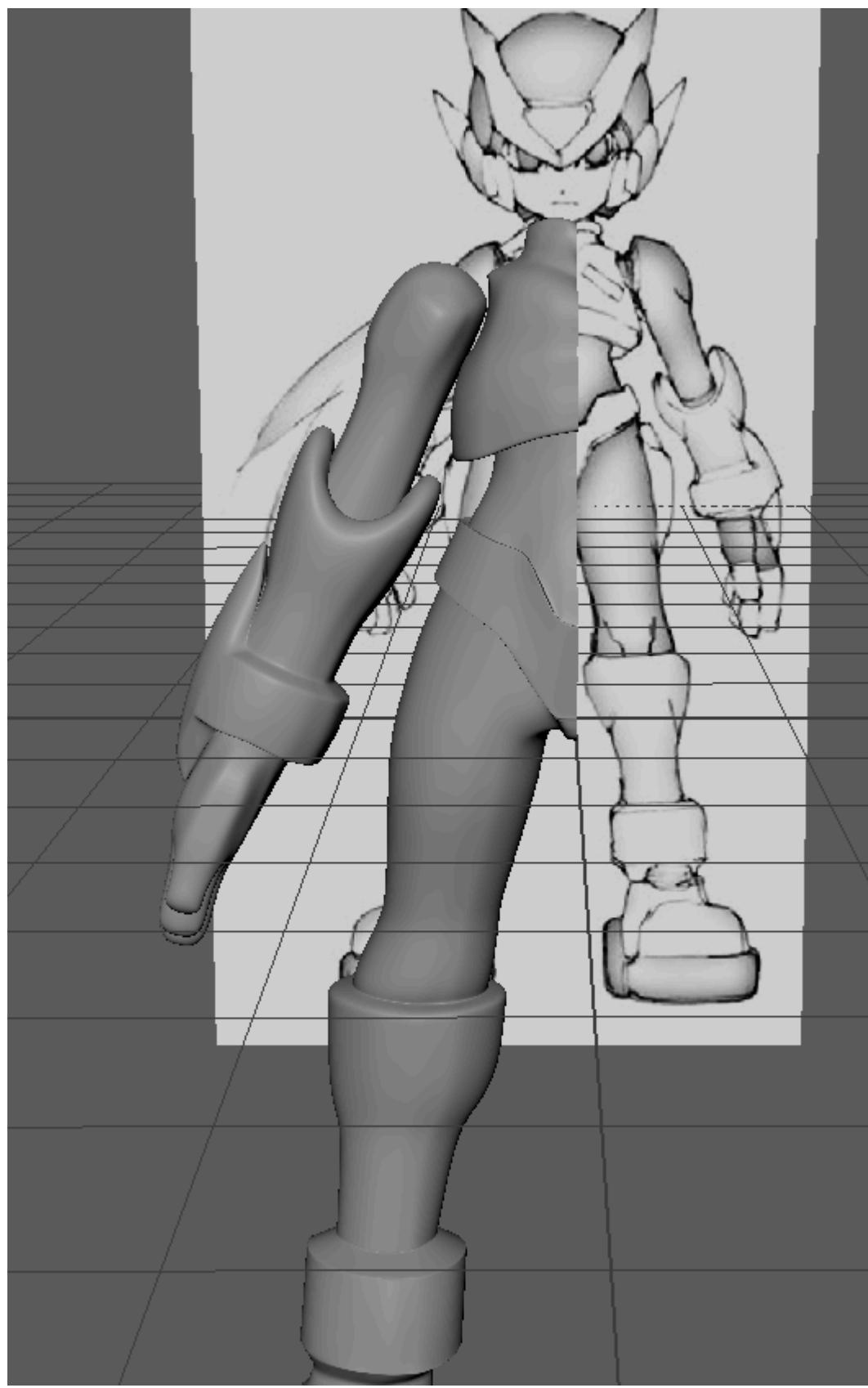


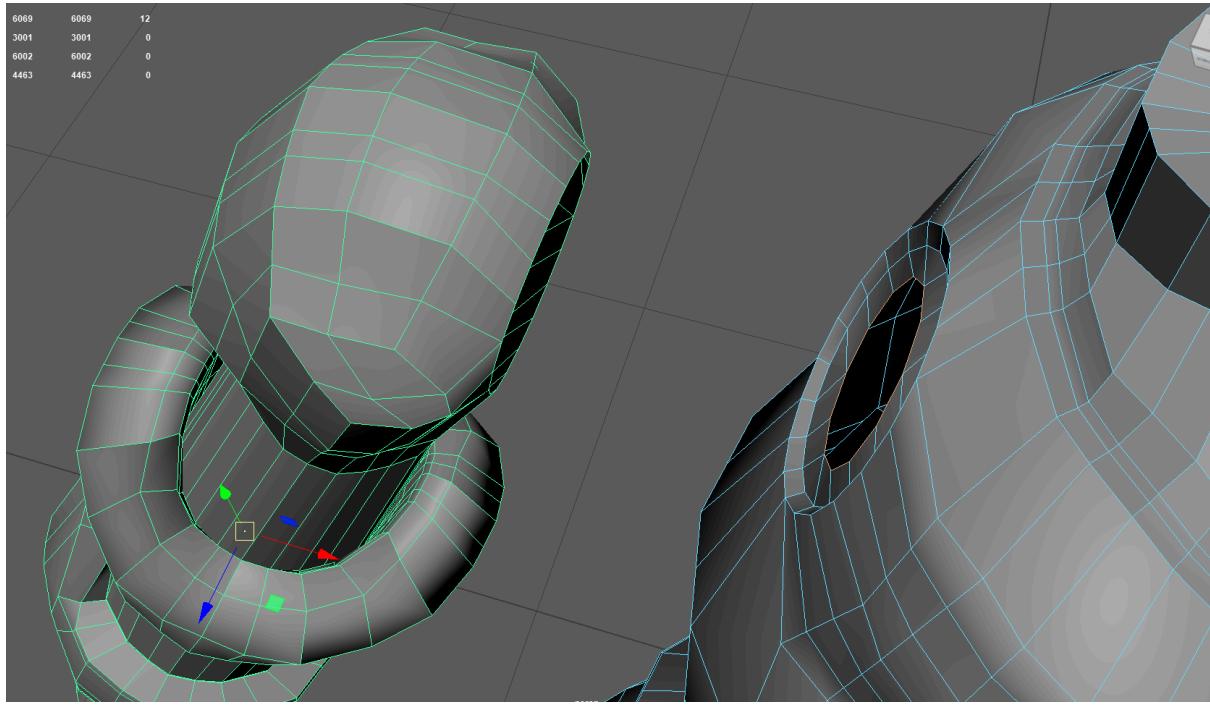
- Combine and bridge



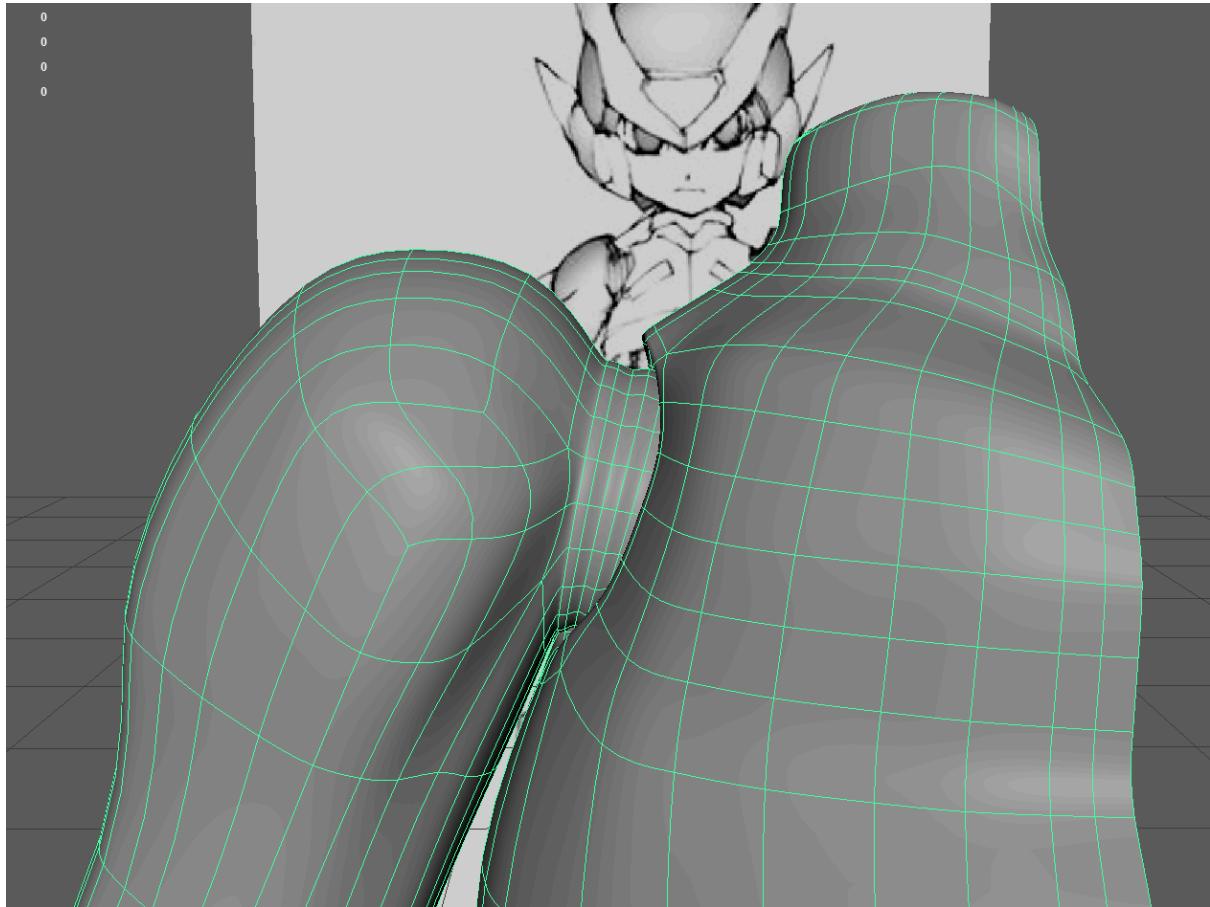




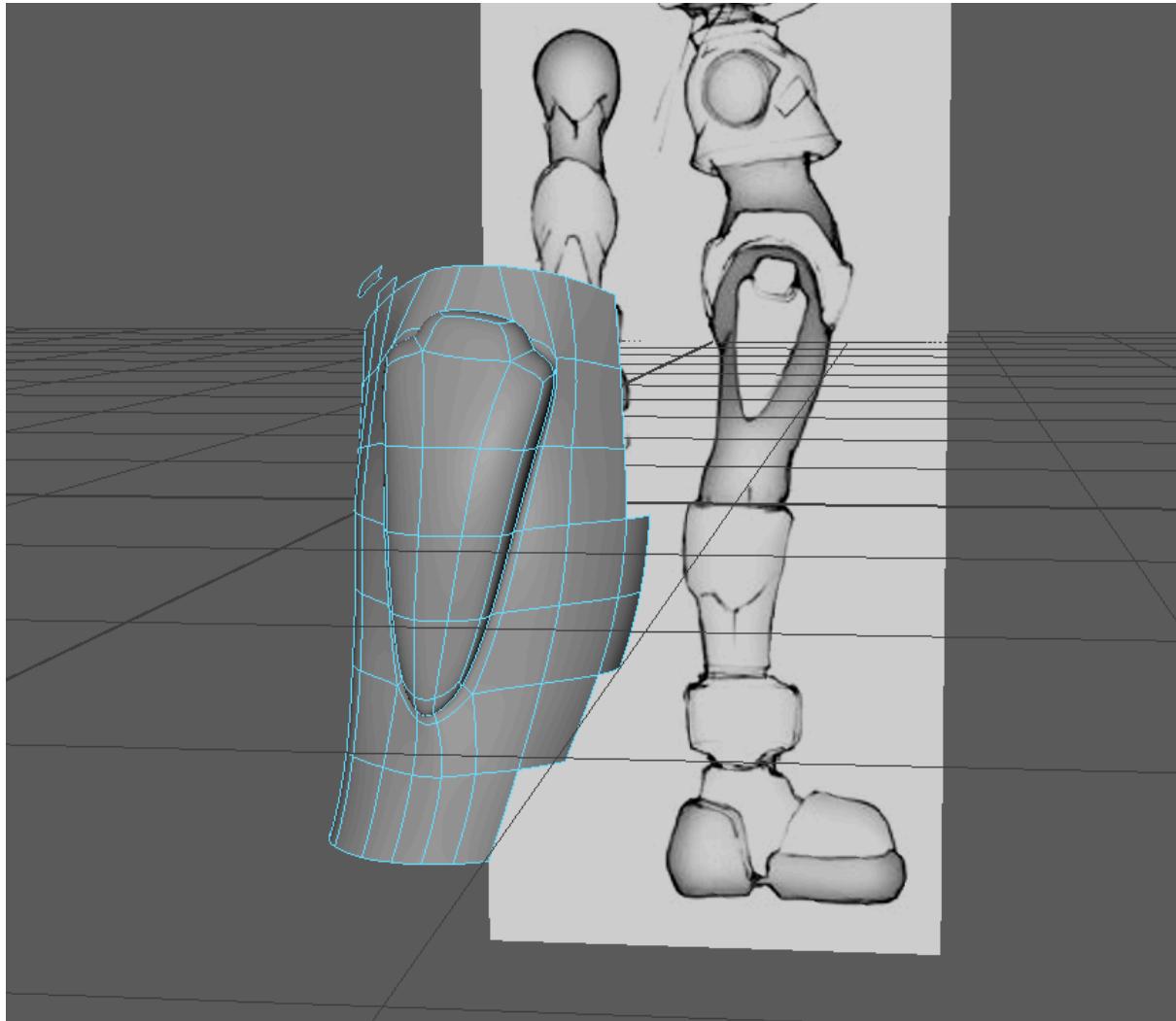




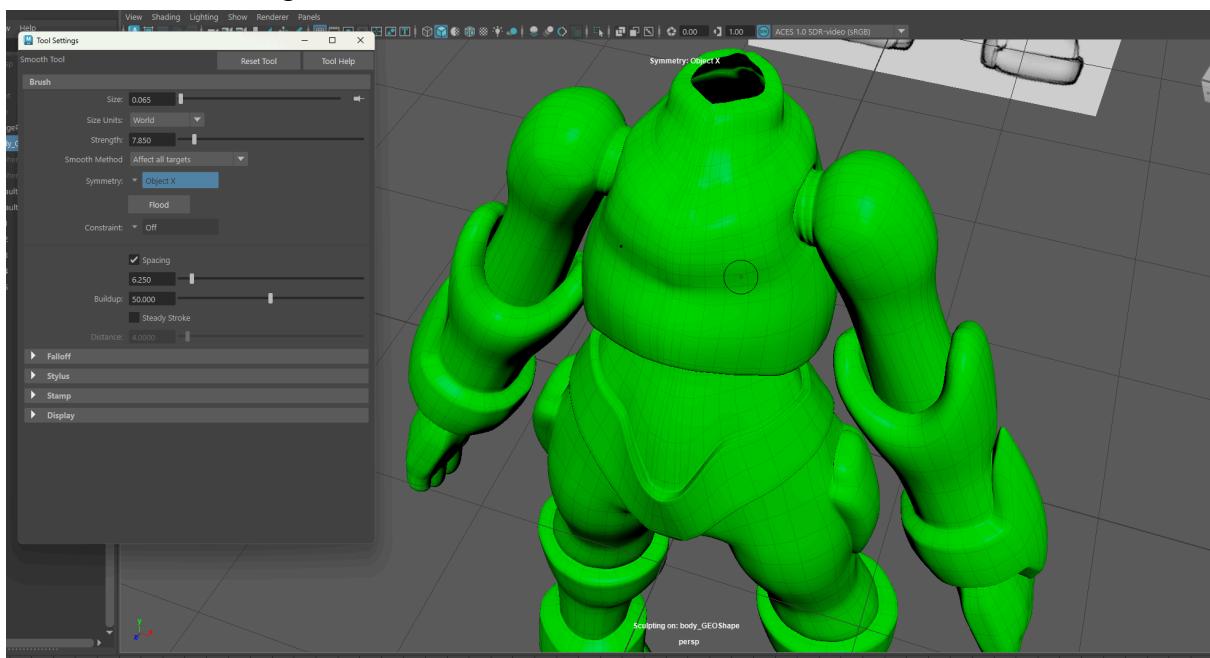
- Increased edge count of body to match the arm, circularise, combine, and bridge



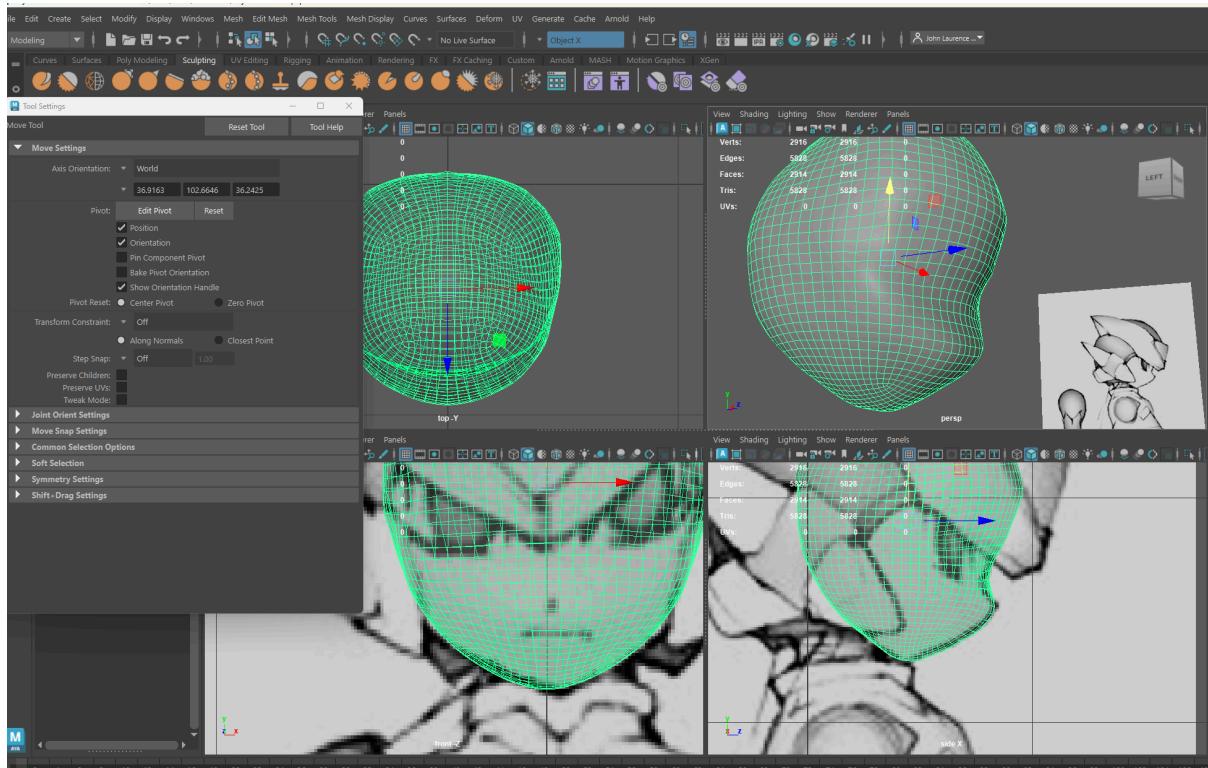
- Bridged, added some bumps to reflect that of the model



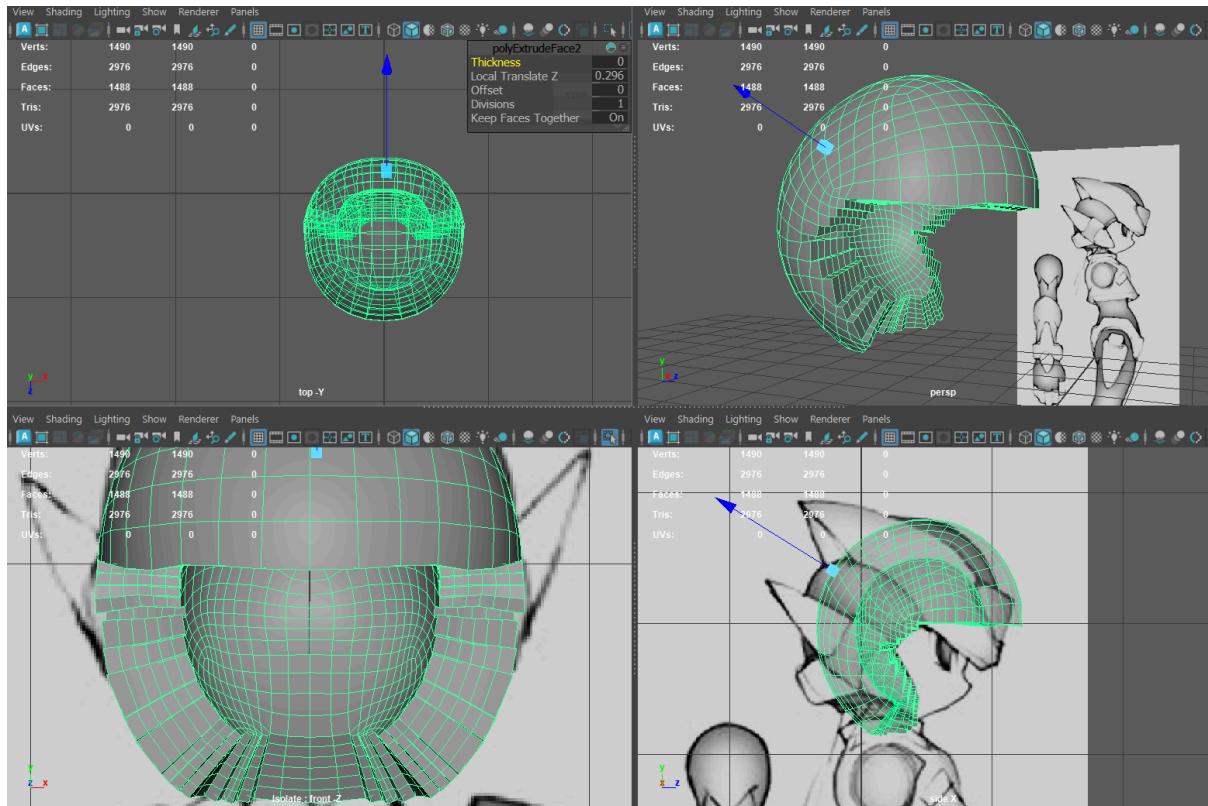
- Extrude, arrange vertices



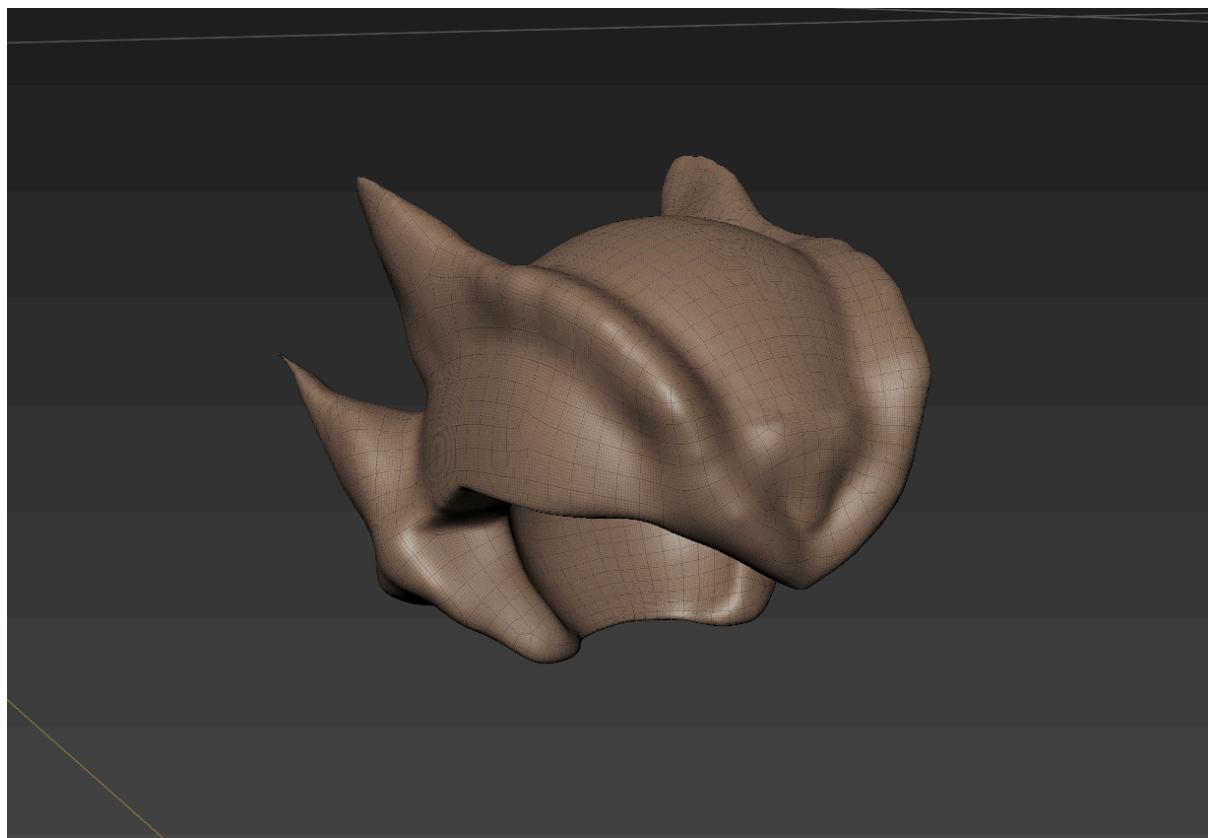
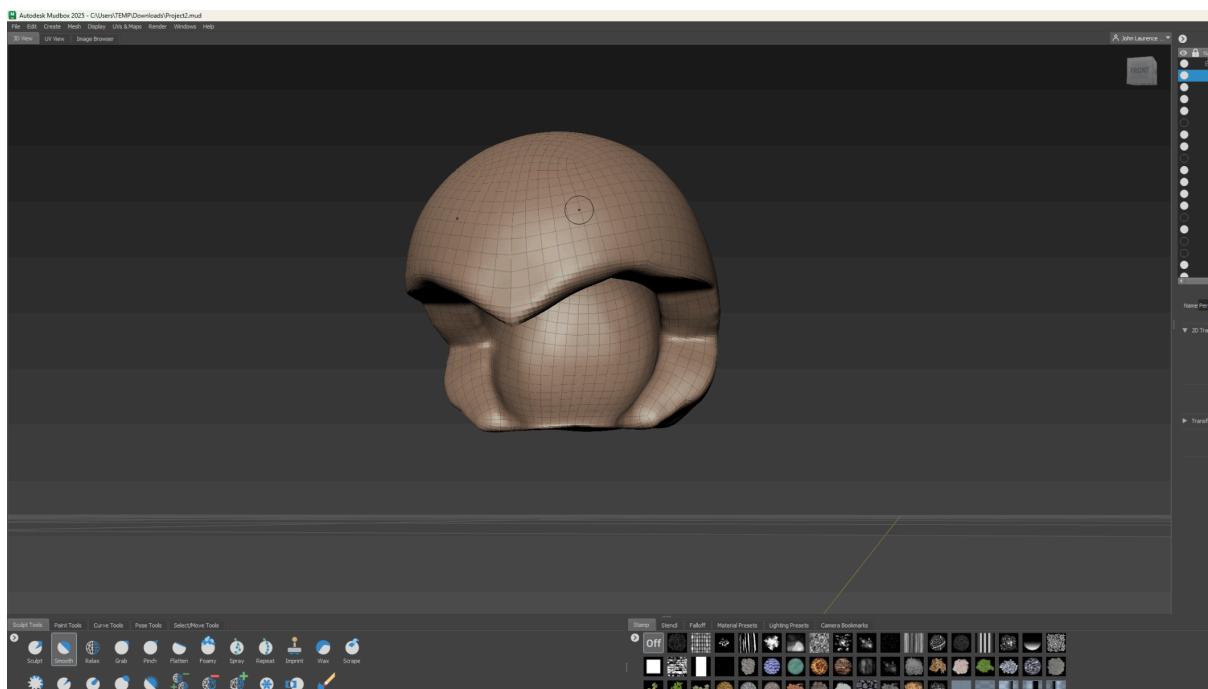
- Mirror, merge vertices, smooth and brush

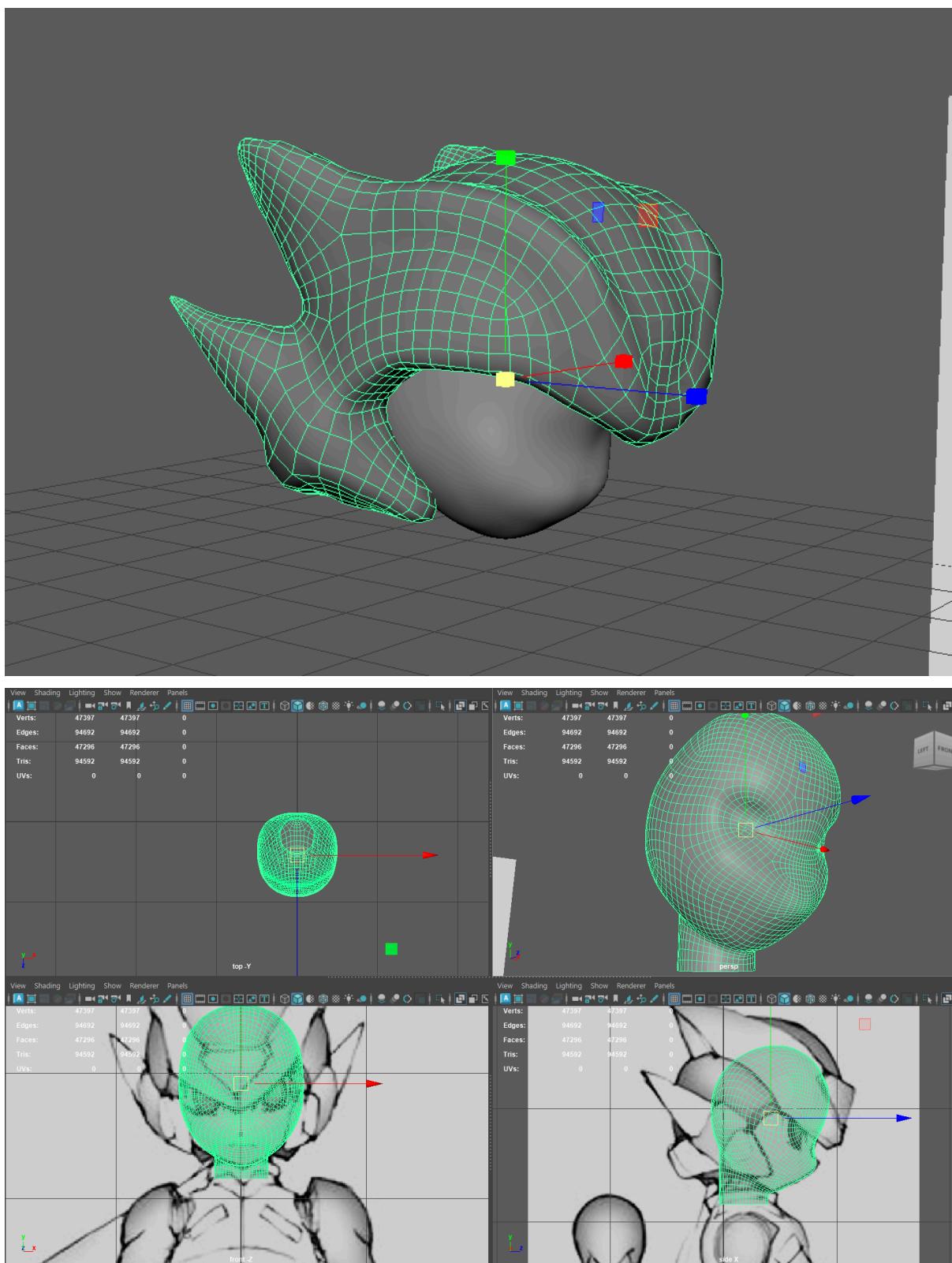


- Sphere, retopologize and set the face count to 3000, sculp to match the shape

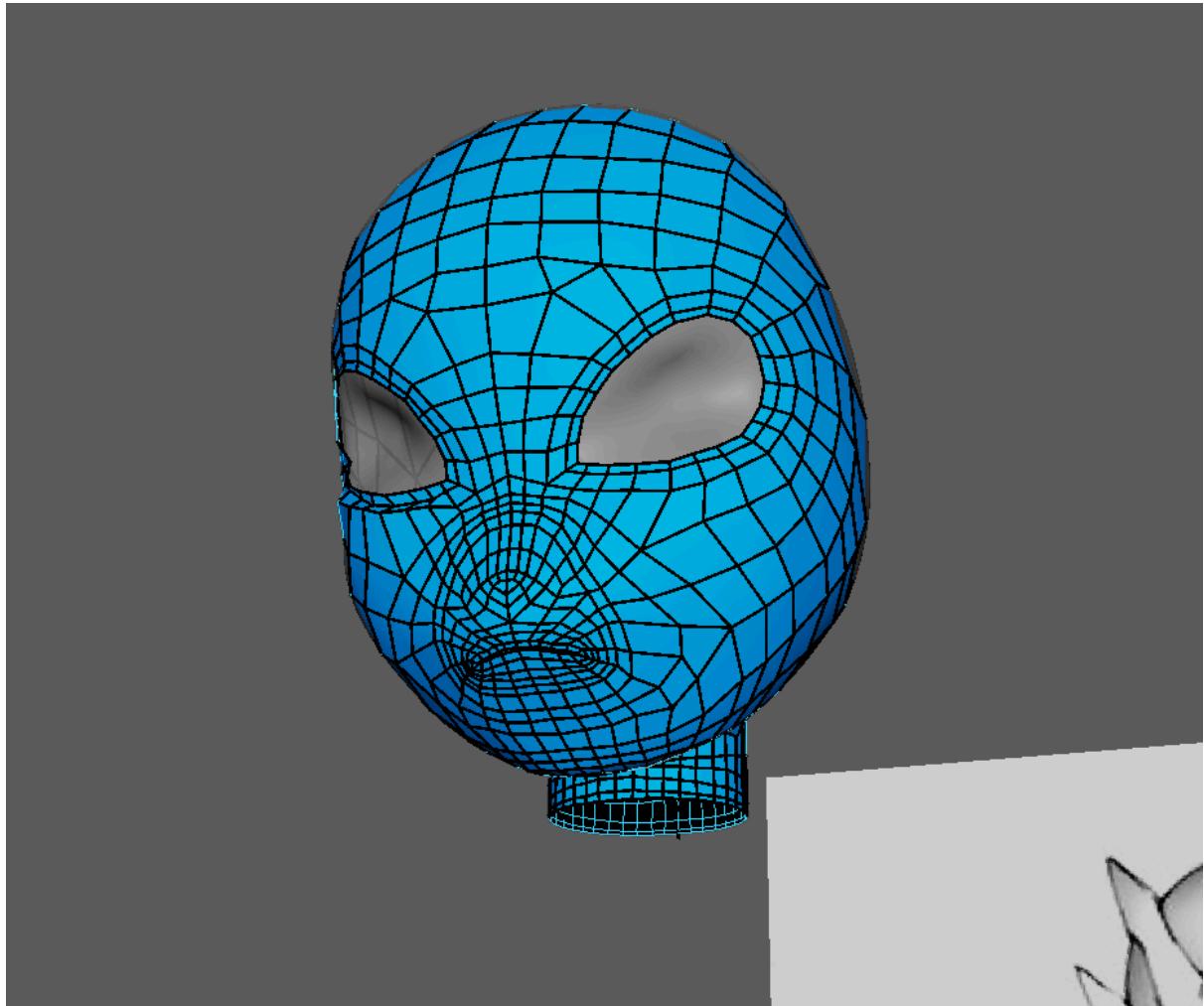


- Duplicate head, remove face faces, extrude, retopologize, increase face counts

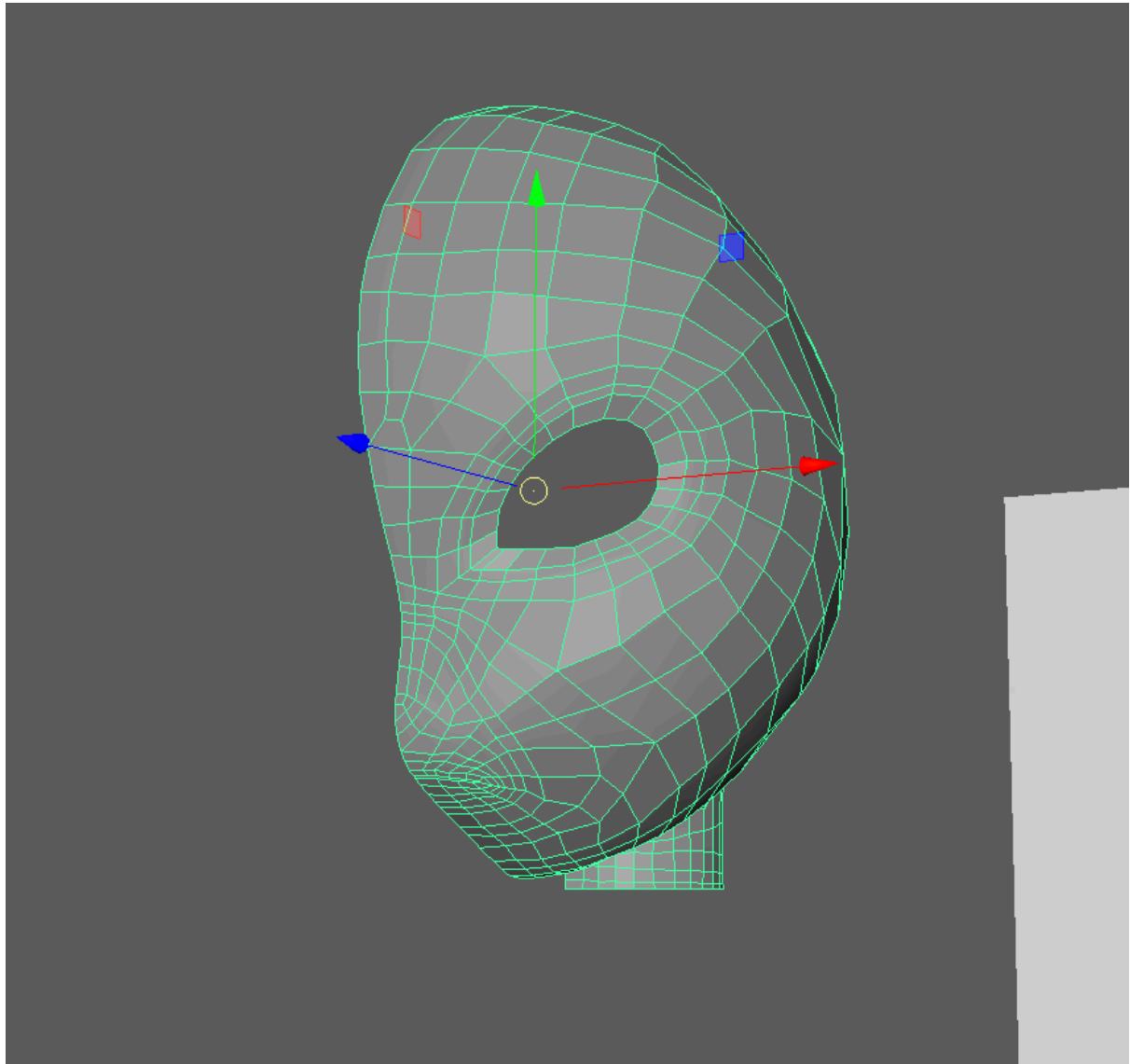




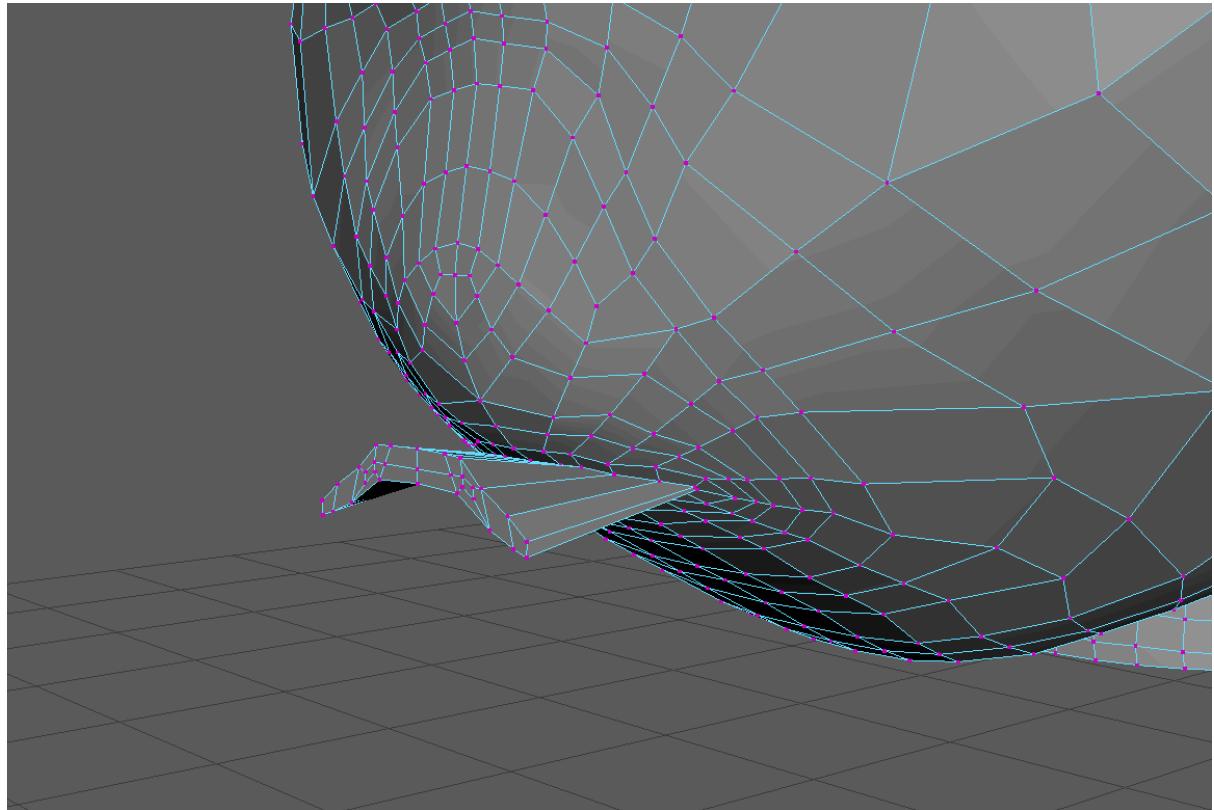
- Neck: cylinder, boolean union, delete history, retopologize, symmetry, increase face count



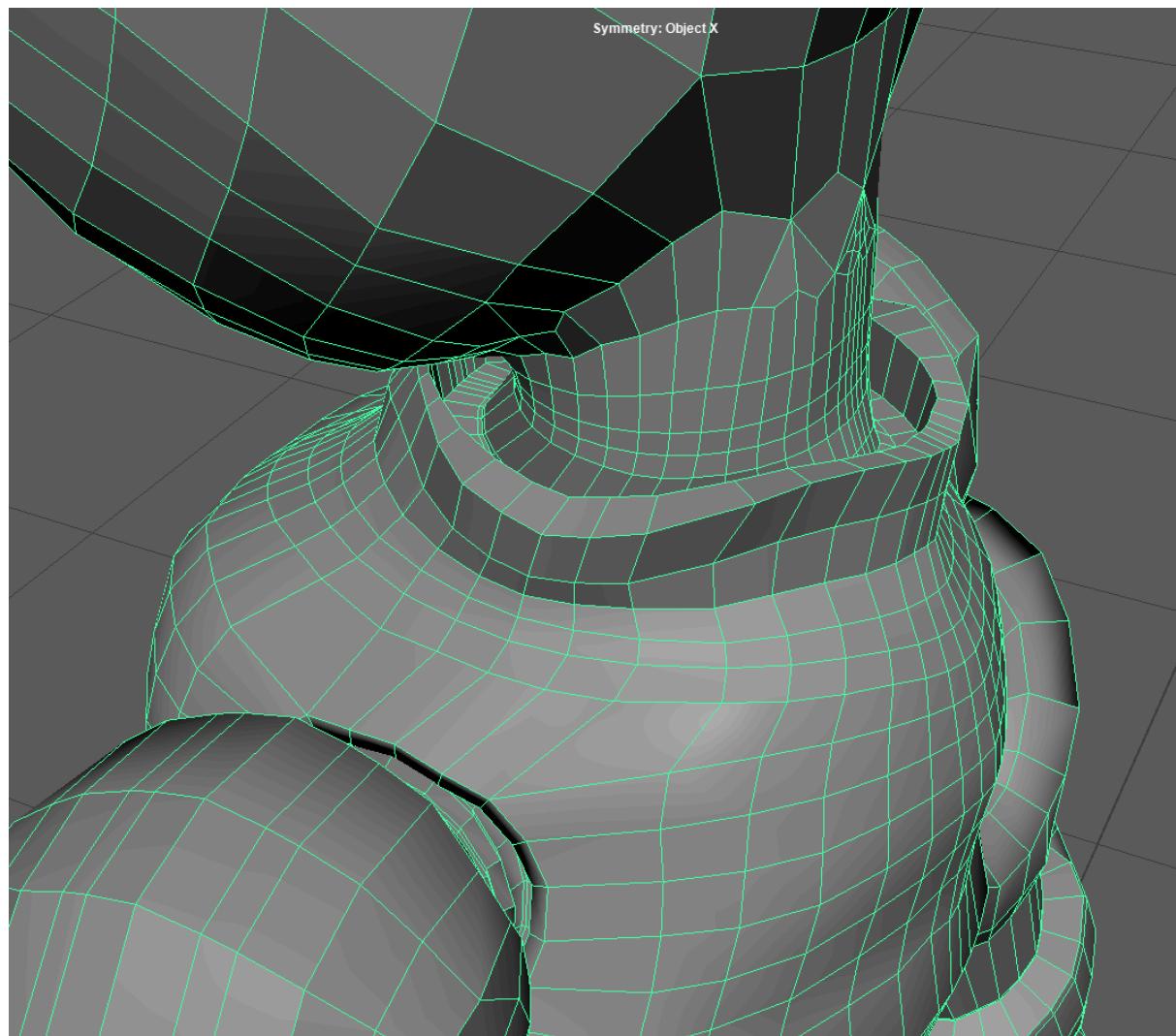
- Quad-draw



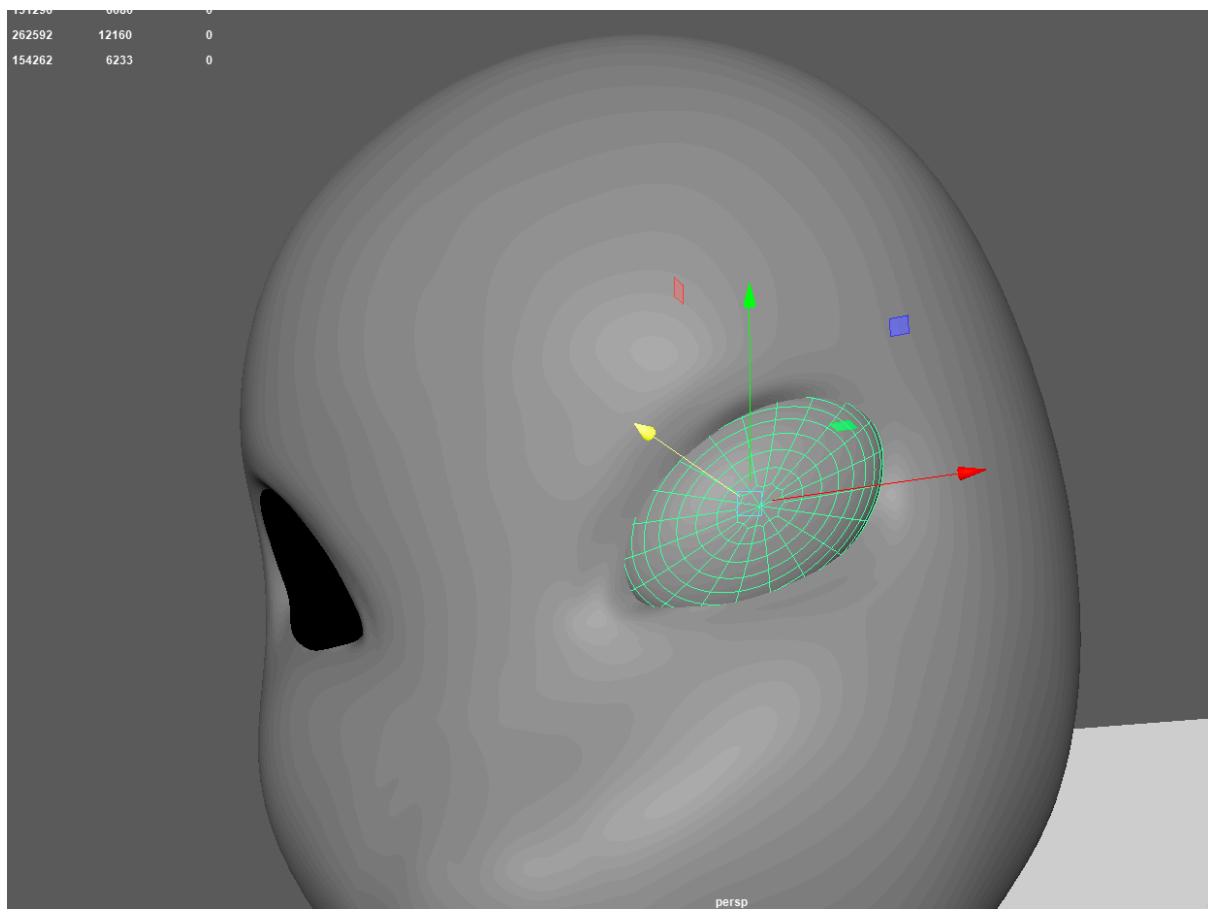
- left side was not aligned so I cut it and mirrored



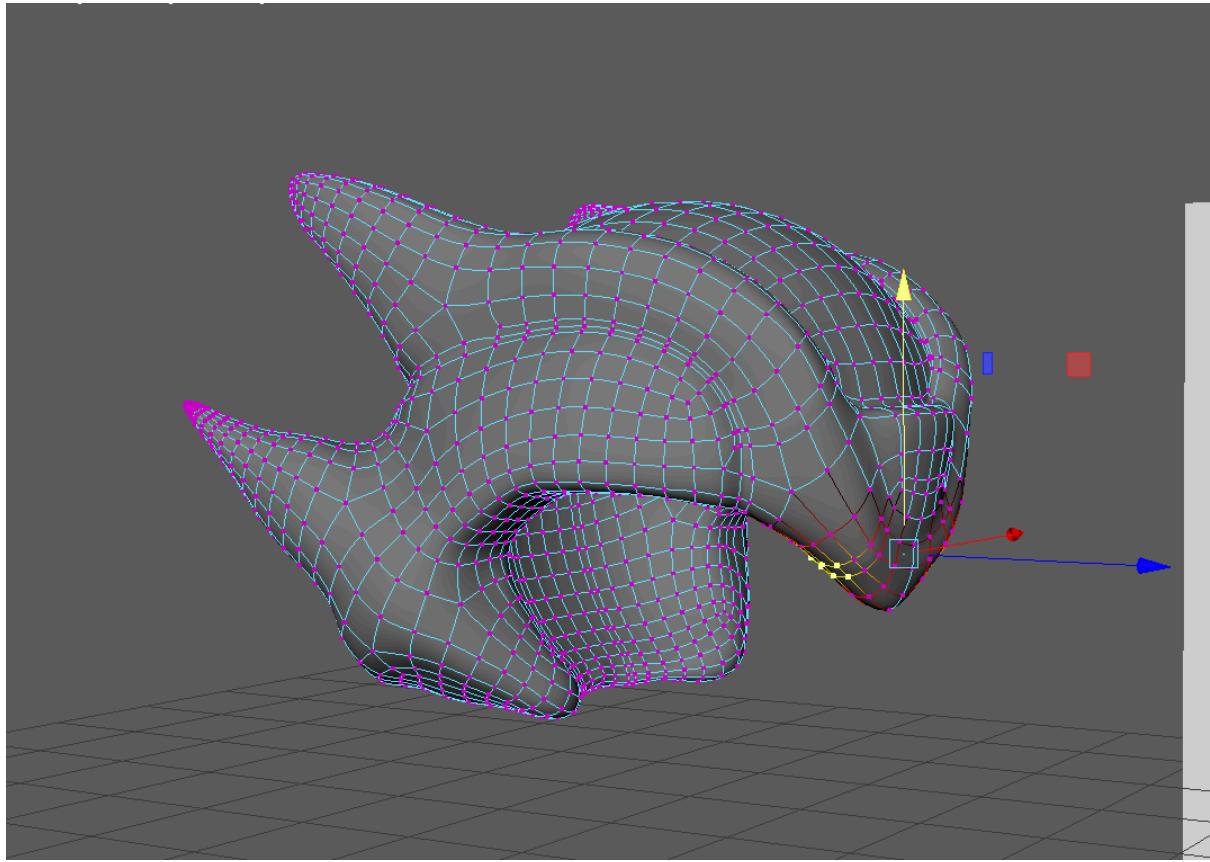
- Mouth, extrude, multicut to rid n-gons, place inside the mouth, put edge loops



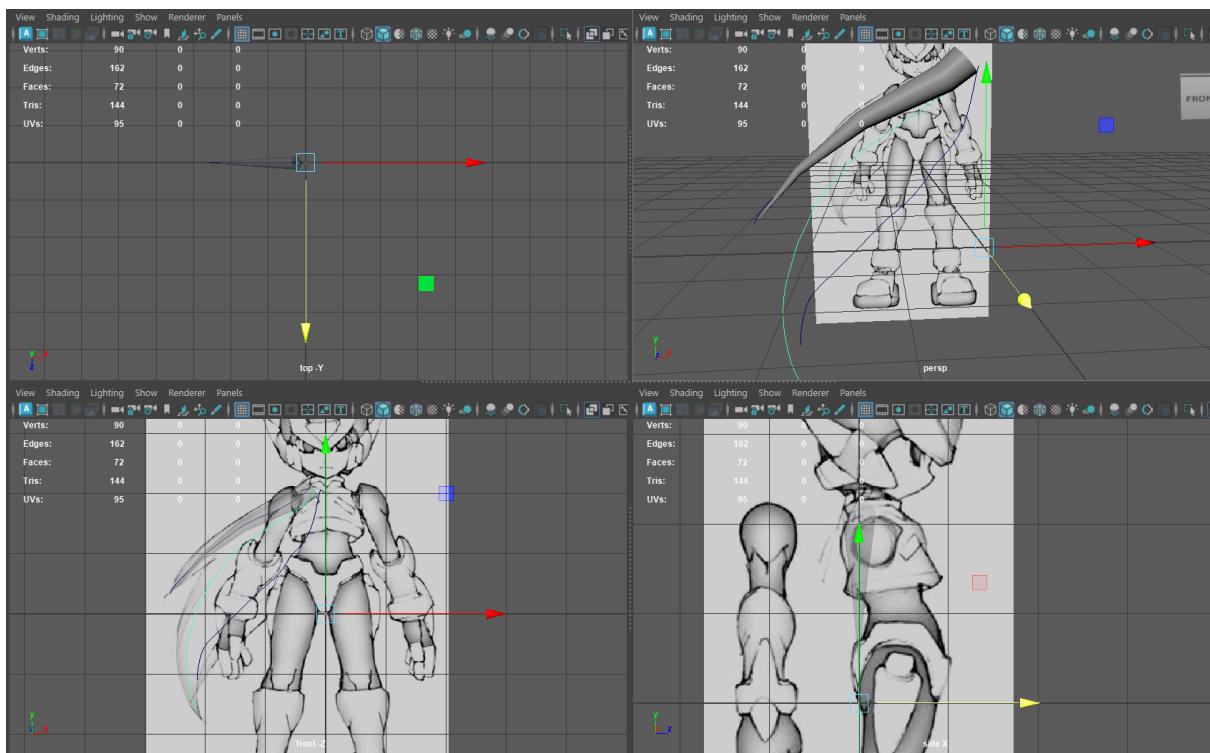
- Connected head and body



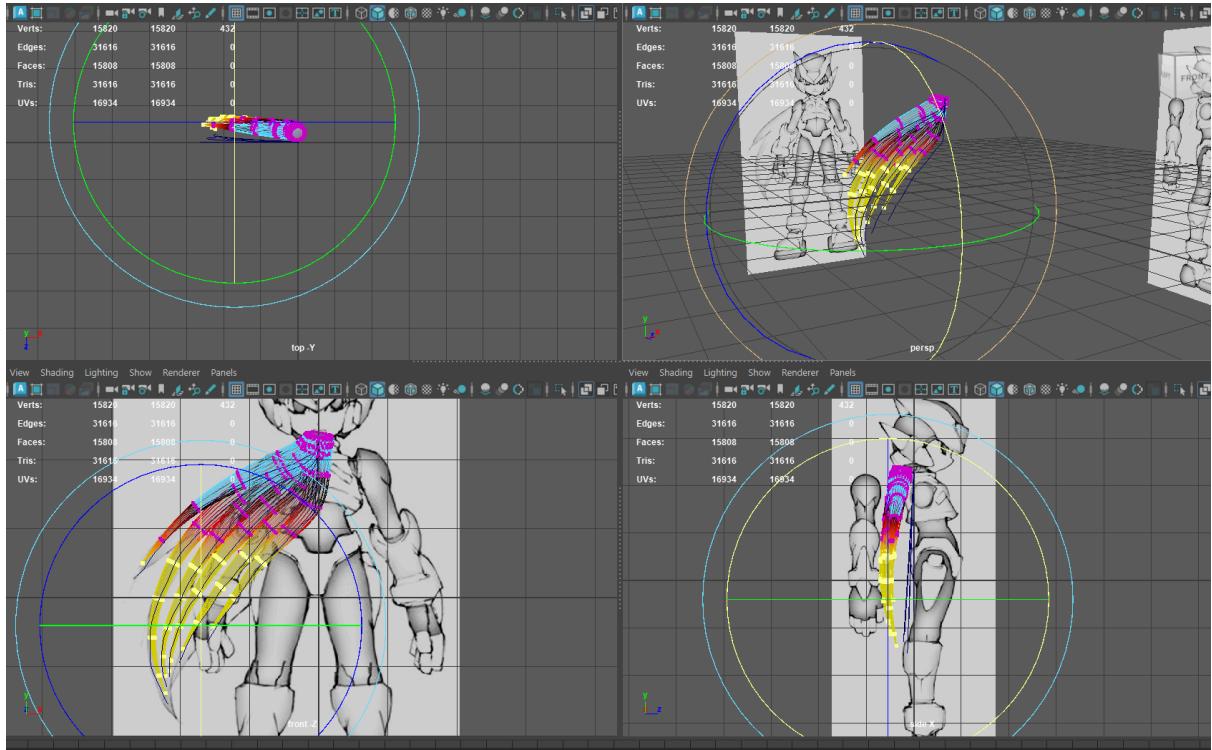
- Sphere shape, scaled to match the eyes, then moved eye vertices to remove spaces, mirrored to the other side



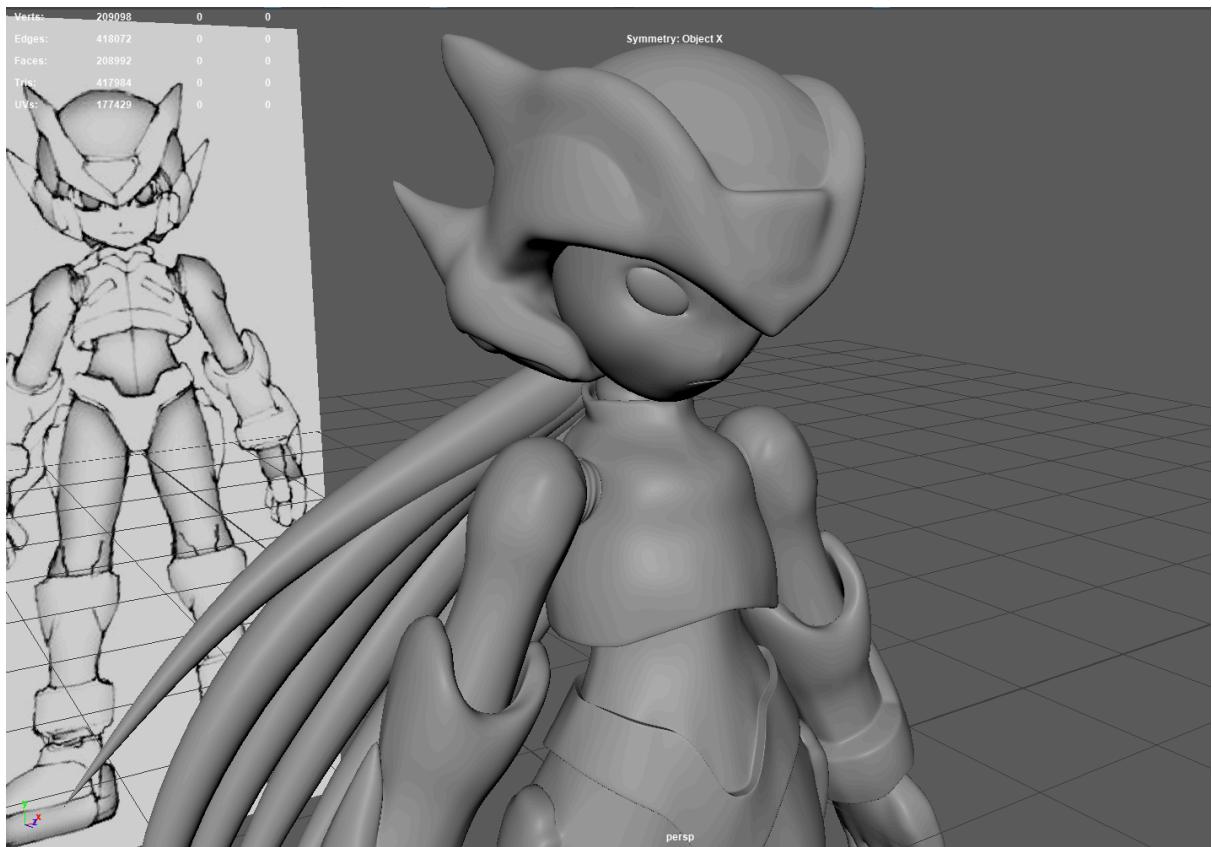
- Soft-select while moving edges and vertices, edge-loops to get the core shape better



- Curve tool and sweep mesh that was briefly taught in the tutorials for the hair



- Soft-select vertices to create curve



- Bring everything together and use sculpt tools to smooth the model