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3D & MOTION GRAPHICS > MODELING

# Female Character Modeling in Blender: Part 6

by [Soni Kumari](#) 17 Jun 2014

Difficulty: Intermediate Length: Medium Languages: English ▾

Modeling 3D Blender Character Design





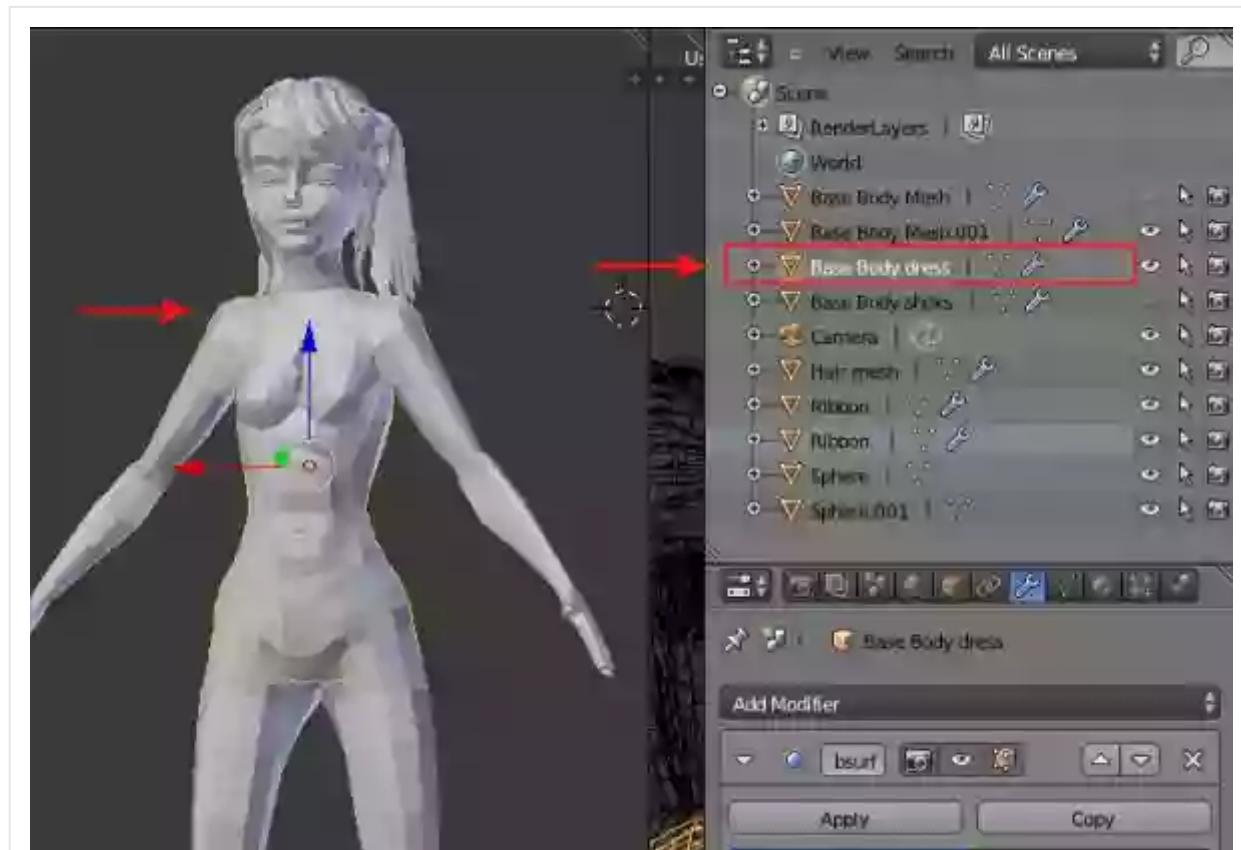
What You'll Be Creating

In the final part of the Female Character Modeling series, you'll learn how to use existing geometry to create a dress and socks for the character. You'll then complete the project by adding additional details, such as wrinkles and creases using Blender's sculpting tools.

## 1. Making Cloth

### Step 1

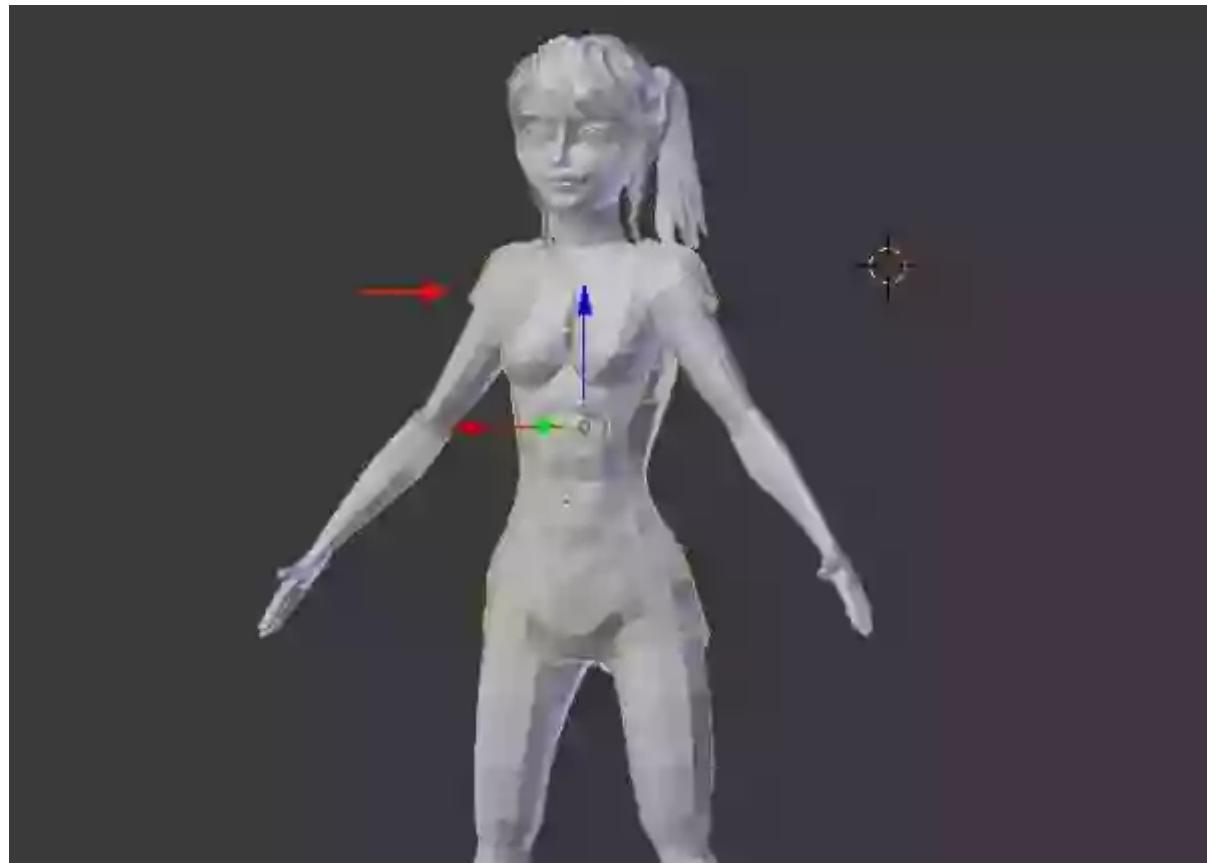
With the **Base Body dress** mesh selected, turn on its *visibility* in the outliner panel.



Advertisement

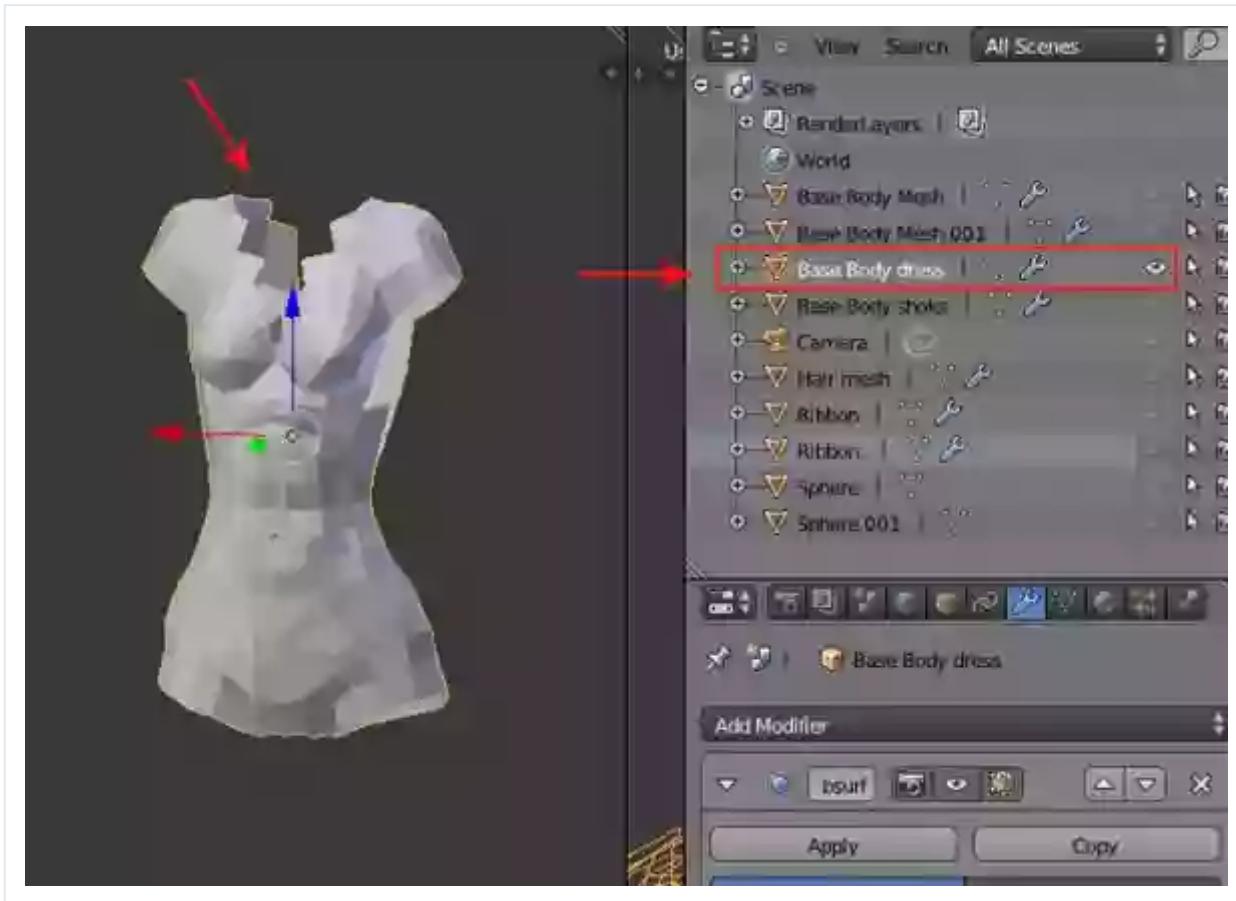
## Step 2

With the dress mesh selected, **Scale** it up a little bit using the **S** key.



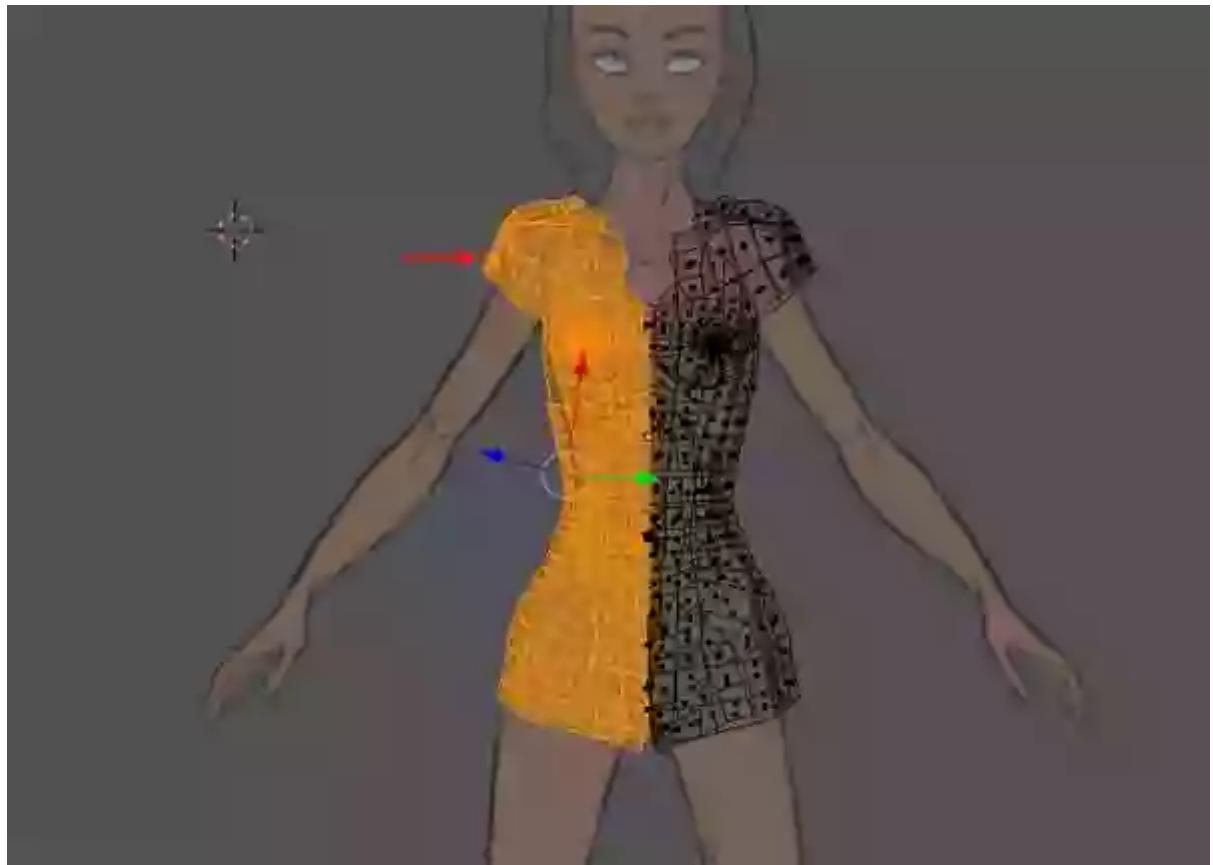
## Step 3

Now keep only the **Base Body Dress** mesh visible and turn *Off* the visibility for the rest of the meshes, so we can concentrate on modeling the dress.



## Step 4

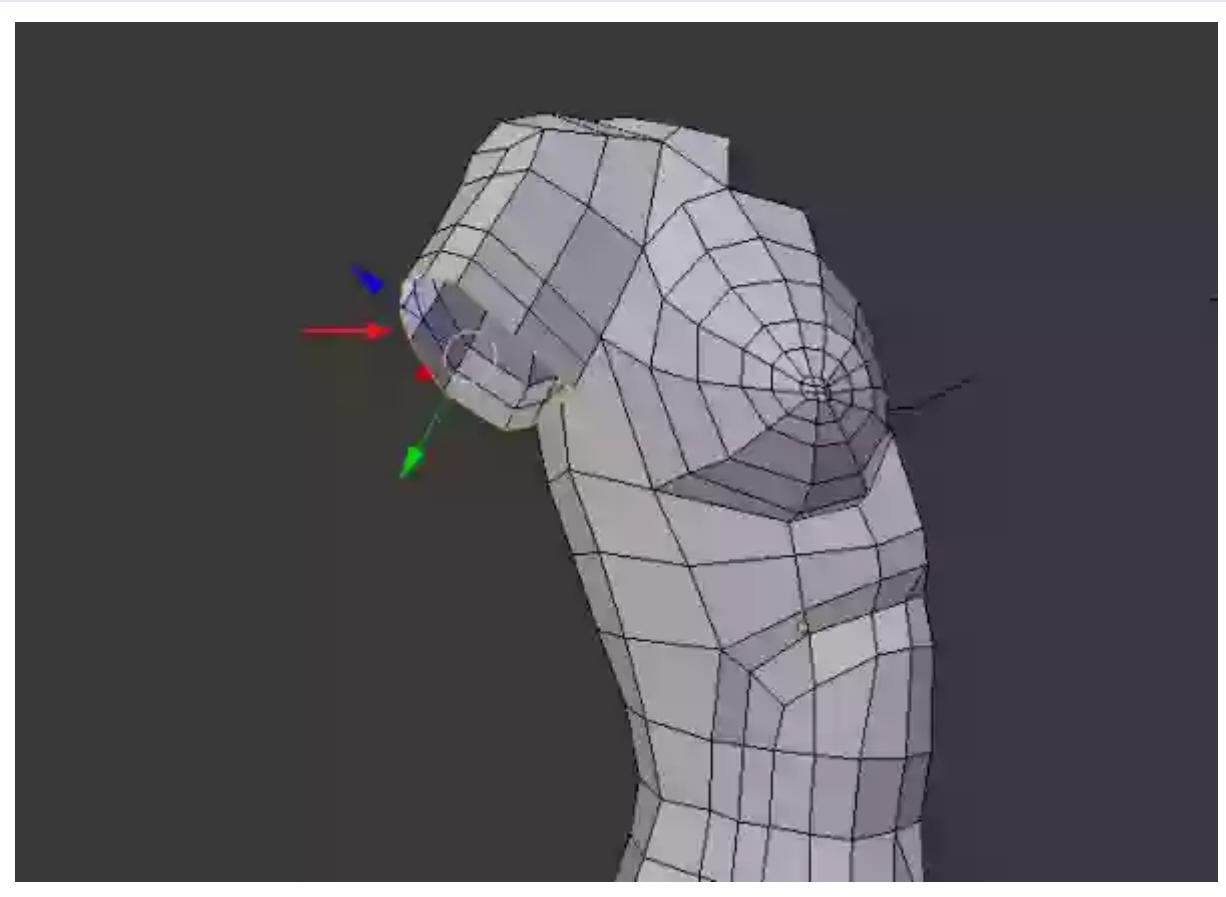
In the **Front** view, select the cloth mesh and then press **Z** for wireframe mode. Enter **Face** selection mode, select one half of the mesh and then press the **Delete** key, to delete the selected faces.



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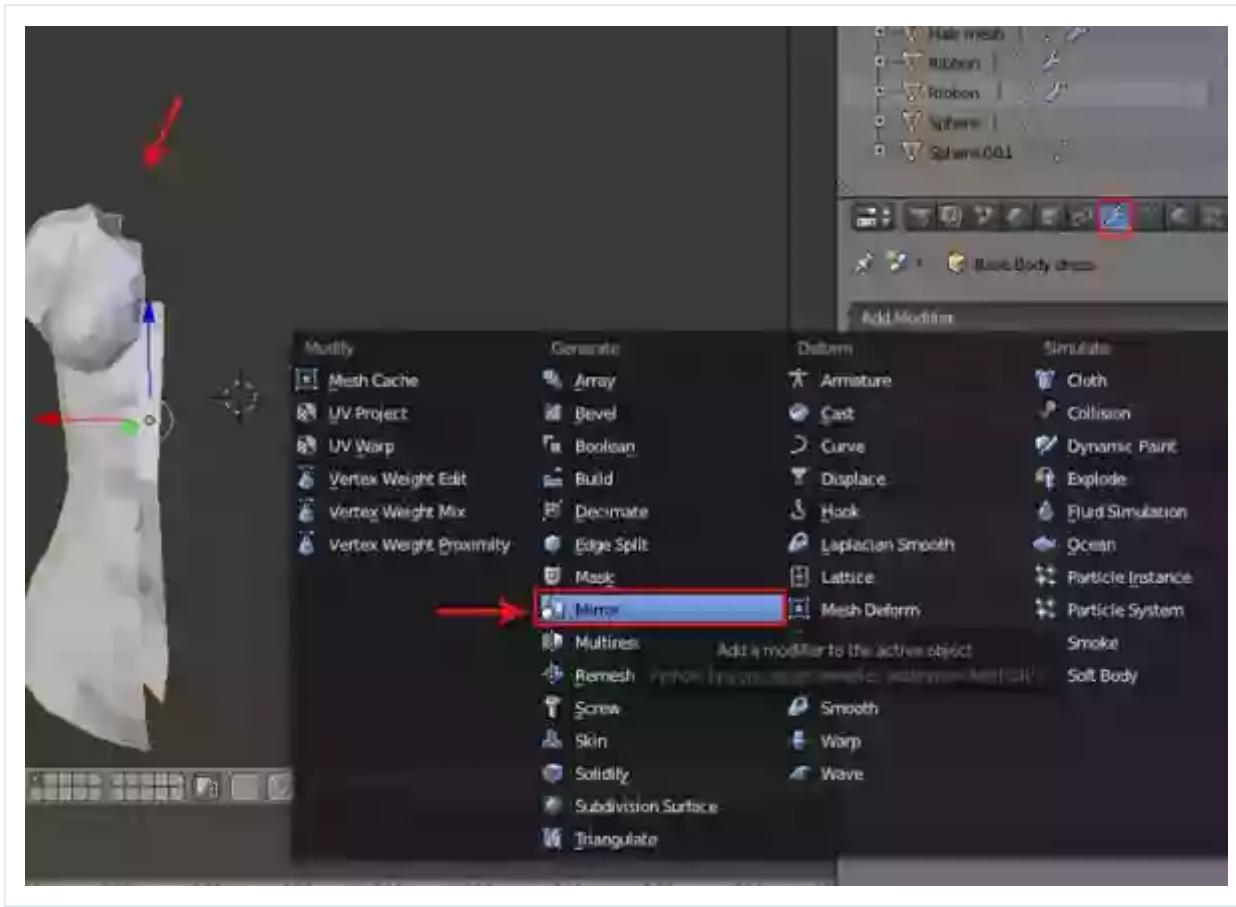
## Step 5

With the sleeve border selected, **Extrude** it once as shown in the following image.



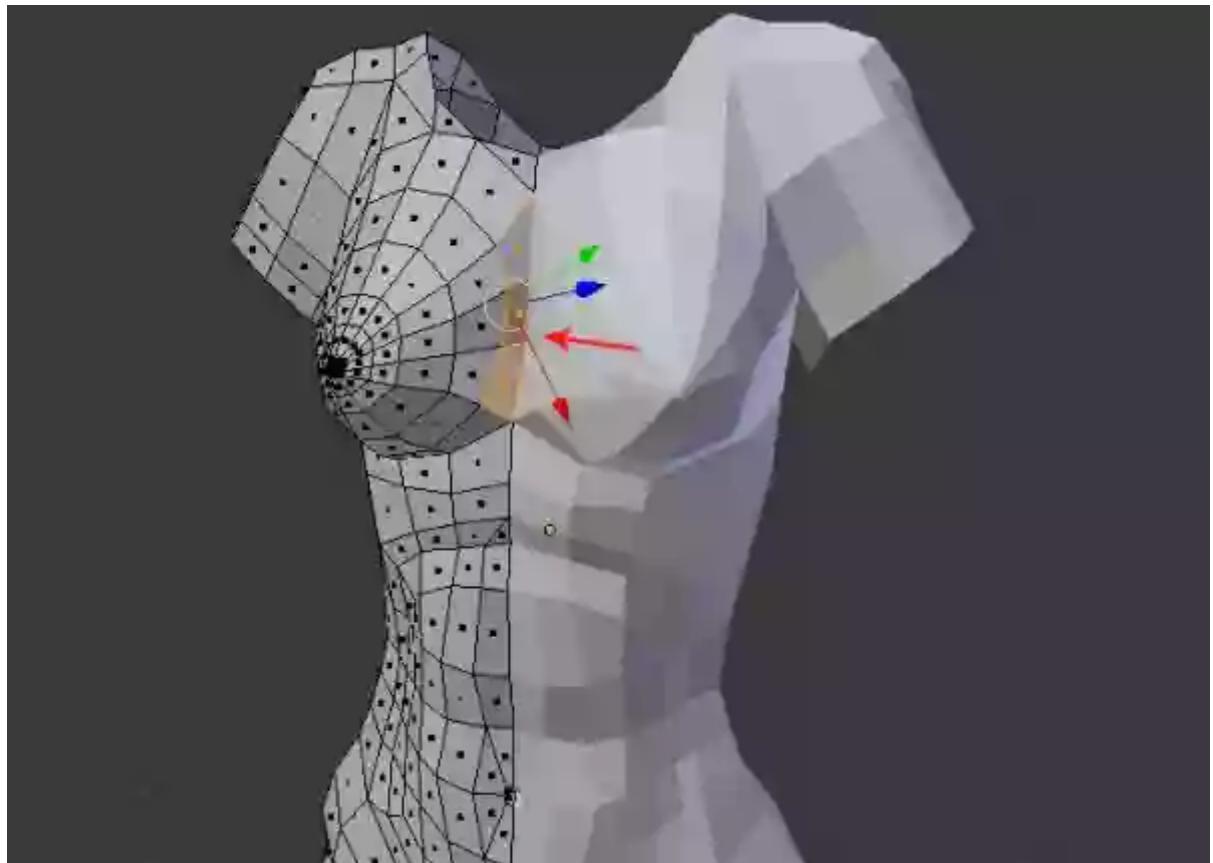
## Step 6

With the half dress mesh still selected, click on the **Modifier** button and then apply the **Mirror** modifier.



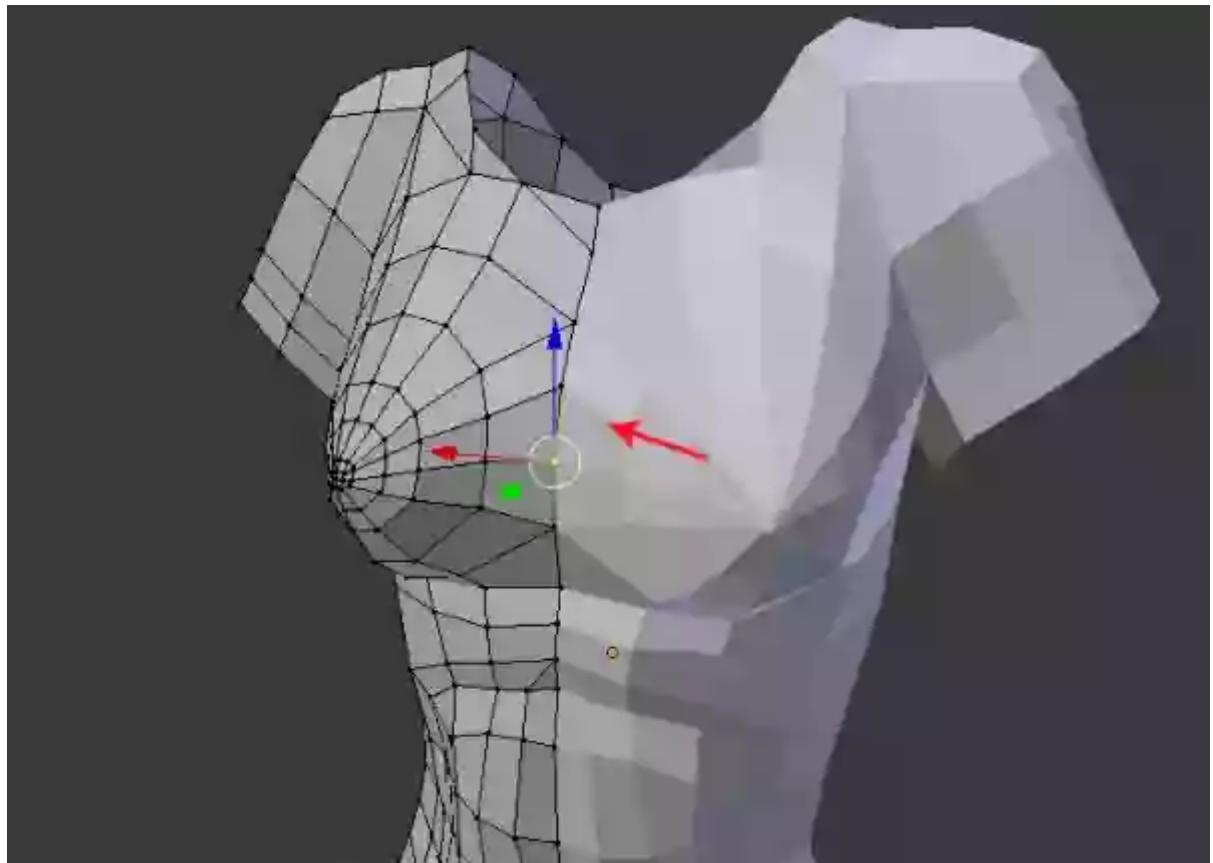
## Step 7

While in **Face** selection mode, select the **3** indicated faces around the breast area and then press **Delete**, to delete the selected faces.



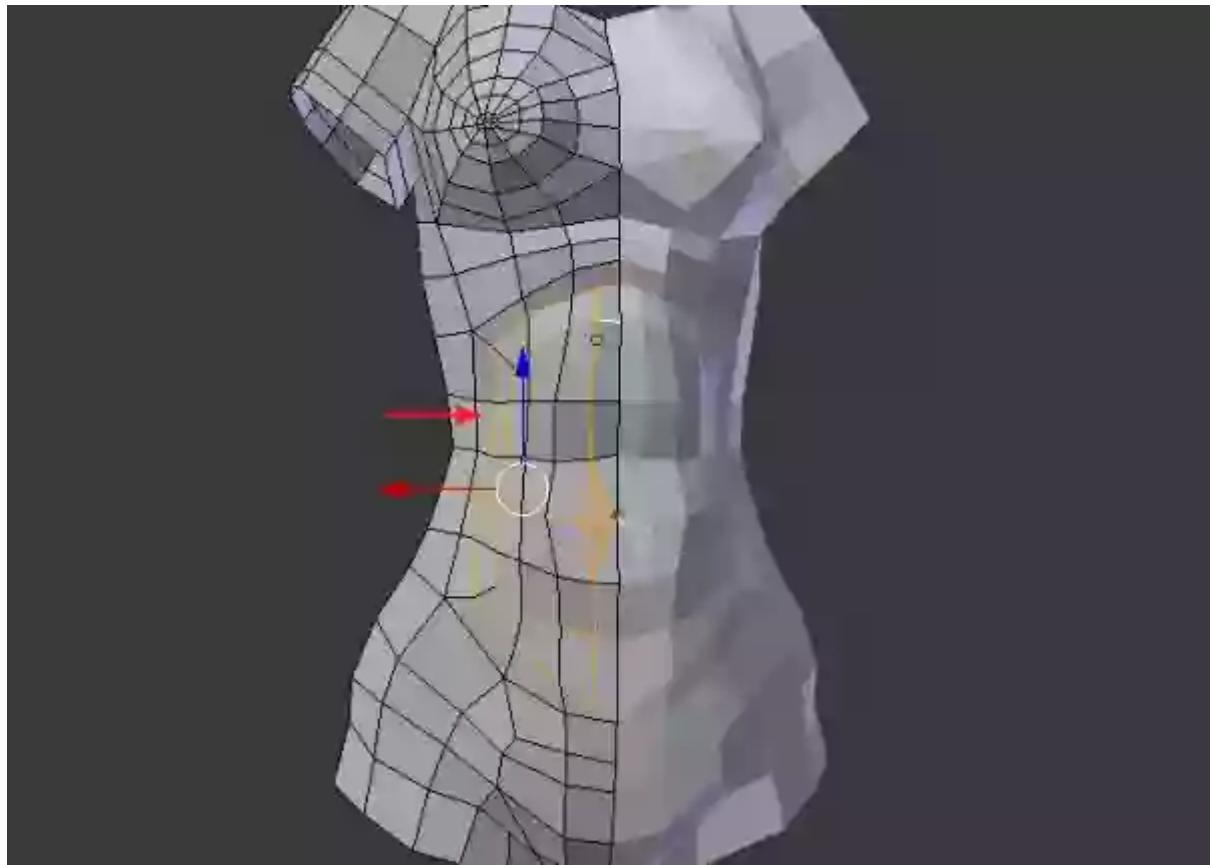
## Step 8

We deleted the cleavage faces because we have to modify the chest mesh into cloth. So adjust the vertices around the cleavage area as if cloth on the body.



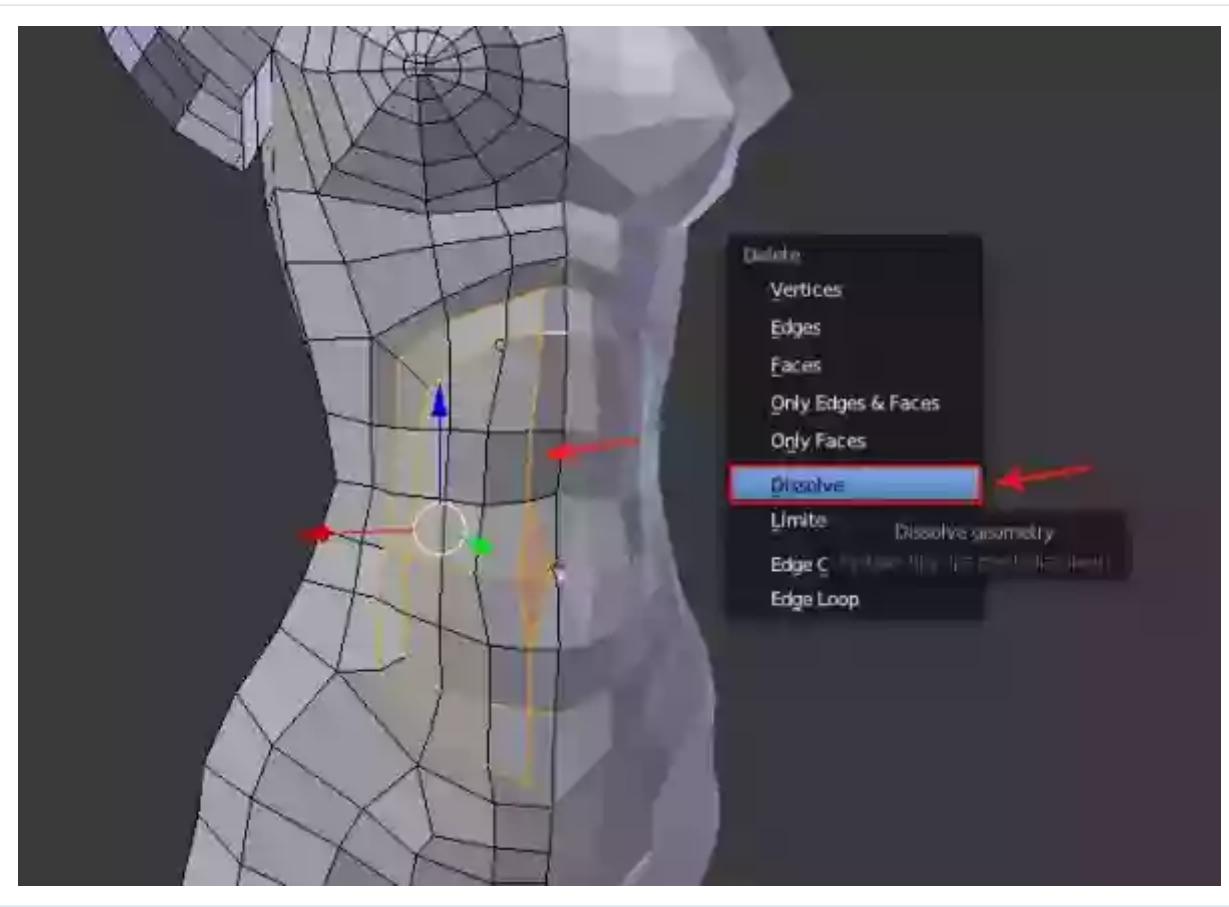
## Step 9

In the same way, we need to reduce the details around the abdomen area to make it look like cloth.



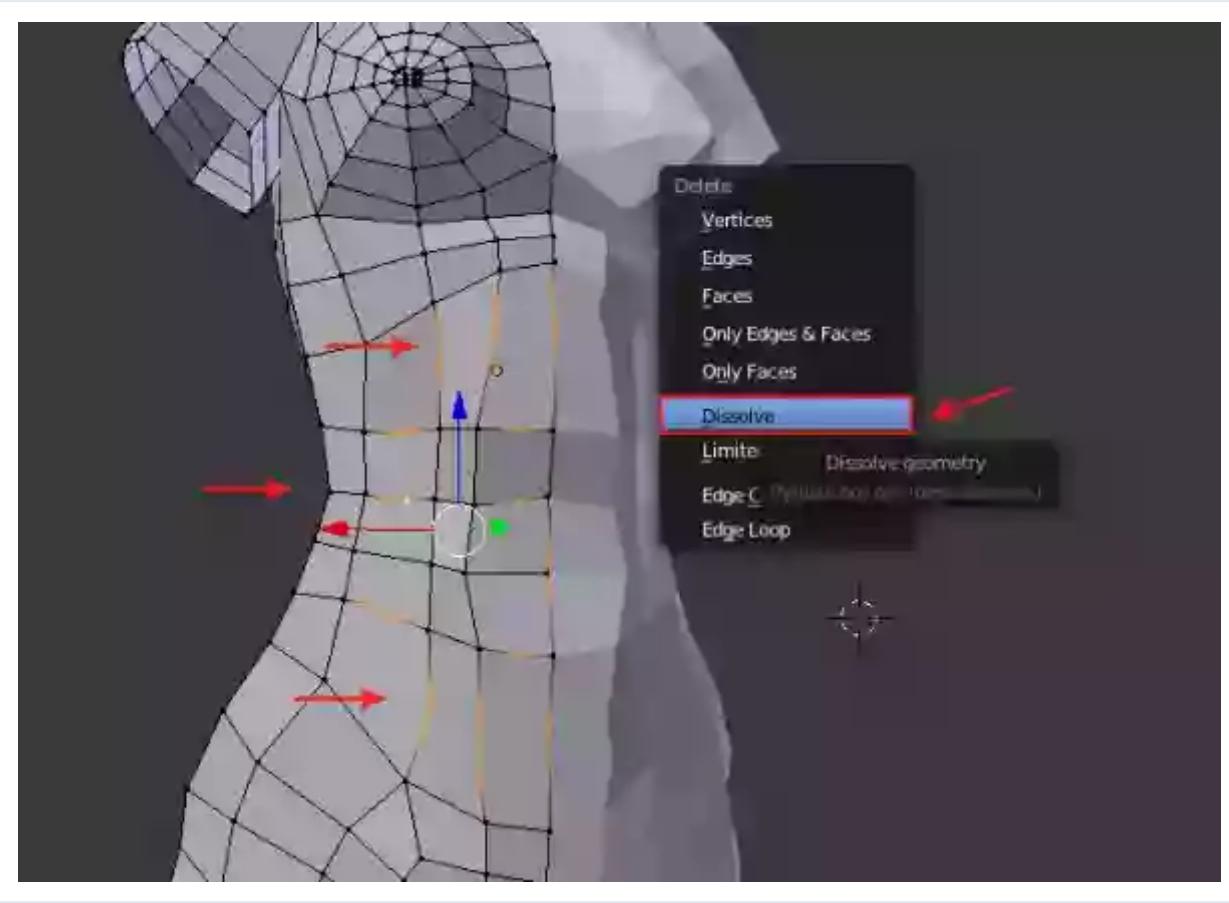
## Step 10

With the indicated edges selected, press **X** and choose the **Dissolve** command to delete only the selected edges, and not the faces.



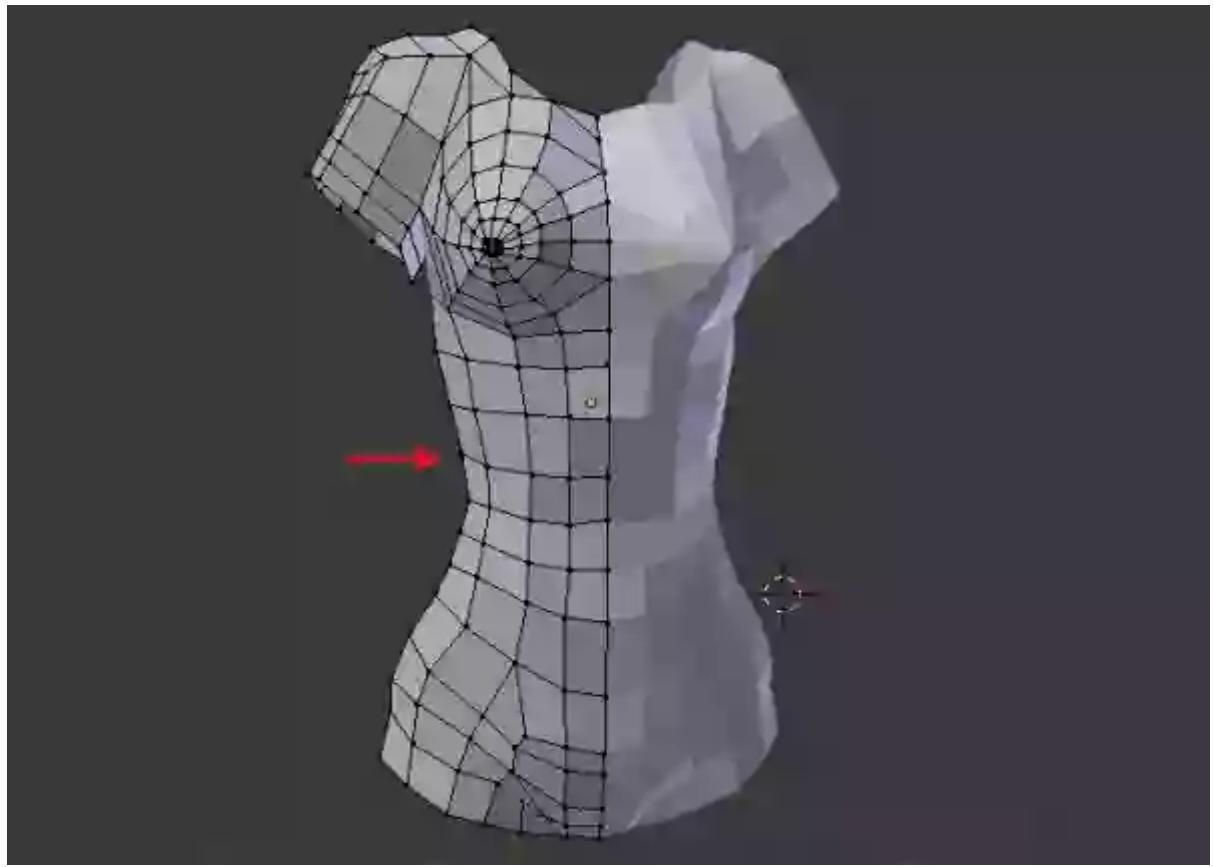
## Step 11

After dissolving the edges, jump into **Vertex** selection mode and you will see some unnecessary vertices left on the edges. So with these unnecessary vertices selected, press **X** again and choose the **Dissolve** command to delete the selected vertices, but not the faces.



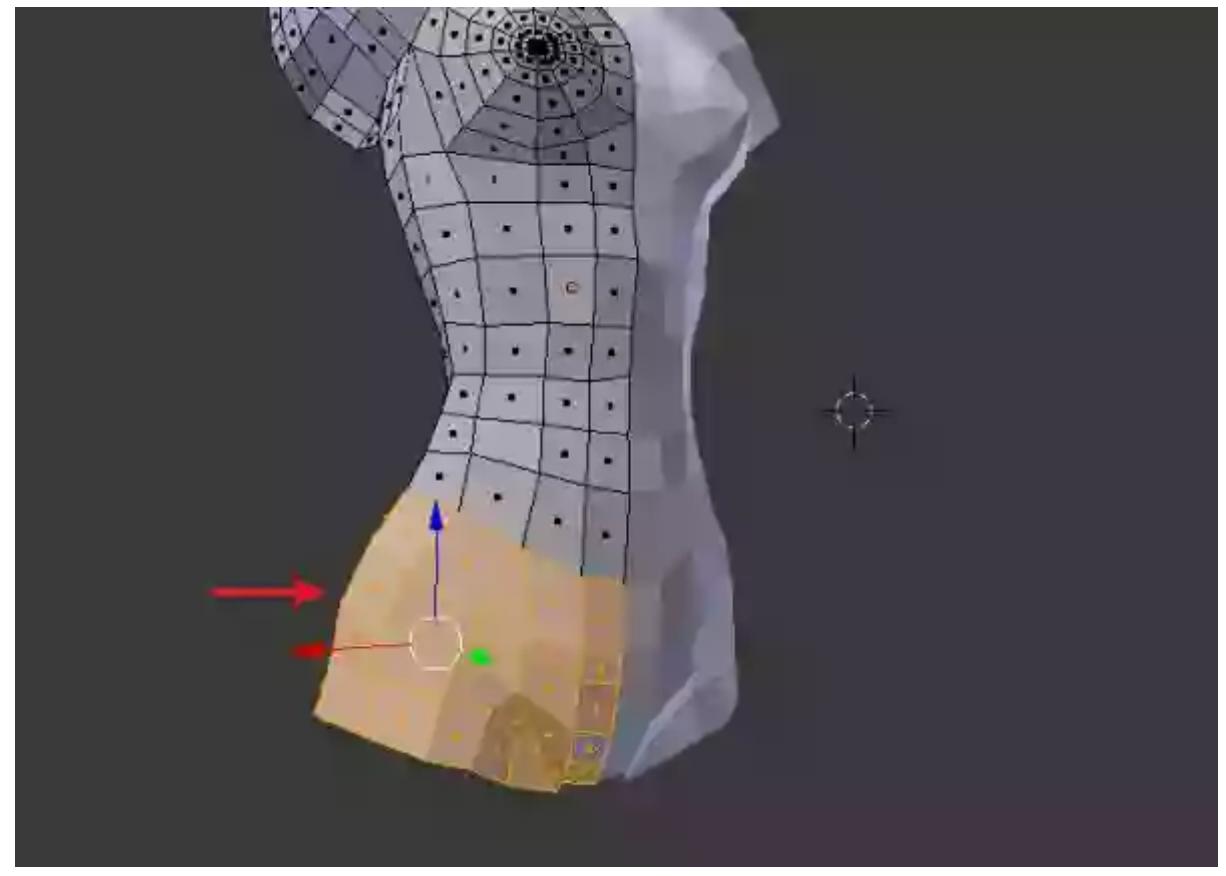
## Step 12

After dissolving the edges and unnecessary vertices, you can see the simplified mesh that will be used as cloth. However we need to tweak it a little bit more.



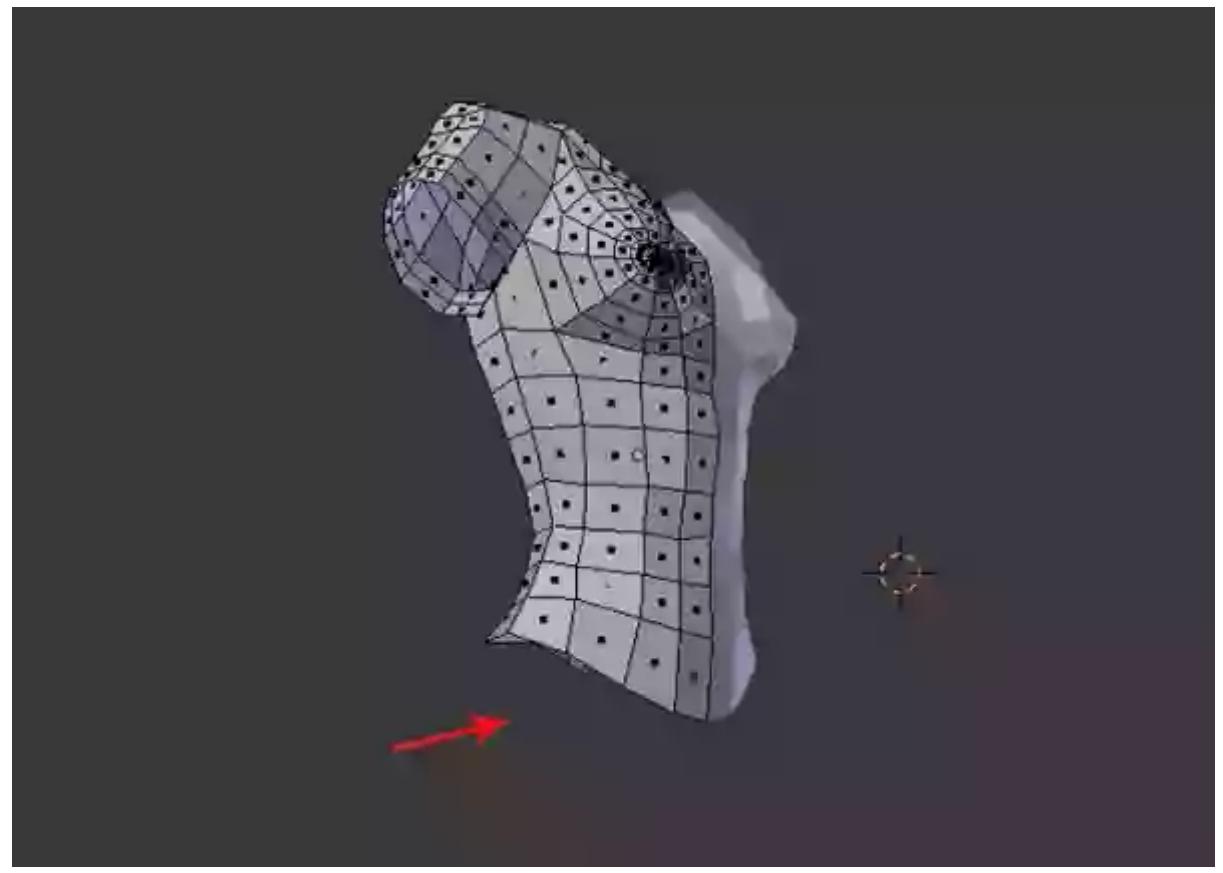
### Step 13

Switch to **Face** selection mode, and select the indicated faces shown in the image below.



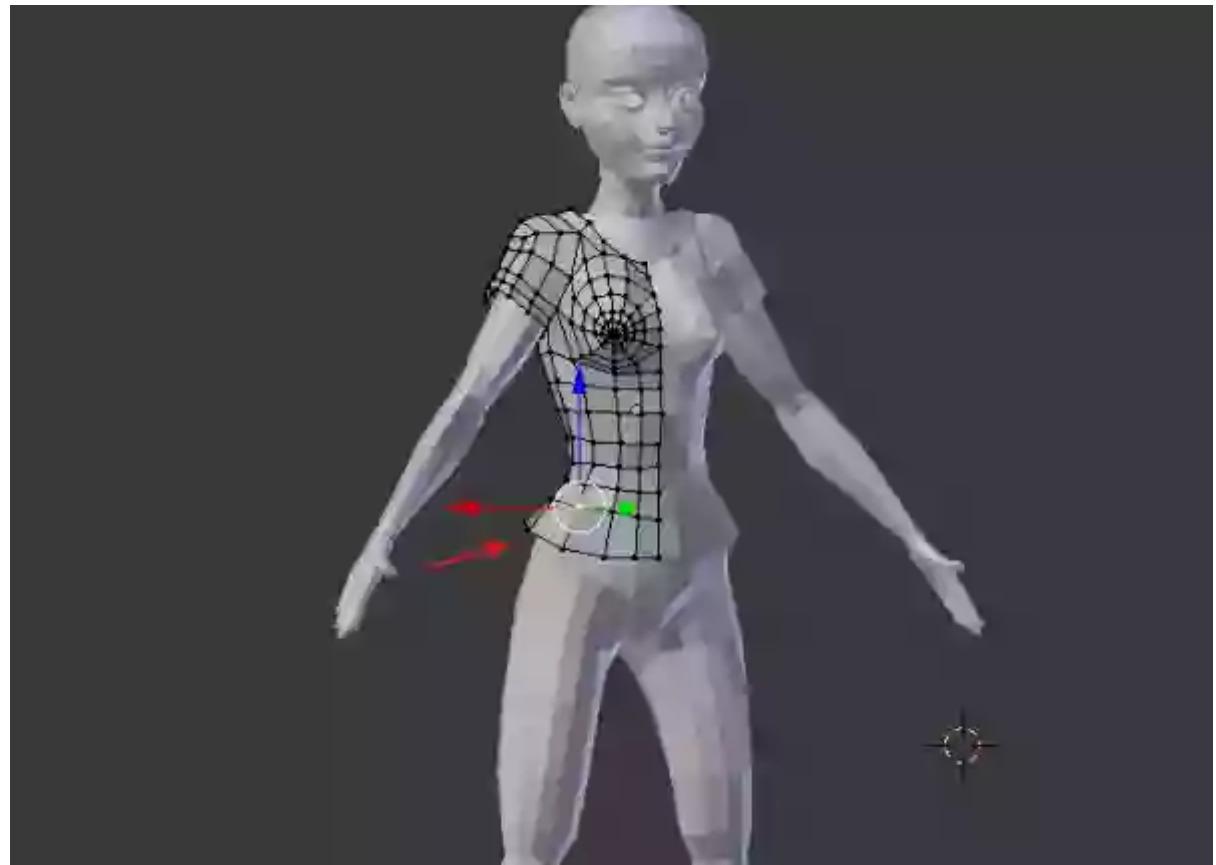
## Step 14

Delete these selected faces.



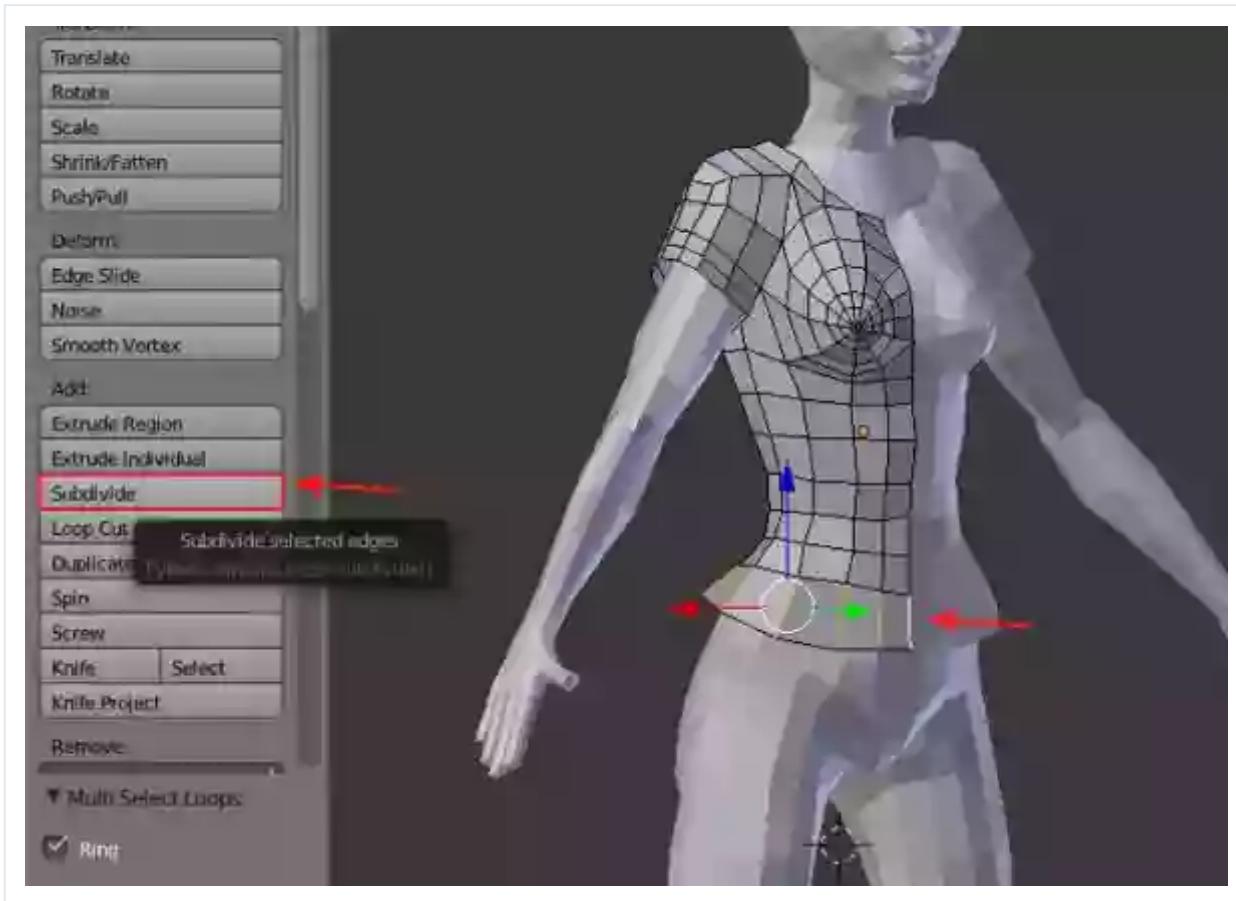
## Step 15

Now *unhide* the body mesh so that we can easily offset the cloth mesh vertices in **Vertex** selection mode.



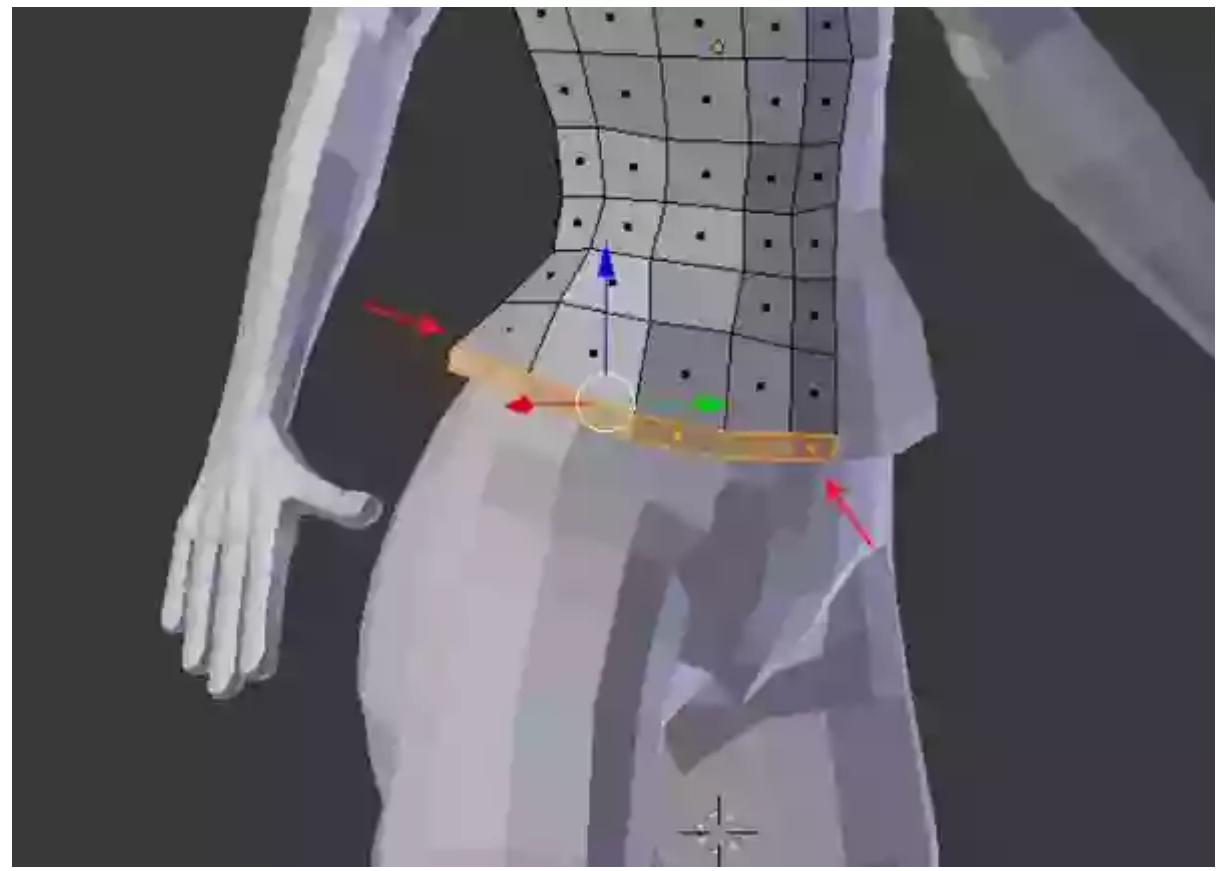
## Step 16

Select the bottom edge ring and then click on the **Subdivide** tool, to add edges to the loop.



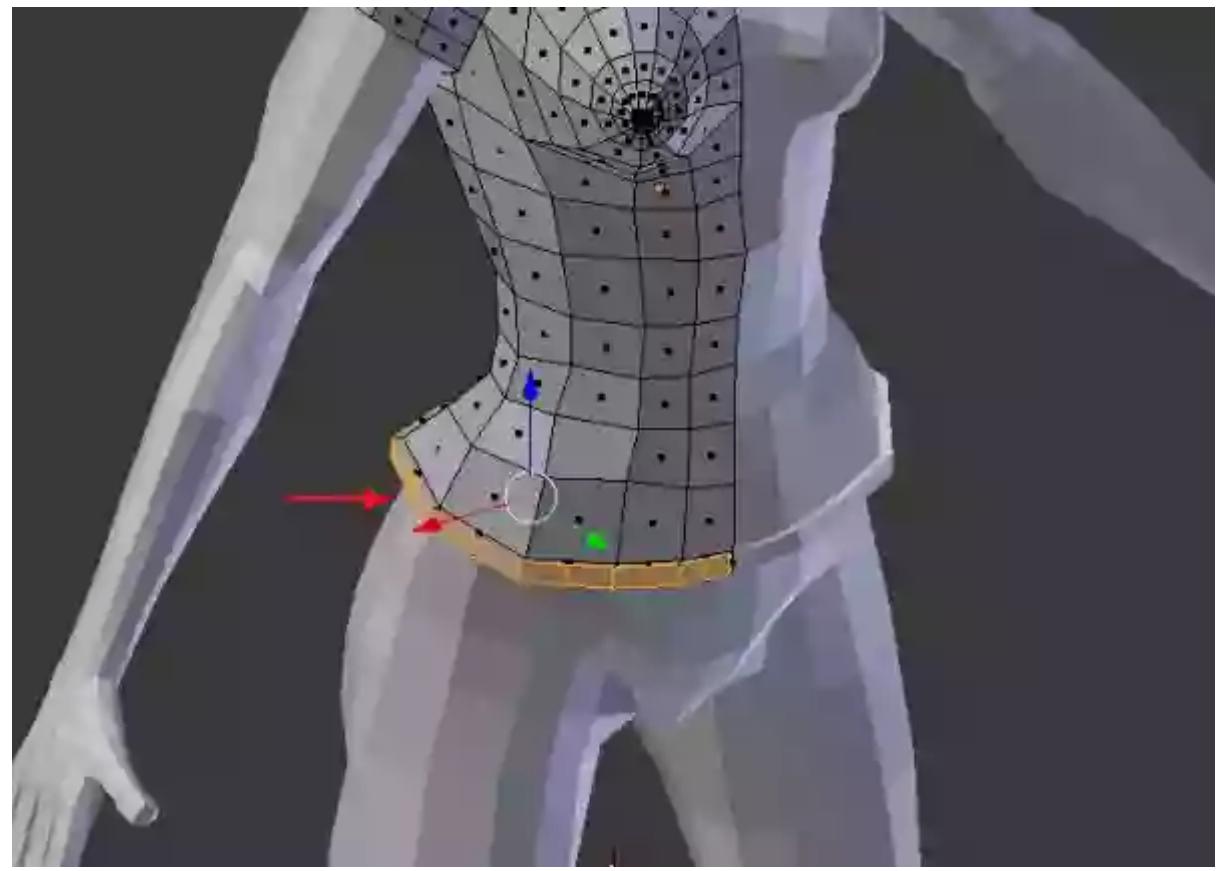
## Step 17

After subdividing the faces, arrange the bottom row faces as shown in the image below.



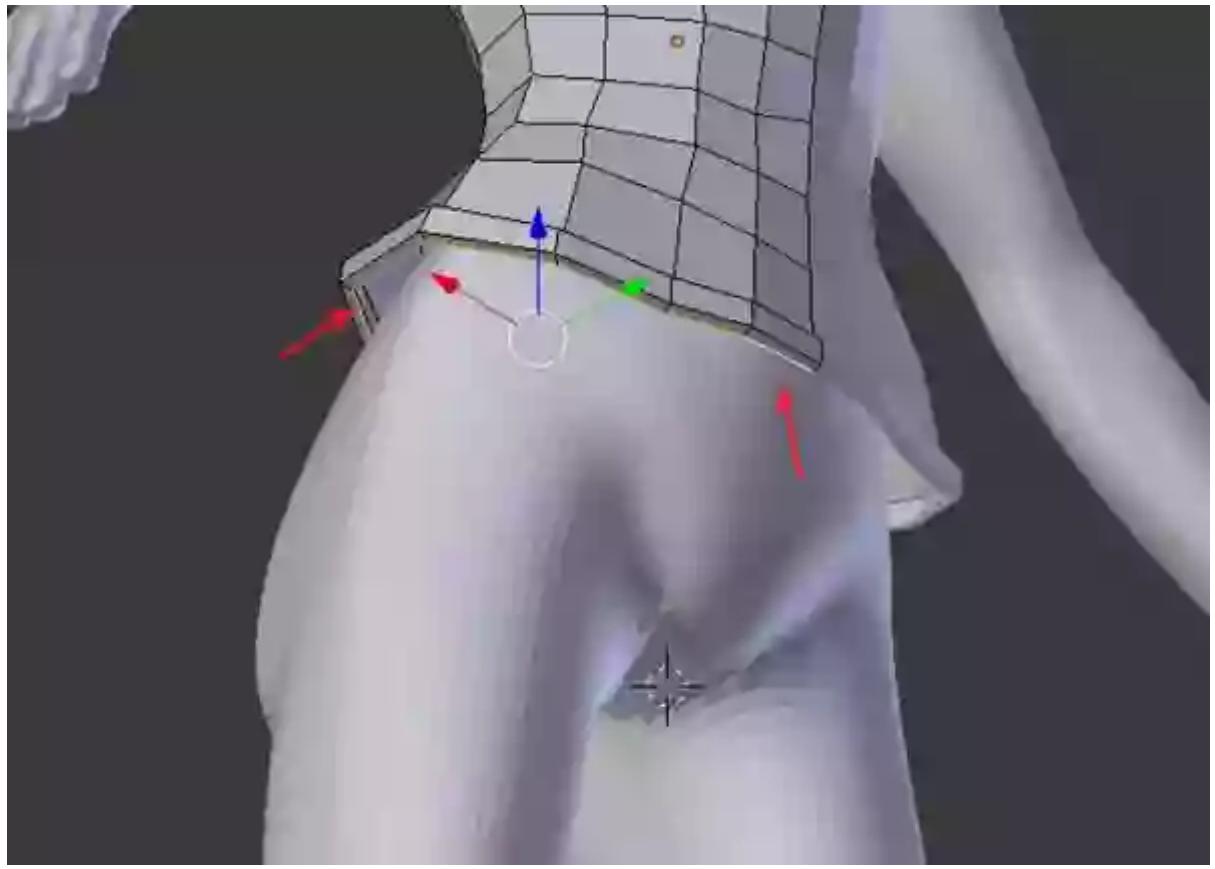
## Step 18

With the faces selected, use the **E** key to **Extrude** them once.



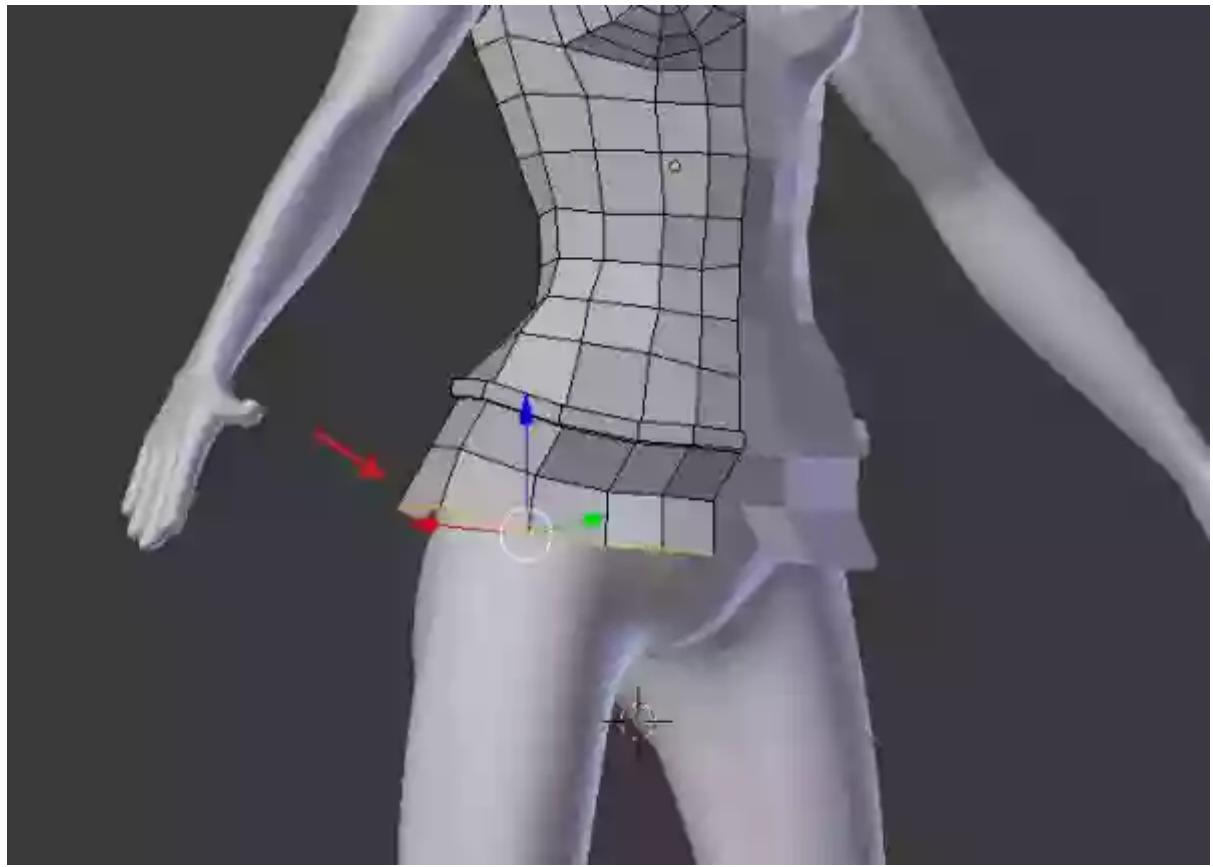
## Step 19

Now select the inner border edge loop as shown in the image below.



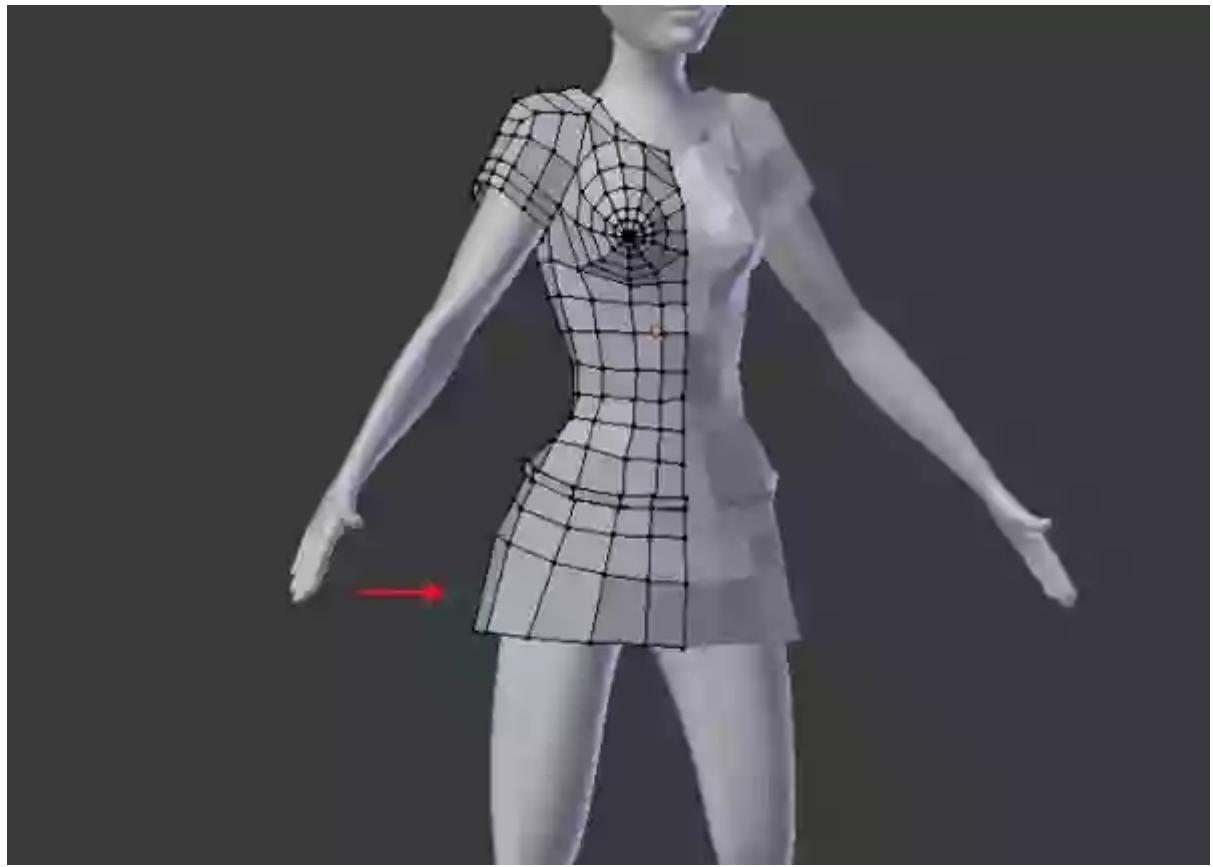
## Step 20

With the border edge loop selected, **Extrude** it twice as shown in the following image.



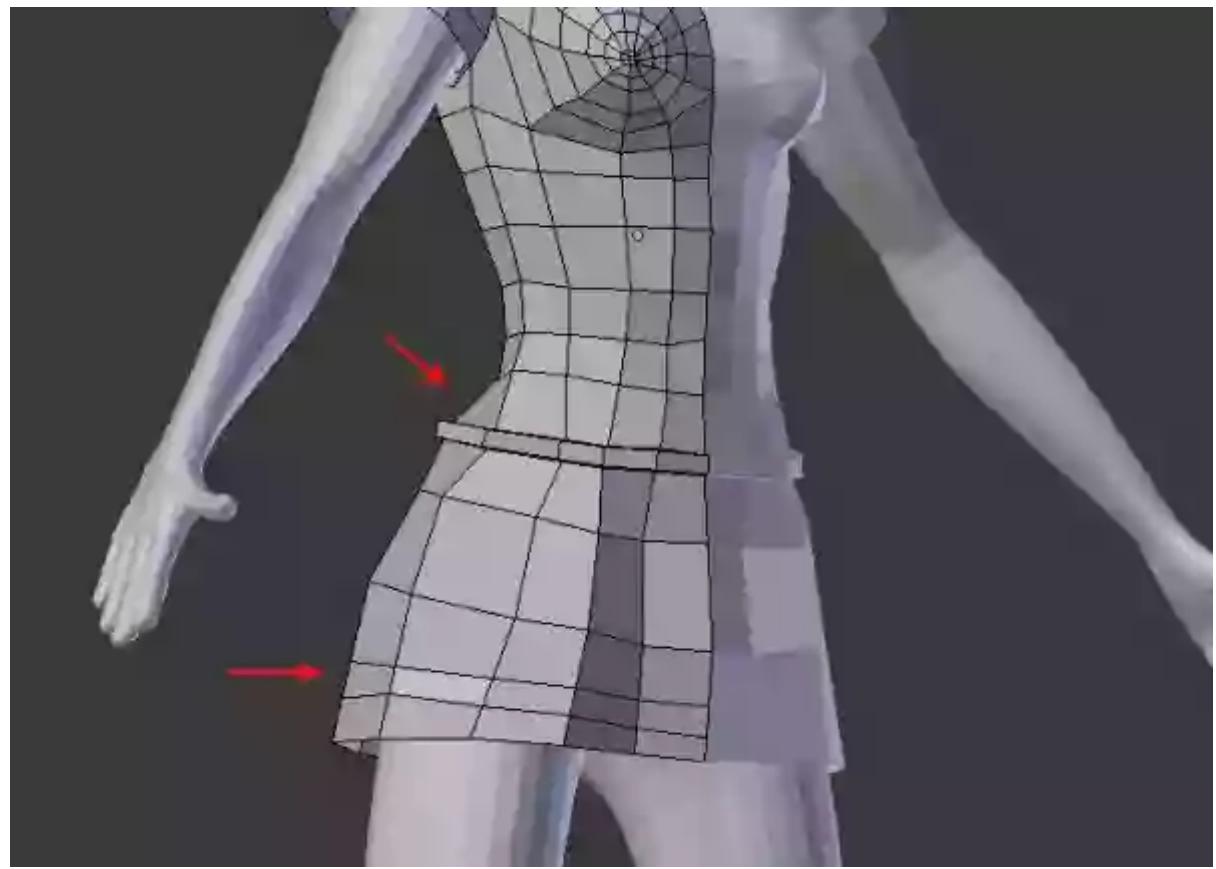
## Step 21

Adjust the vertices accordingly. You can keep extruding until you get the length you want. In this way, we complete the base cloth mesh of the character.



## Step 22

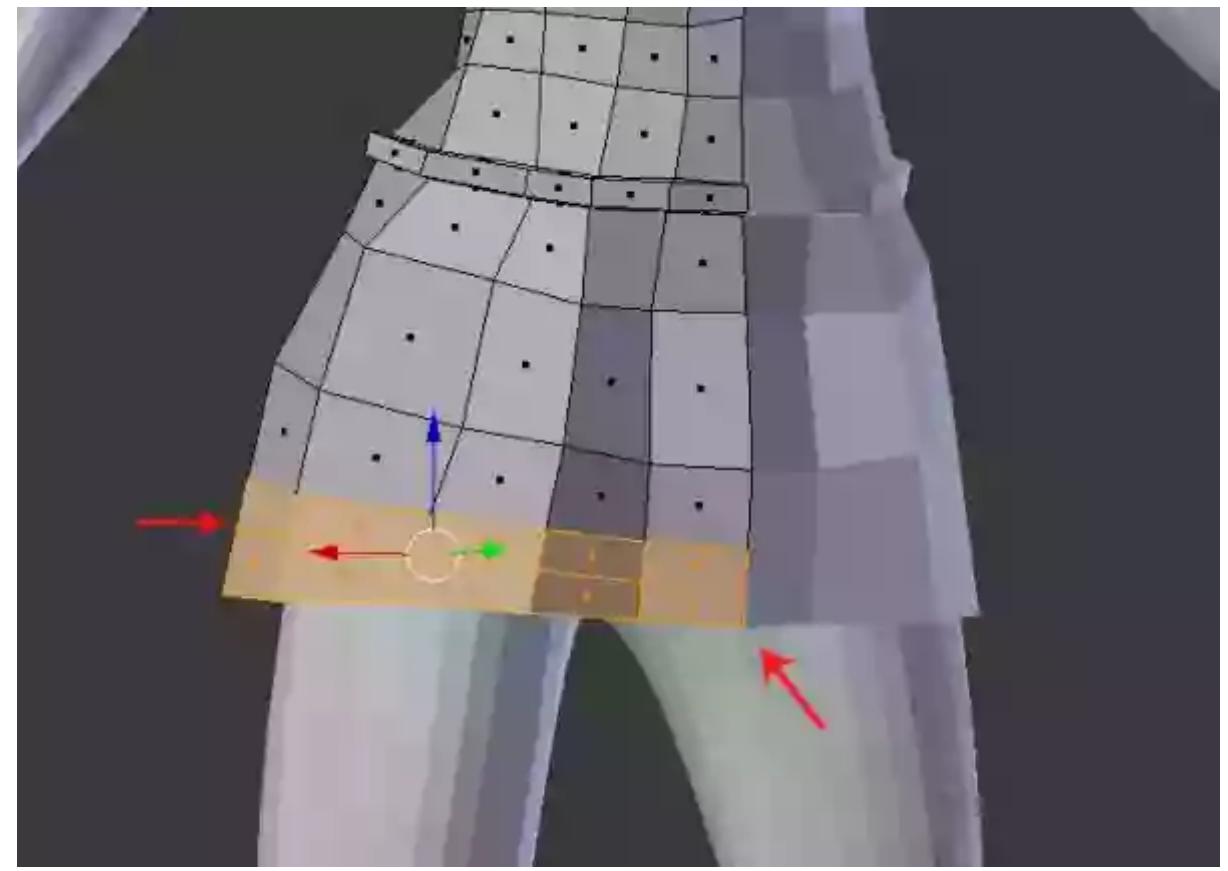
Before moving ahead, do count the number of border vertices for equal and parallel connecting, so we can subdivide and increase the edges equally and accordingly.



## 2. Adding Detail to the Cloth

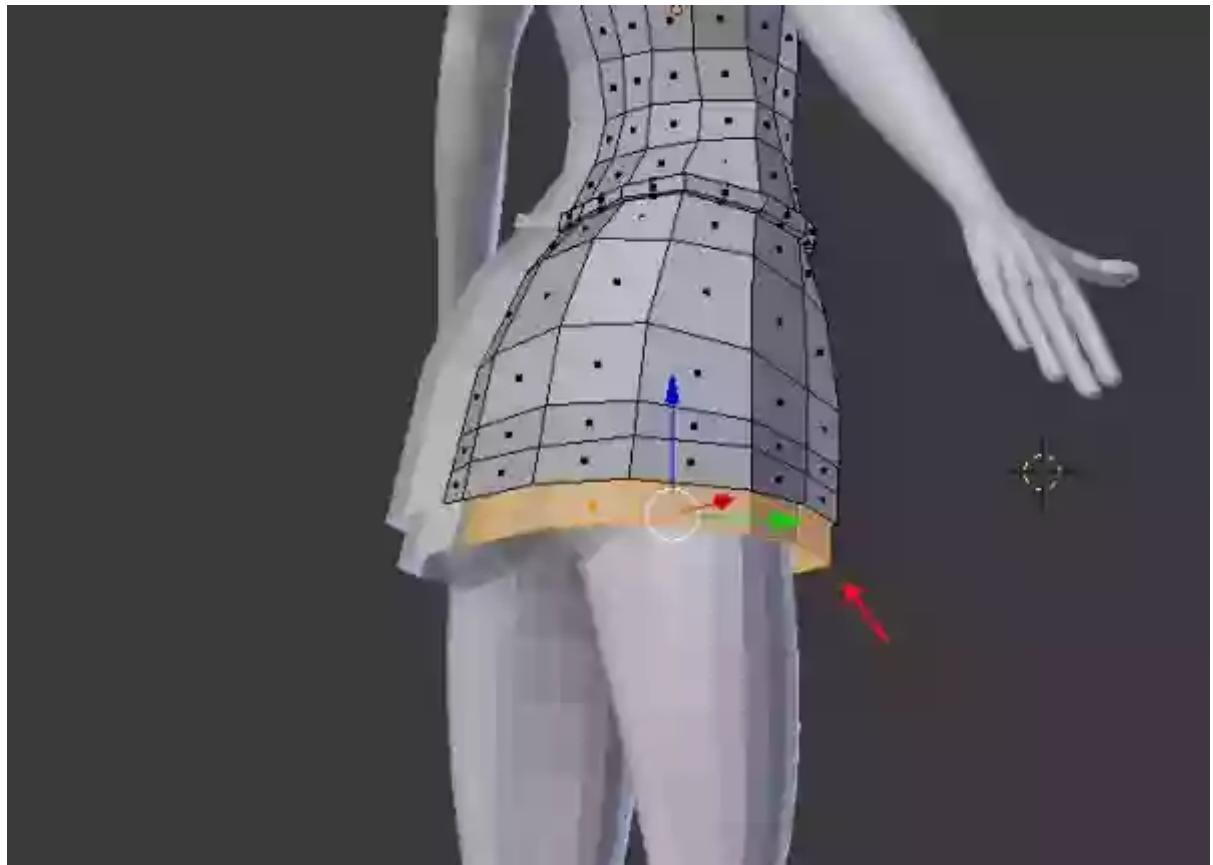
### Step 1

Now let's add details to the skirt. First select the last two rows of faces as shown in the image below.



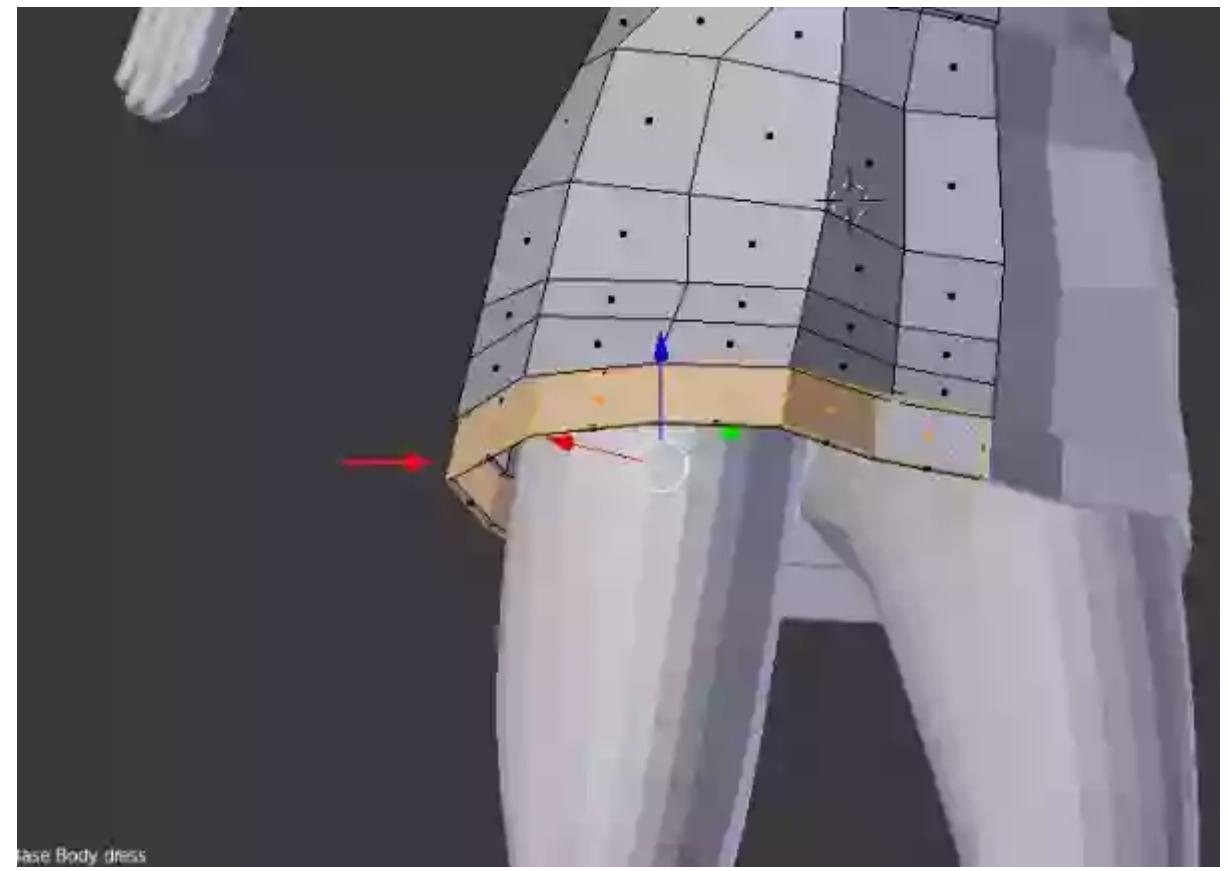
## Step 2

With the faces selected, press **Shift-D** to duplicate them and separate the mesh. Also Scale them down a bit.



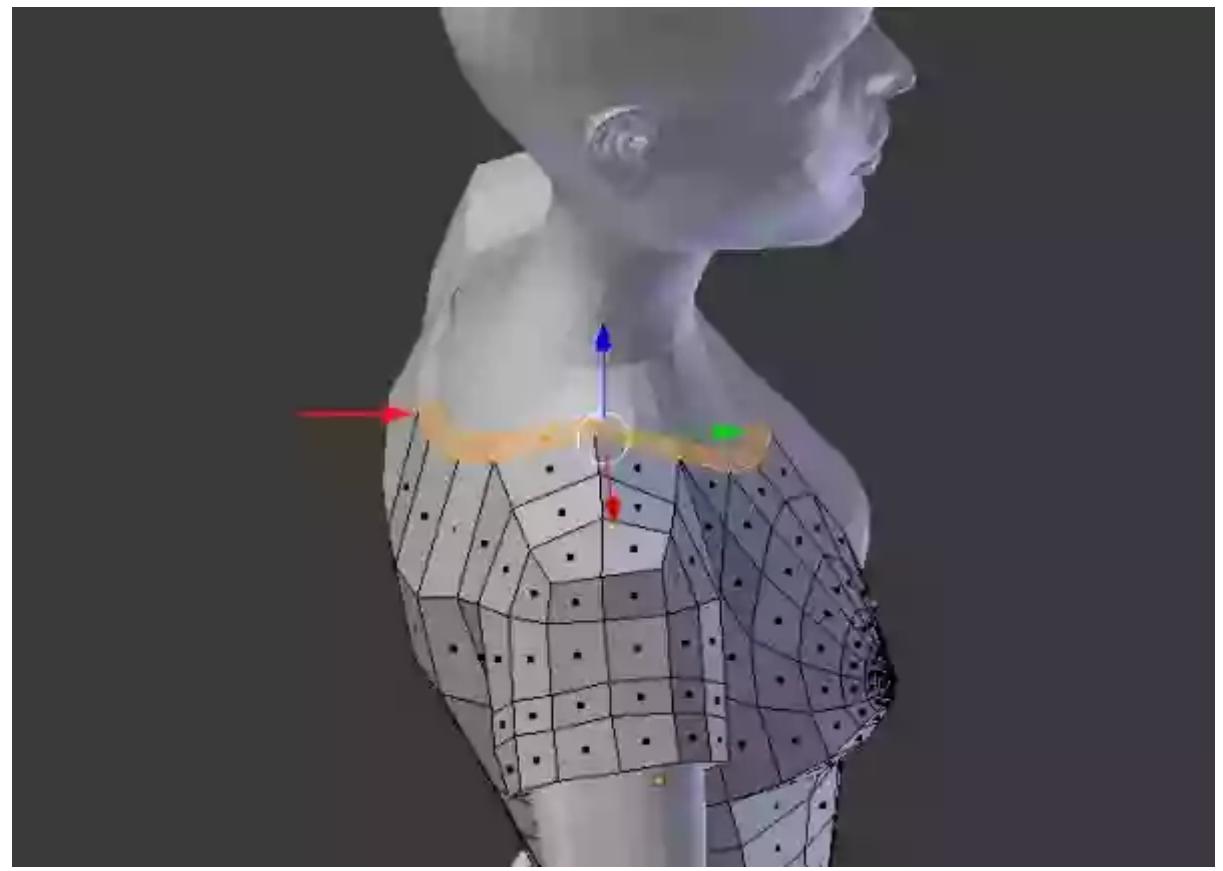
### Step 3

With the same faces selected, press **E** to extrude. We need this extrusion to add extra detail to the skirt.



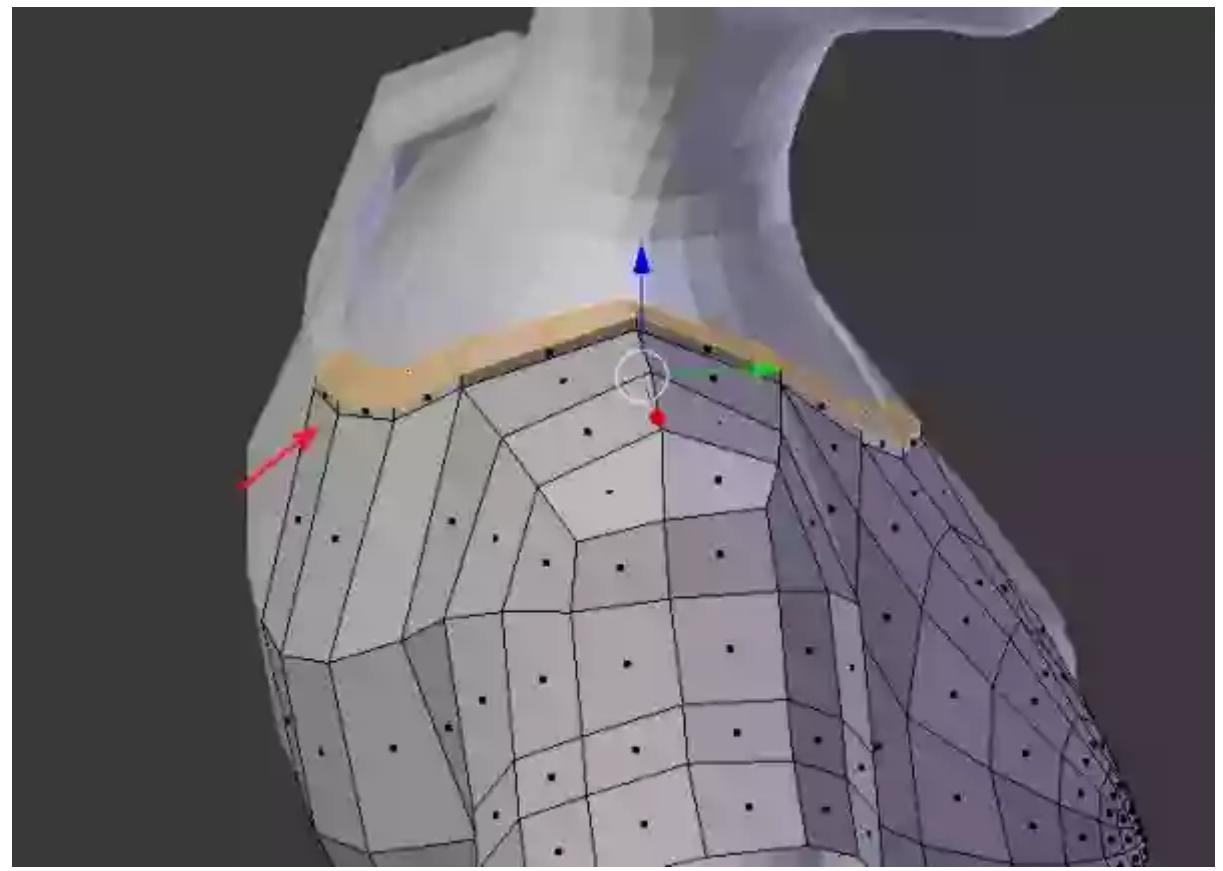
## Step 4

Next, select the indicated border faces of the collar shown below.



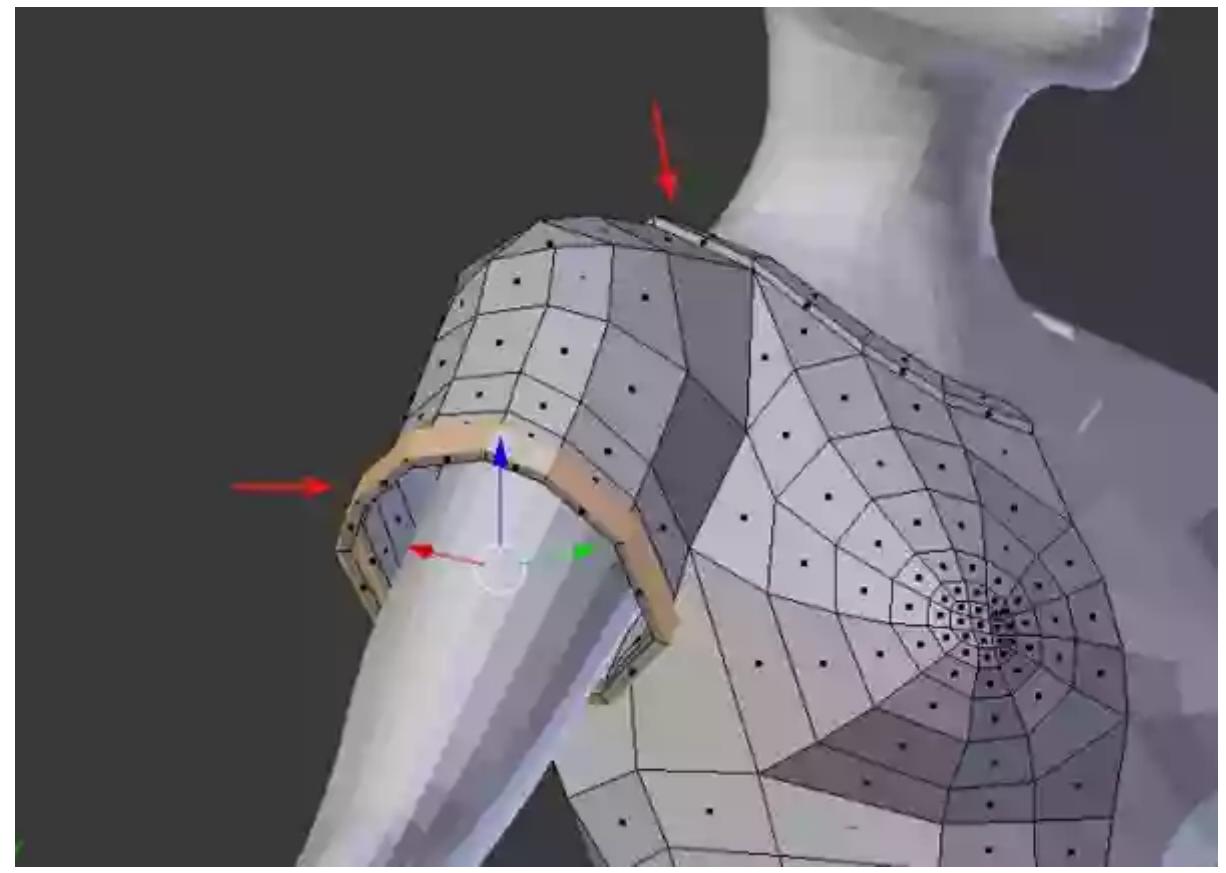
## Step 5

With the collar faces selected, use **E** to **Extrude** the faces once.



## Step 6

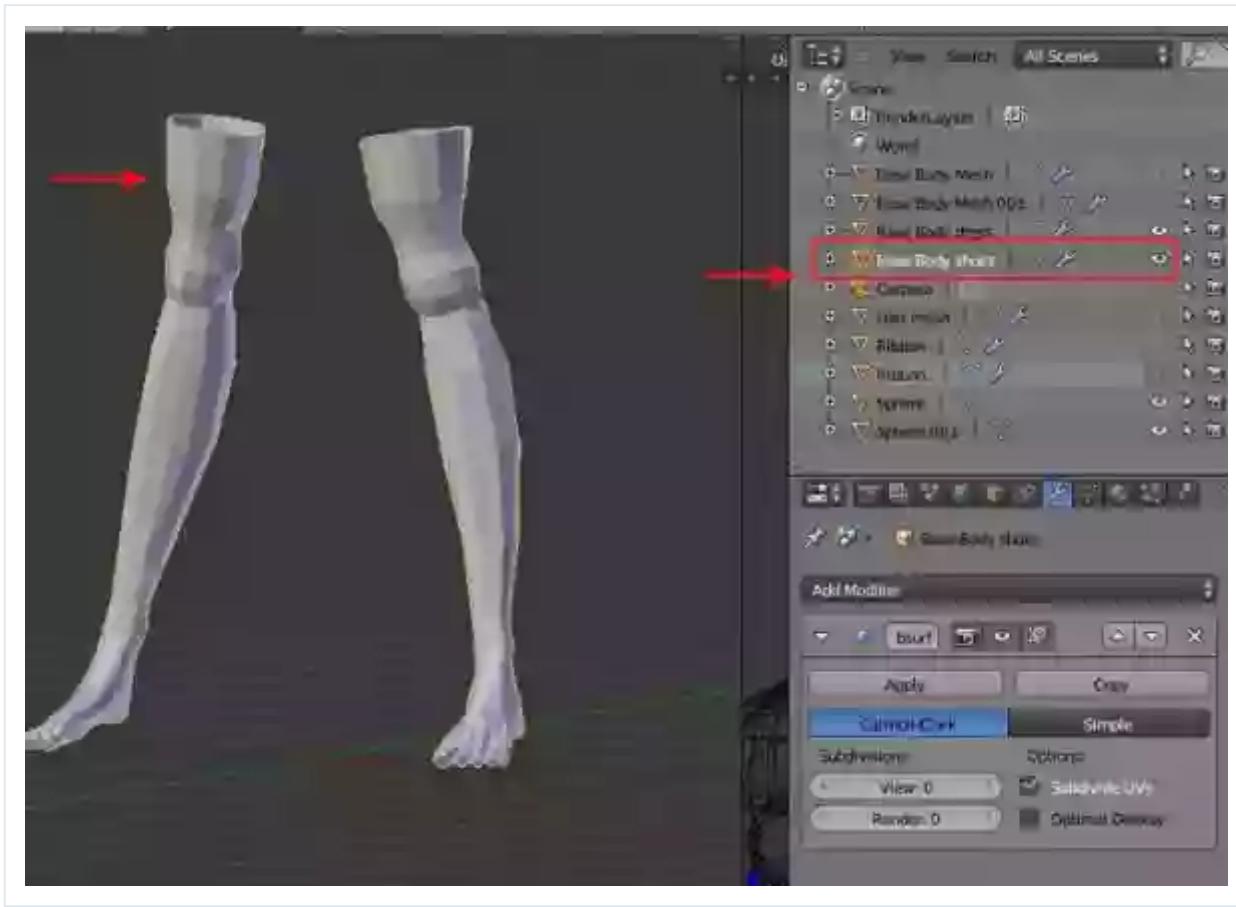
Following the same process, **Extrude** the sleeve border faces as well.



### 3. Making the Socks

#### Step 1

Now, *hide* all the meshes except for the socks and the dress.



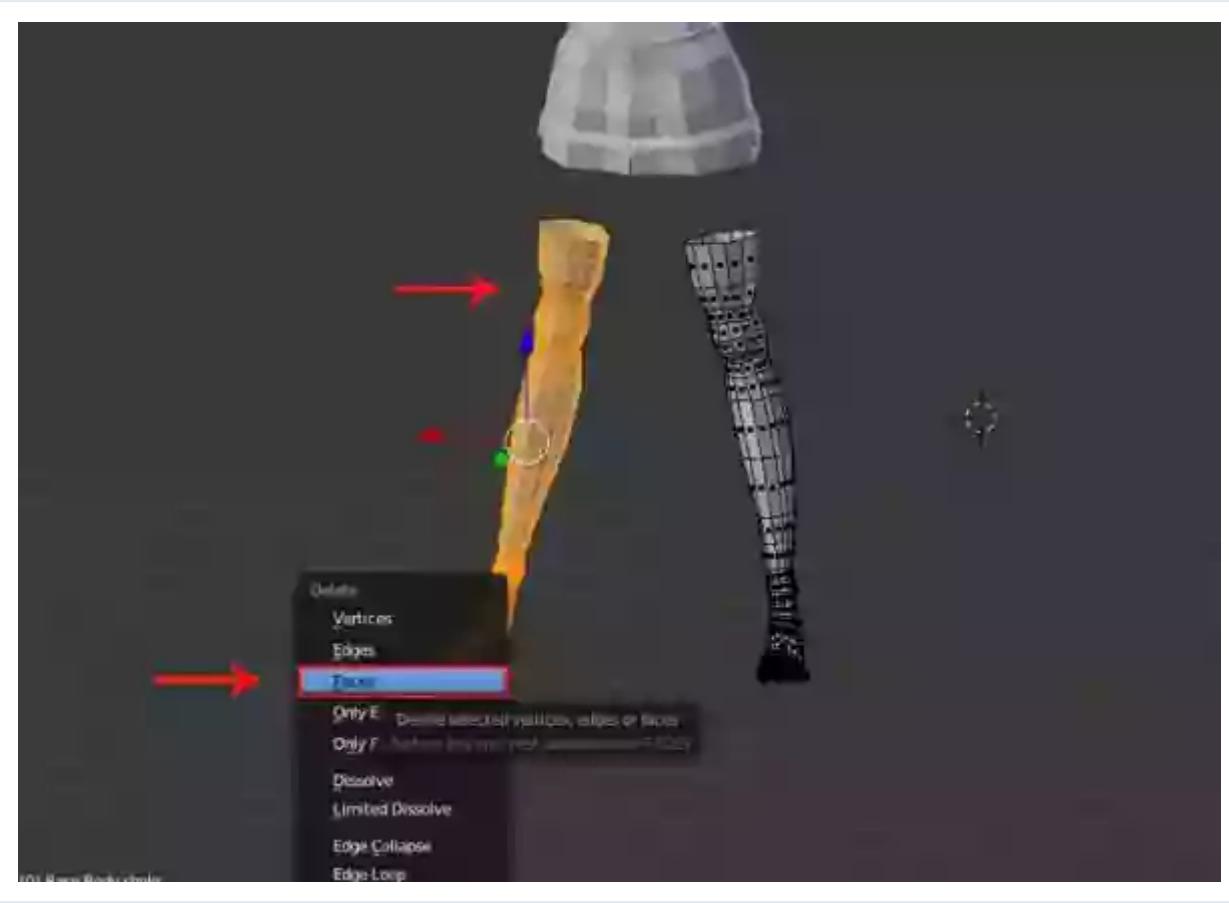
## Step 2

In the **Face** selection mode, select the faces of either the left or right sock. Here we have to create a mirrored mesh as an instance for editing.



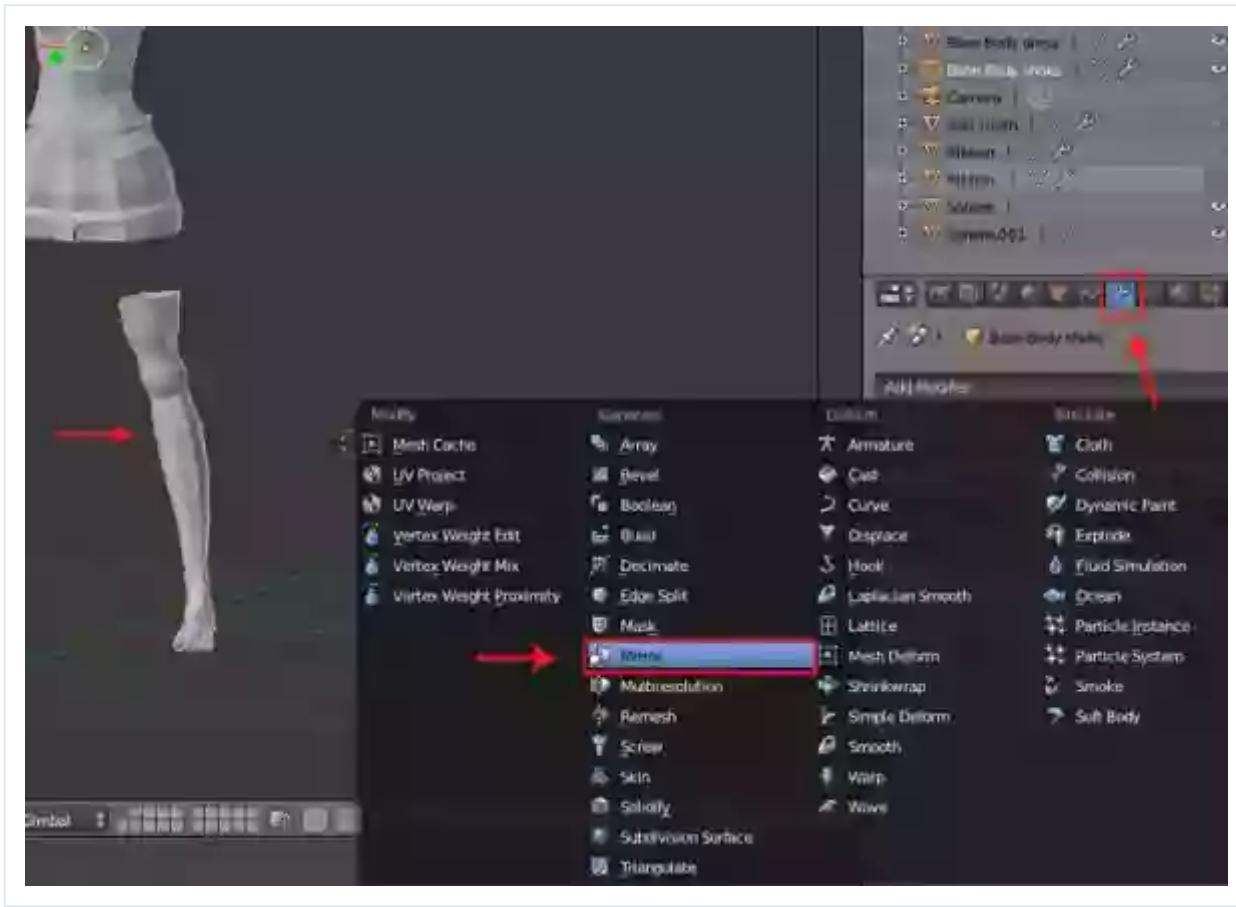
### Step 3

With the faces selected, press **X** and choose **Faces** from the fly-out menu to delete the selected faces.



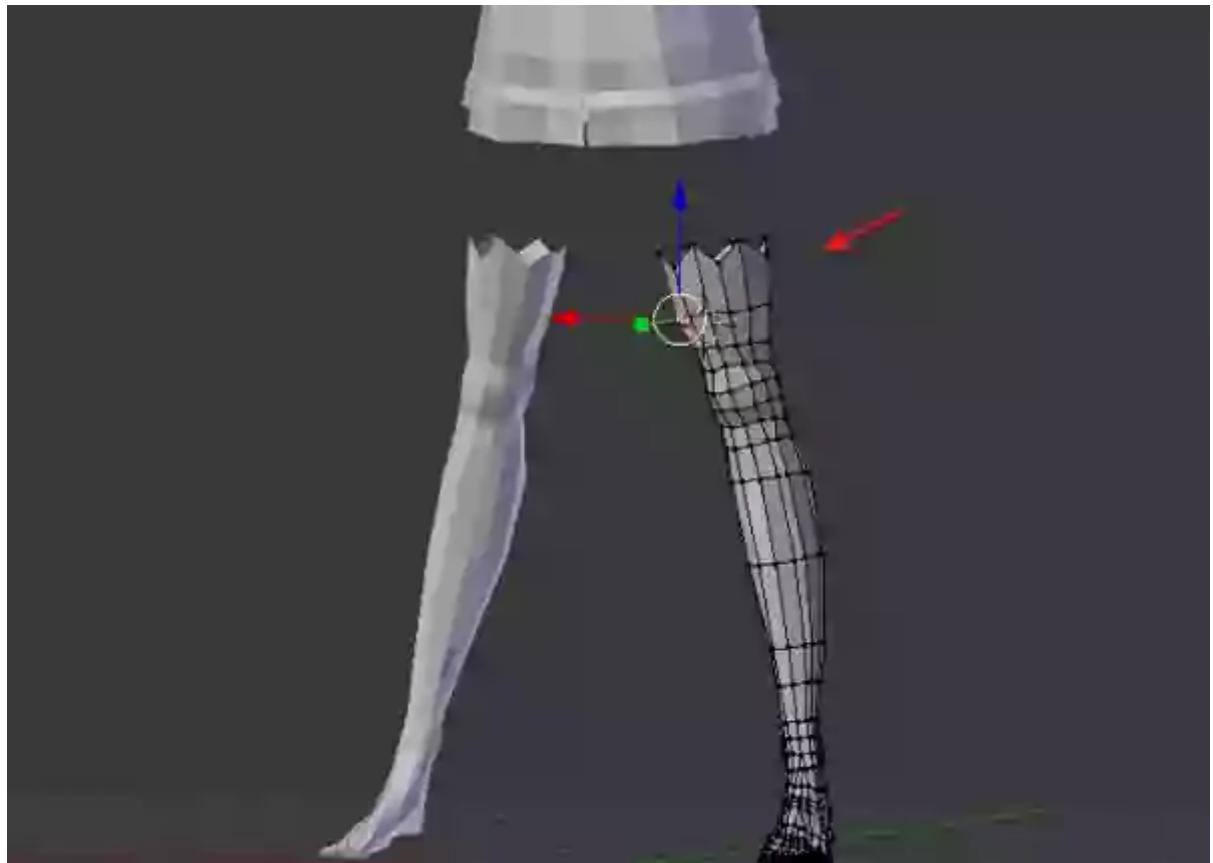
## Step 4

Now with the rest of the sock selected, open the **Modifier** panel and click on the **Mirror** modifier in the list. This will create an instanced copy of the sock on the opposite side.



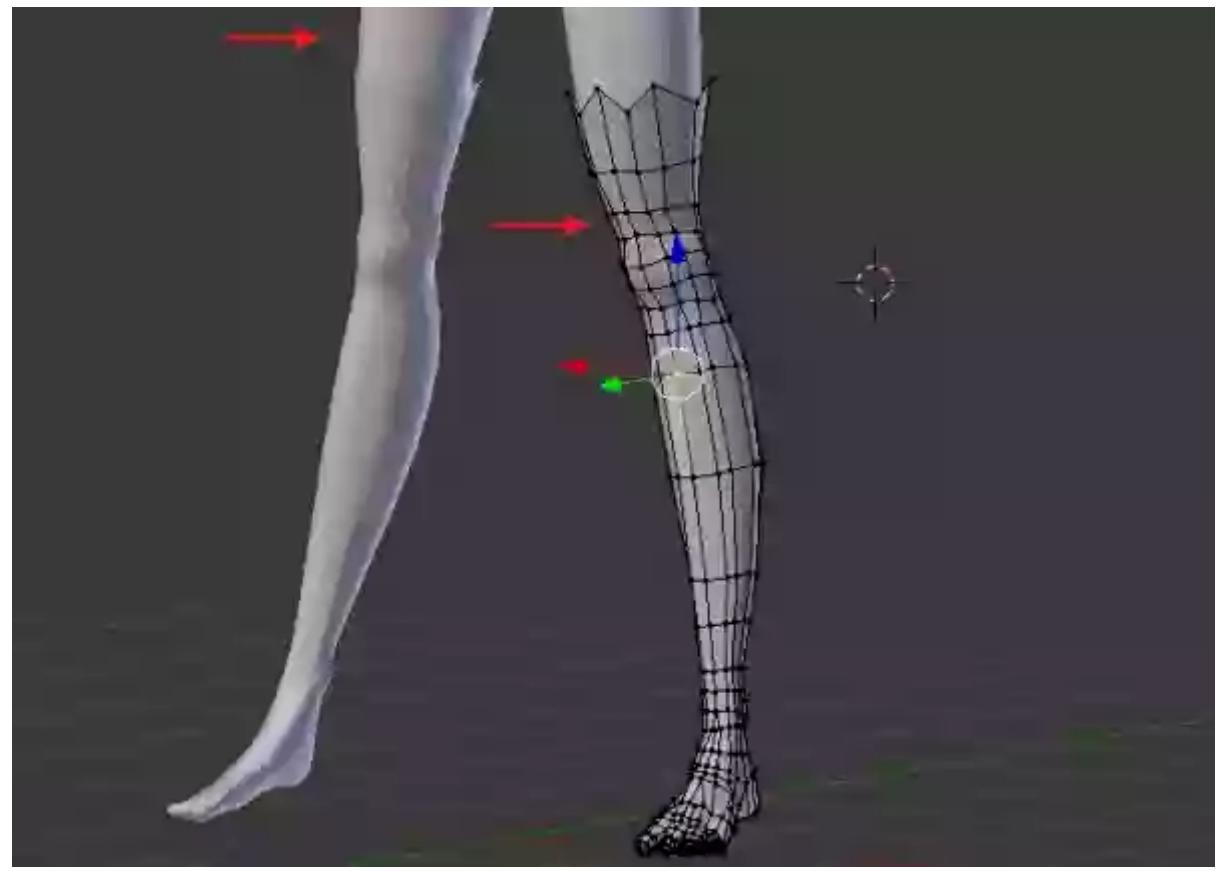
## Step 5

Now with every alternate top vertex selected, move them a bit upward to create the design of the socks.



## Step 6

Also *unhide* the body mesh and then arrange and offset the sock's vertices accordingly.



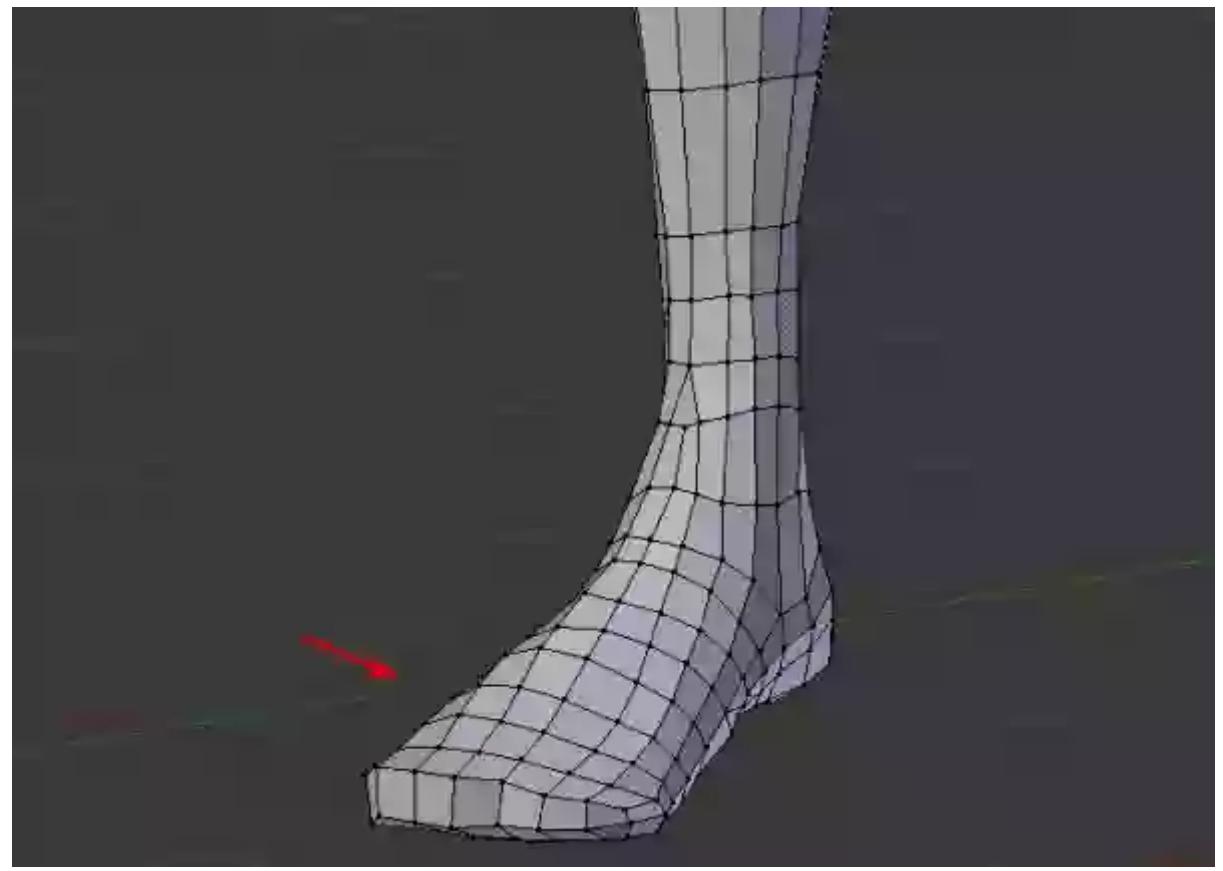
## Step 7

**Delete** the toes to make it look more like a sock.



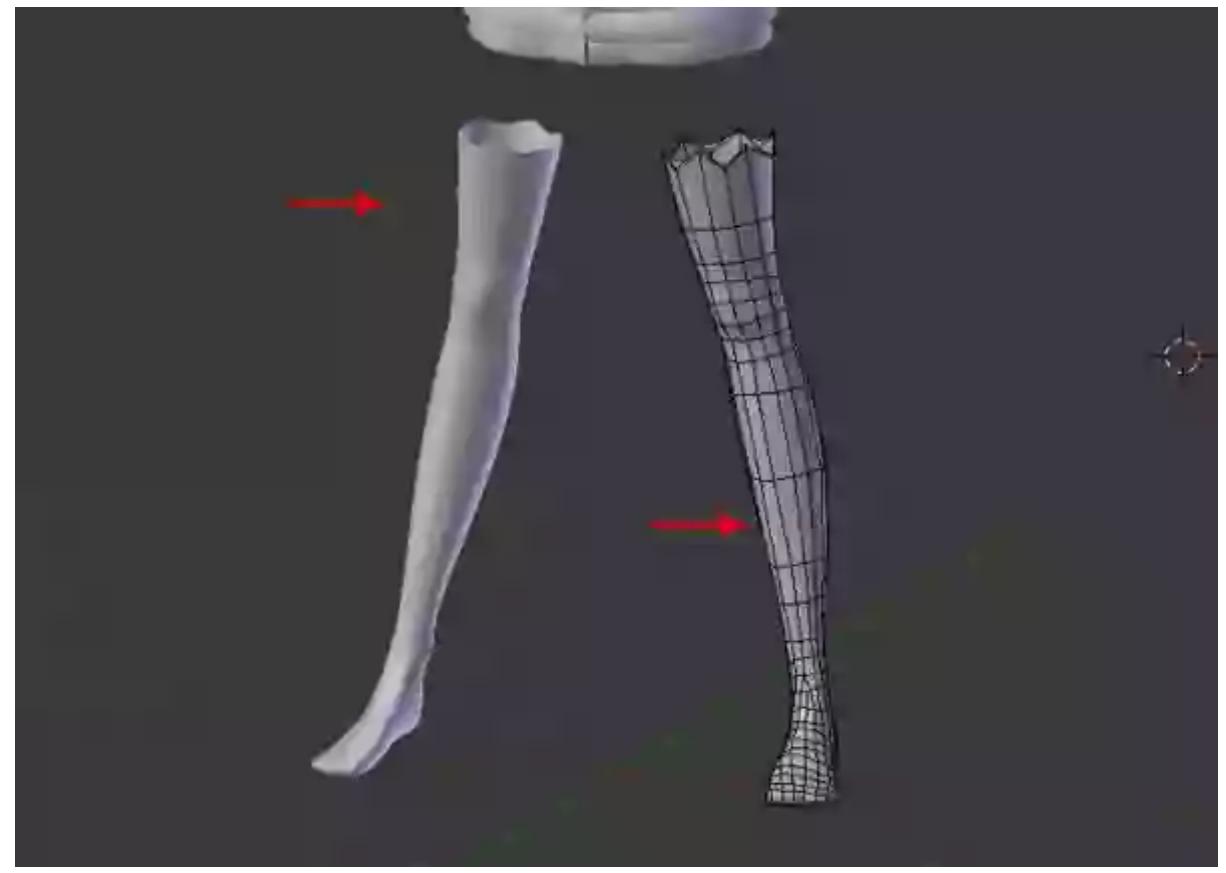
## Step 8

Also adjust the vertices of the socks around the toe part, so that it looks like a real sock shape.



## Step 9

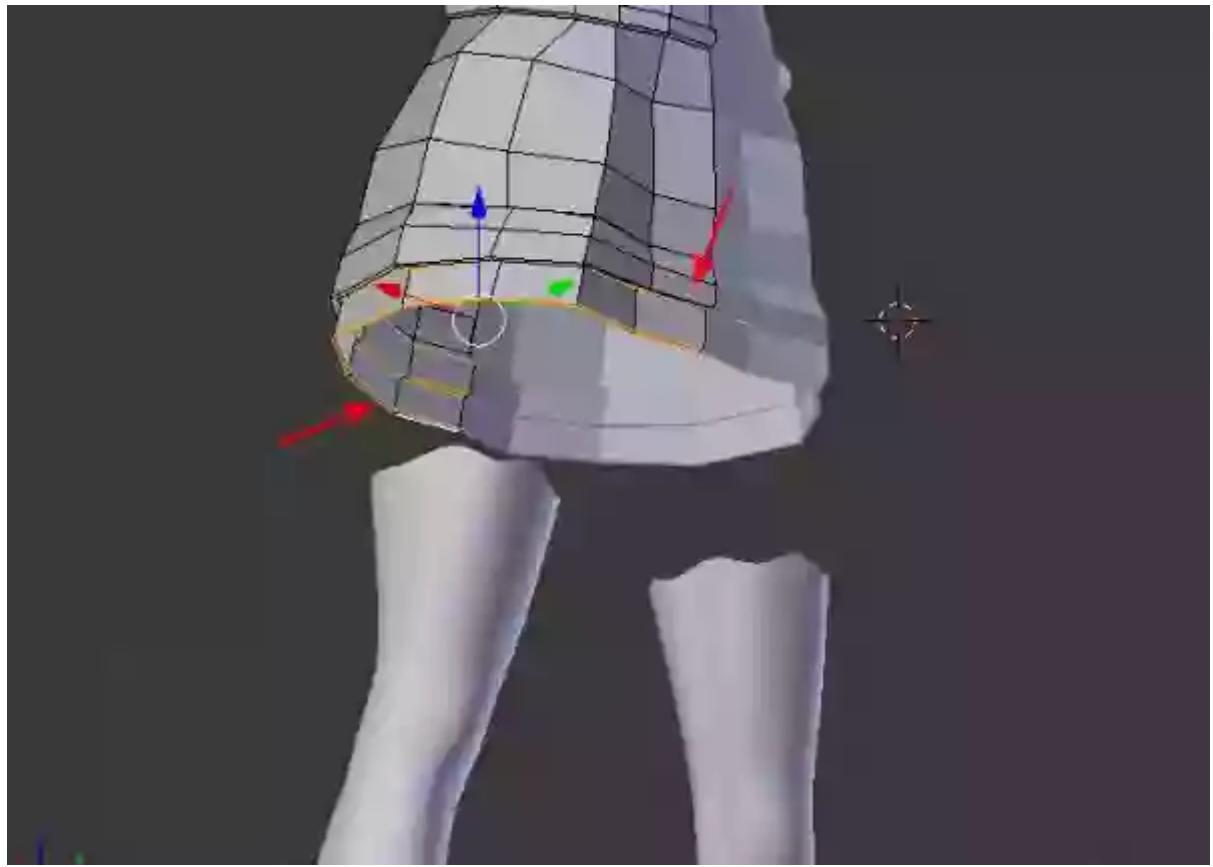
You can now see how the socks look like.



## 4. Subdividing the Mesh

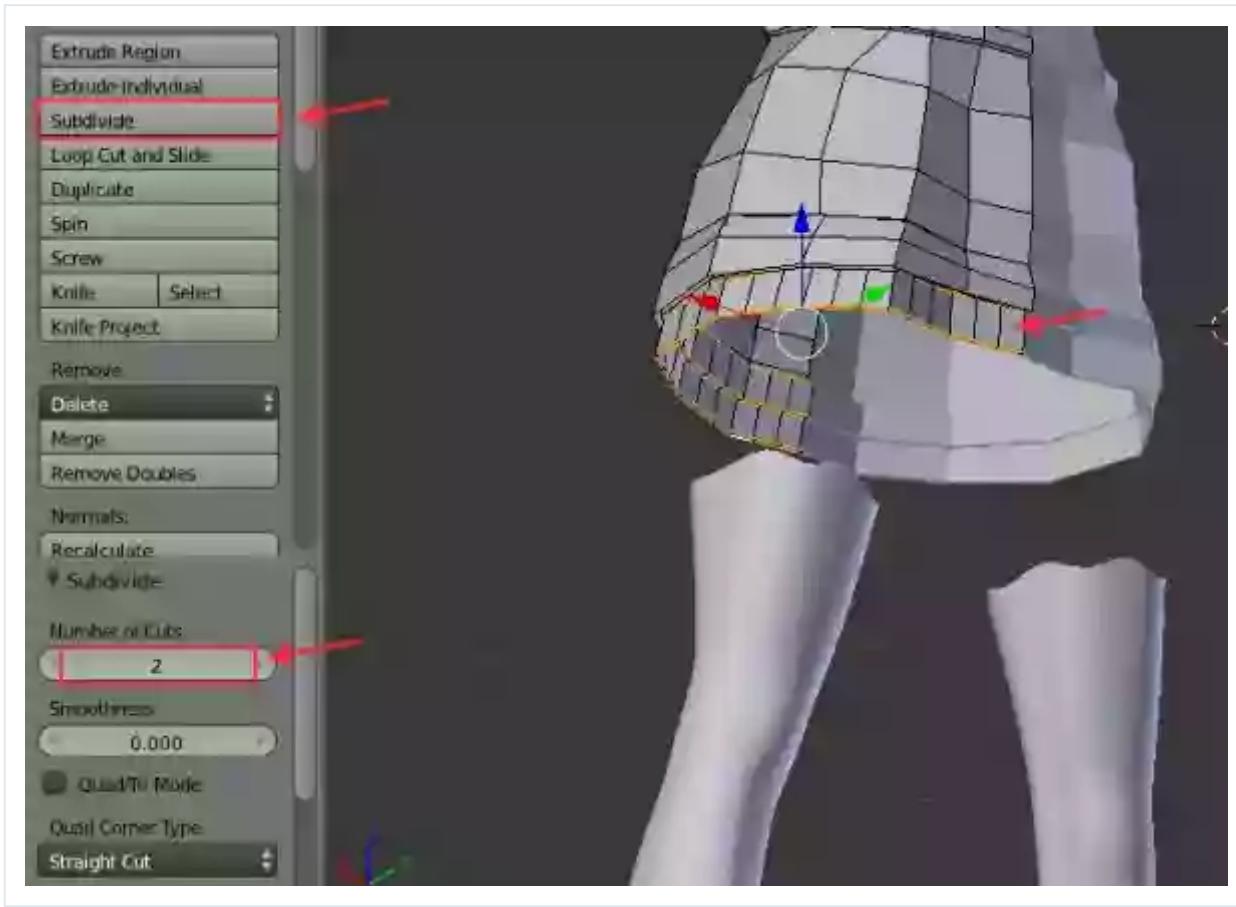
### Step 1

Let's add detail to the skirt. Select the indicated border edge loop as shown in the image below.



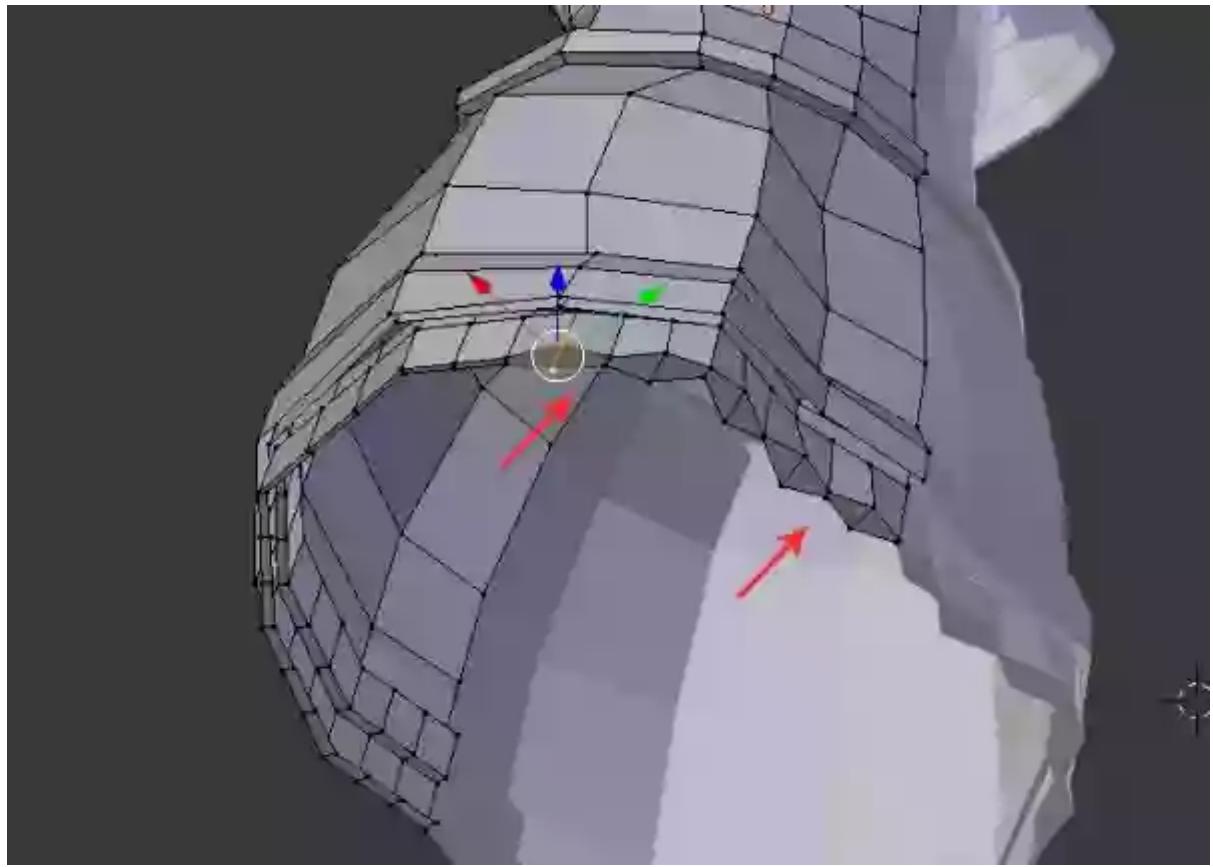
## Step 2

With the edges selected, first click on the **Subdivide** tool button and keep the **Number of Cuts** set to 2.



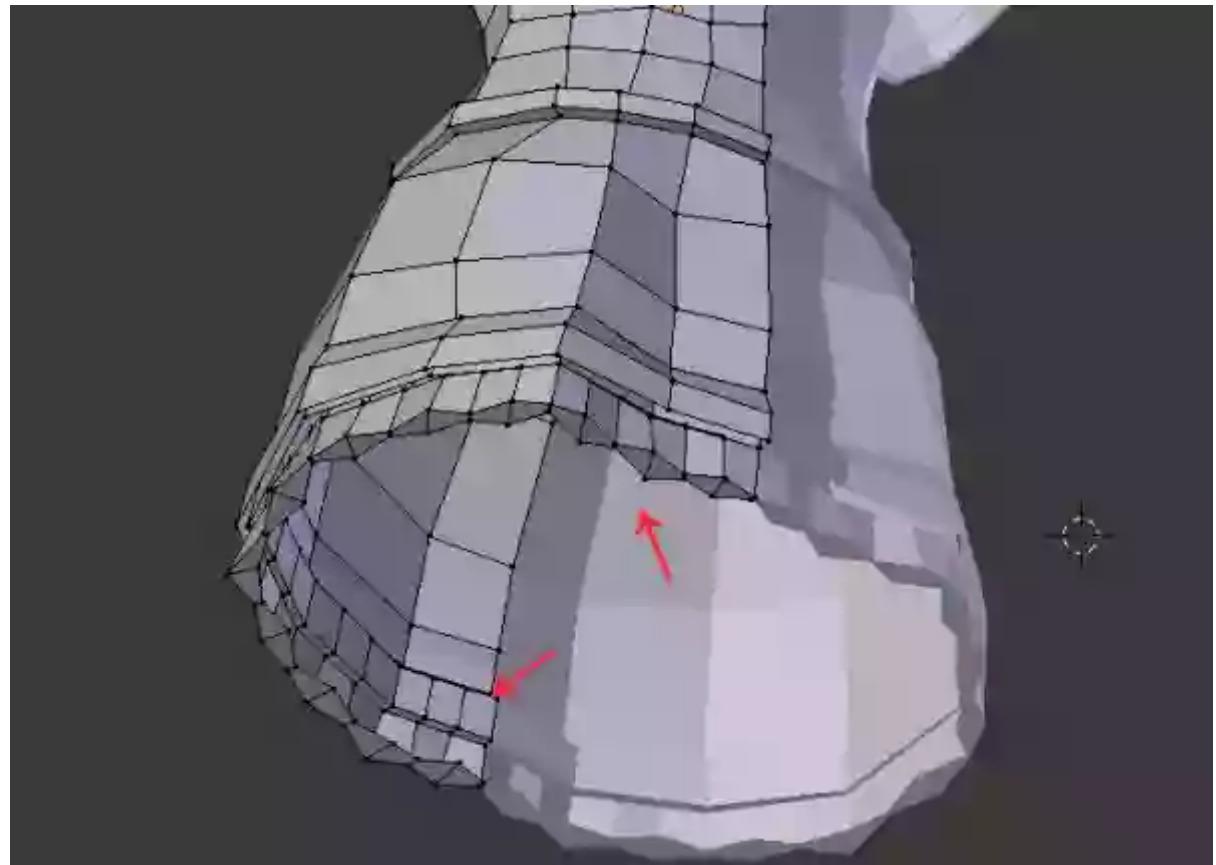
### Step 3

After subdividing the mesh, arrange the vertices as shown in the image below.



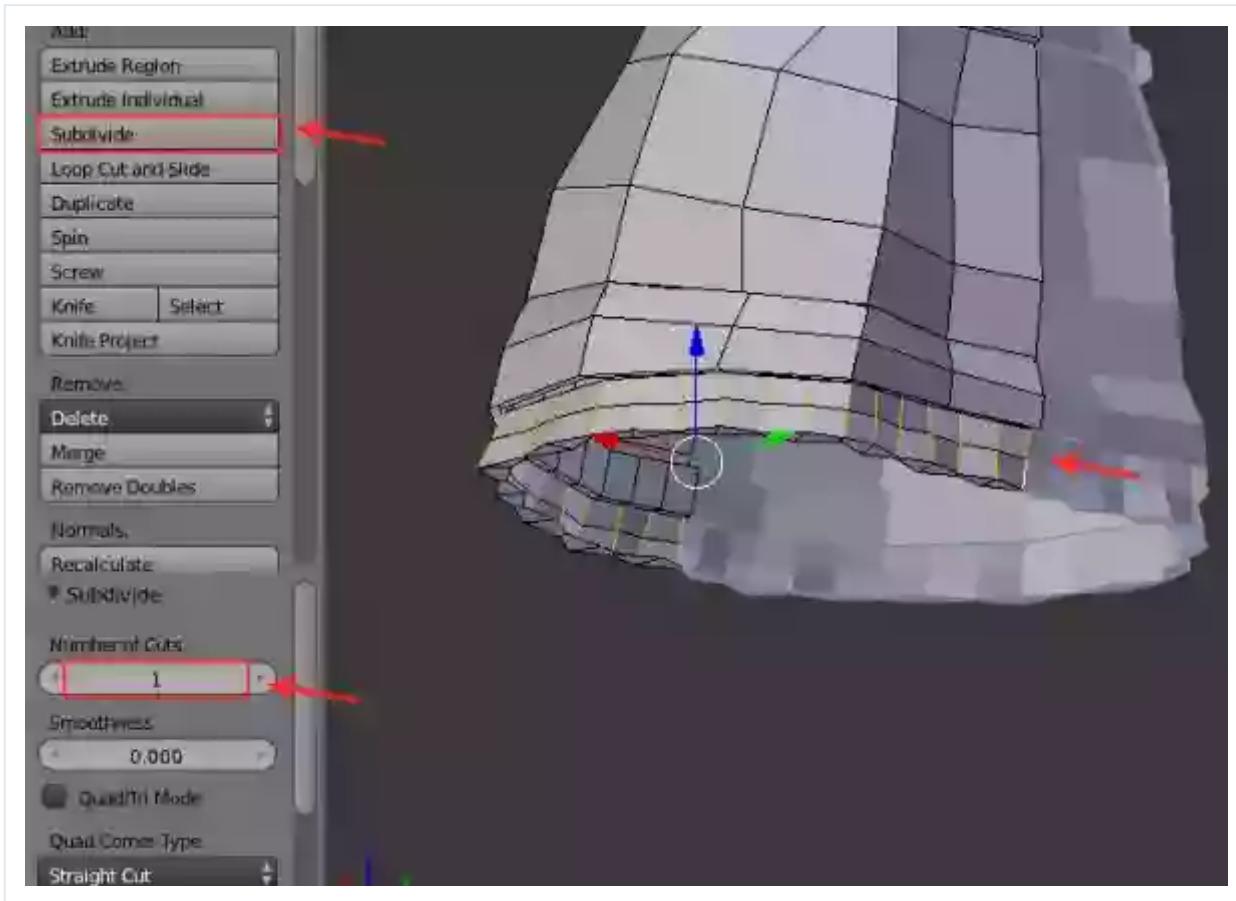
## Step 4

Once done, the bottom of the skirt should look like this.



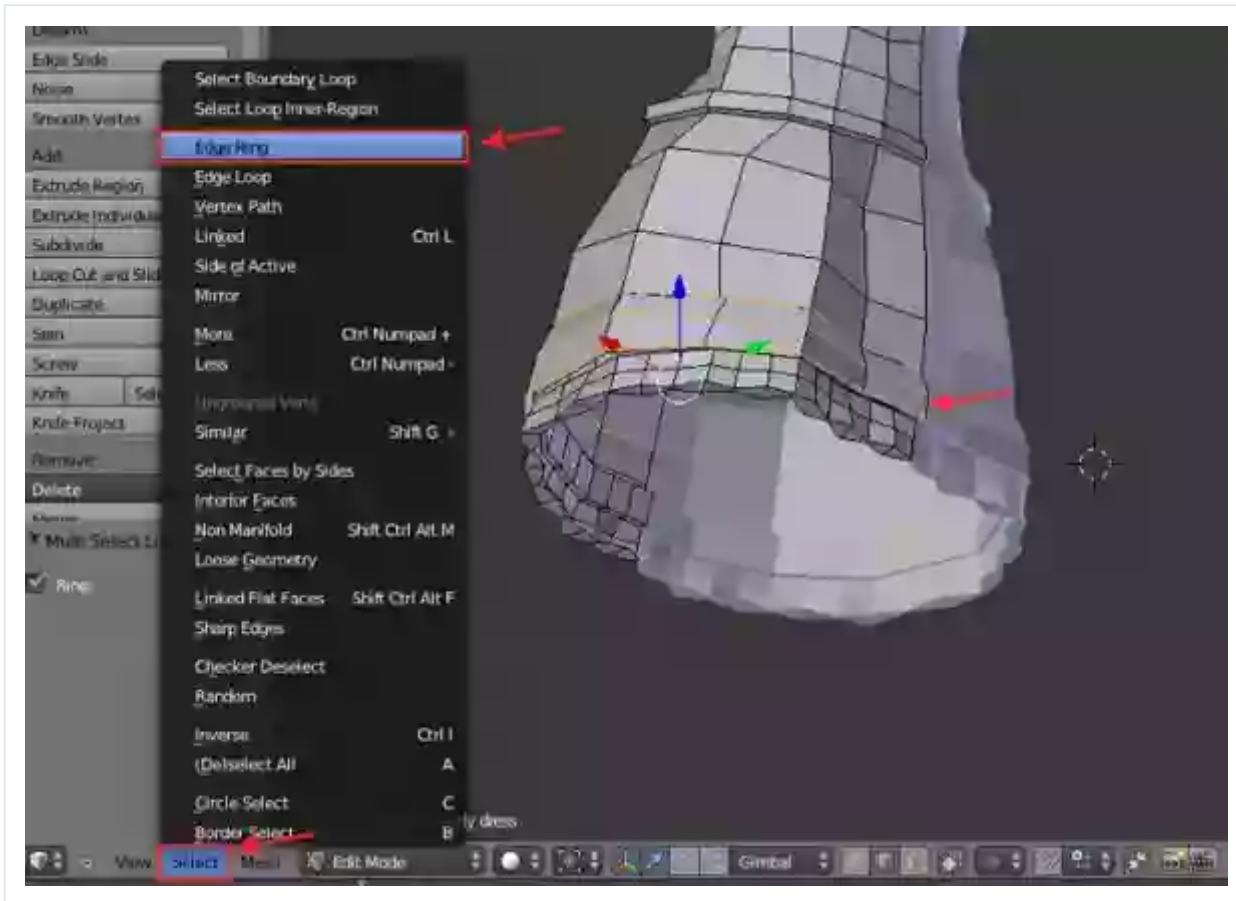
## Step 5

With the indicated vertical edges selected, use the **Subdivide** tool with the **Number of Cuts** value set to **1**.



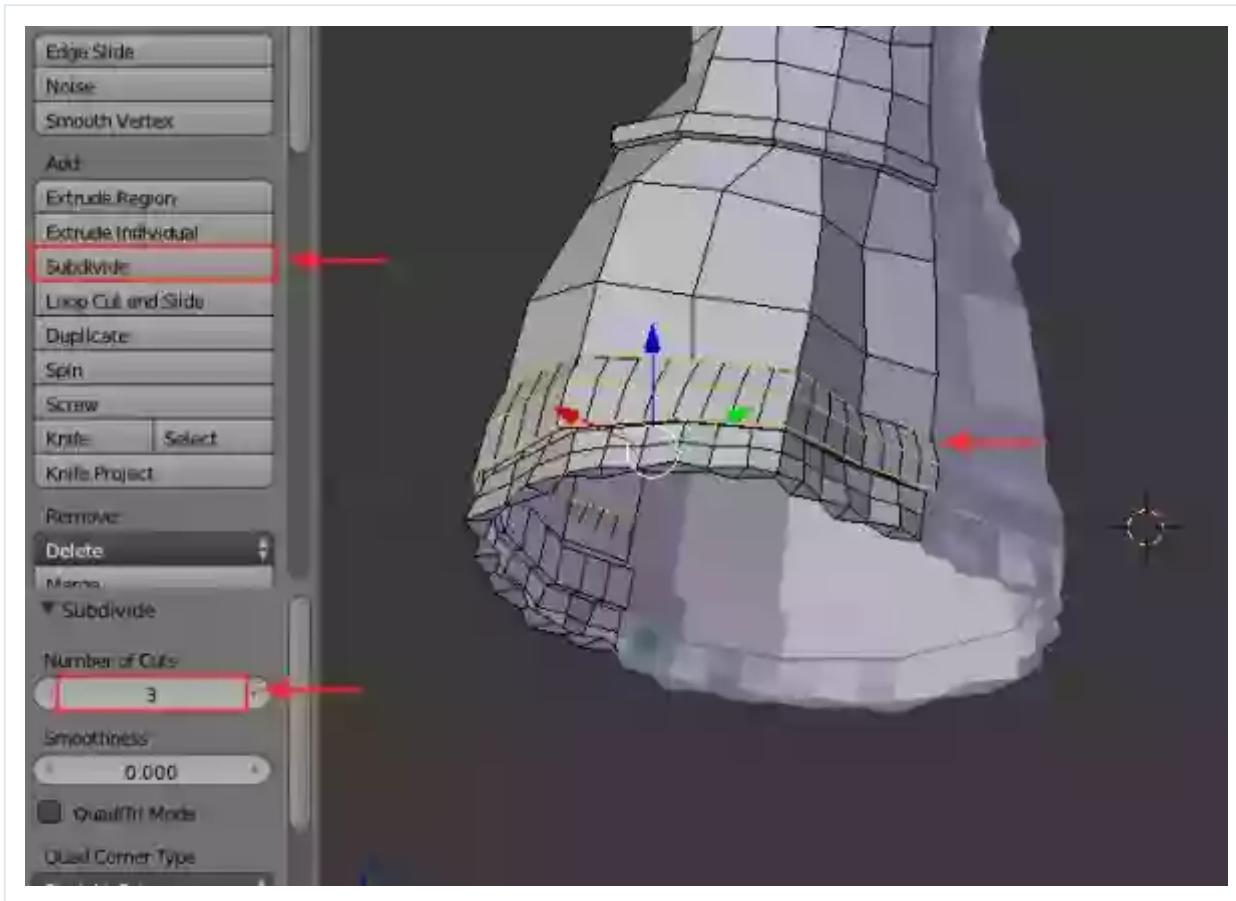
## Step 6

Following the same process, select the upper vertical edges by going to **Select > Edge Ring**, as shown in the image below.



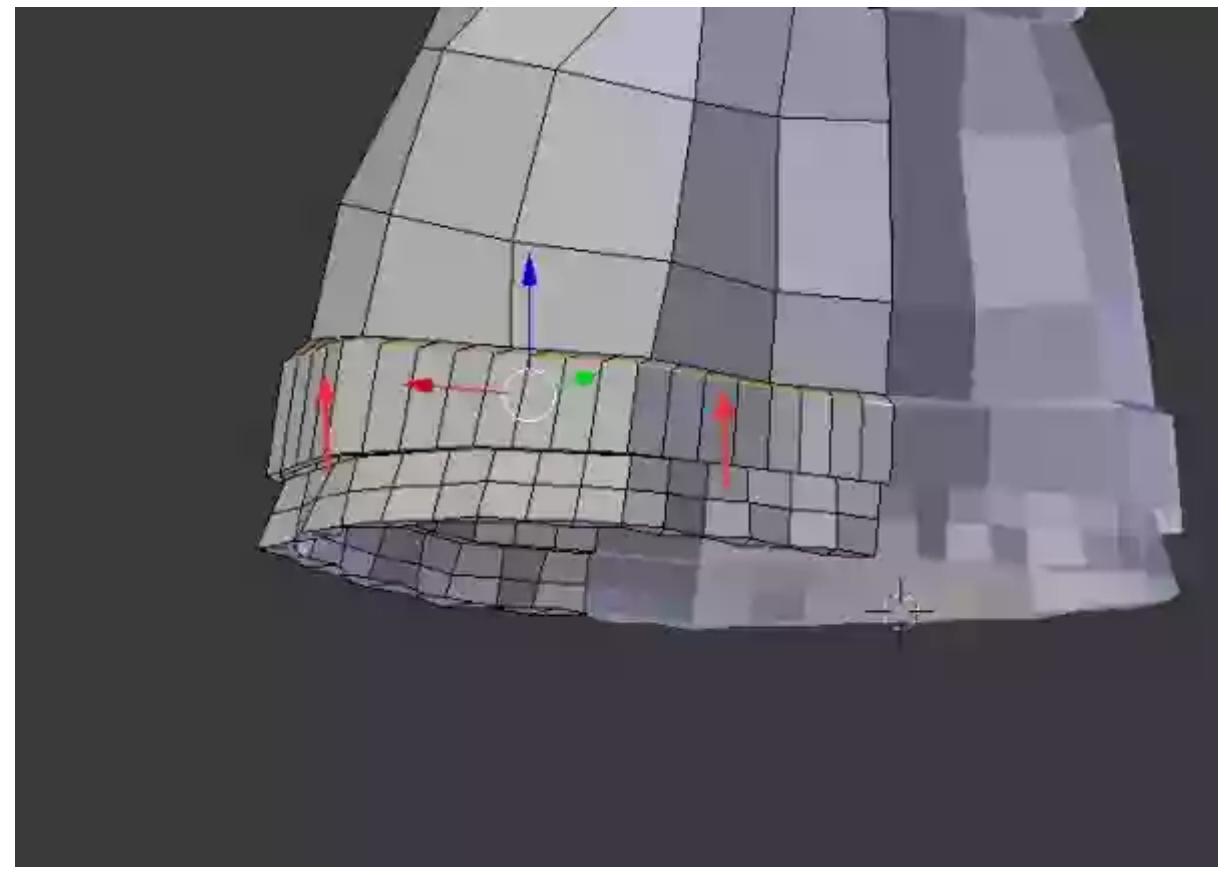
## Step 7

With the vertical edges selected, use the **Subdivide** tool again with the **Number of Cuts** value set to **3**.



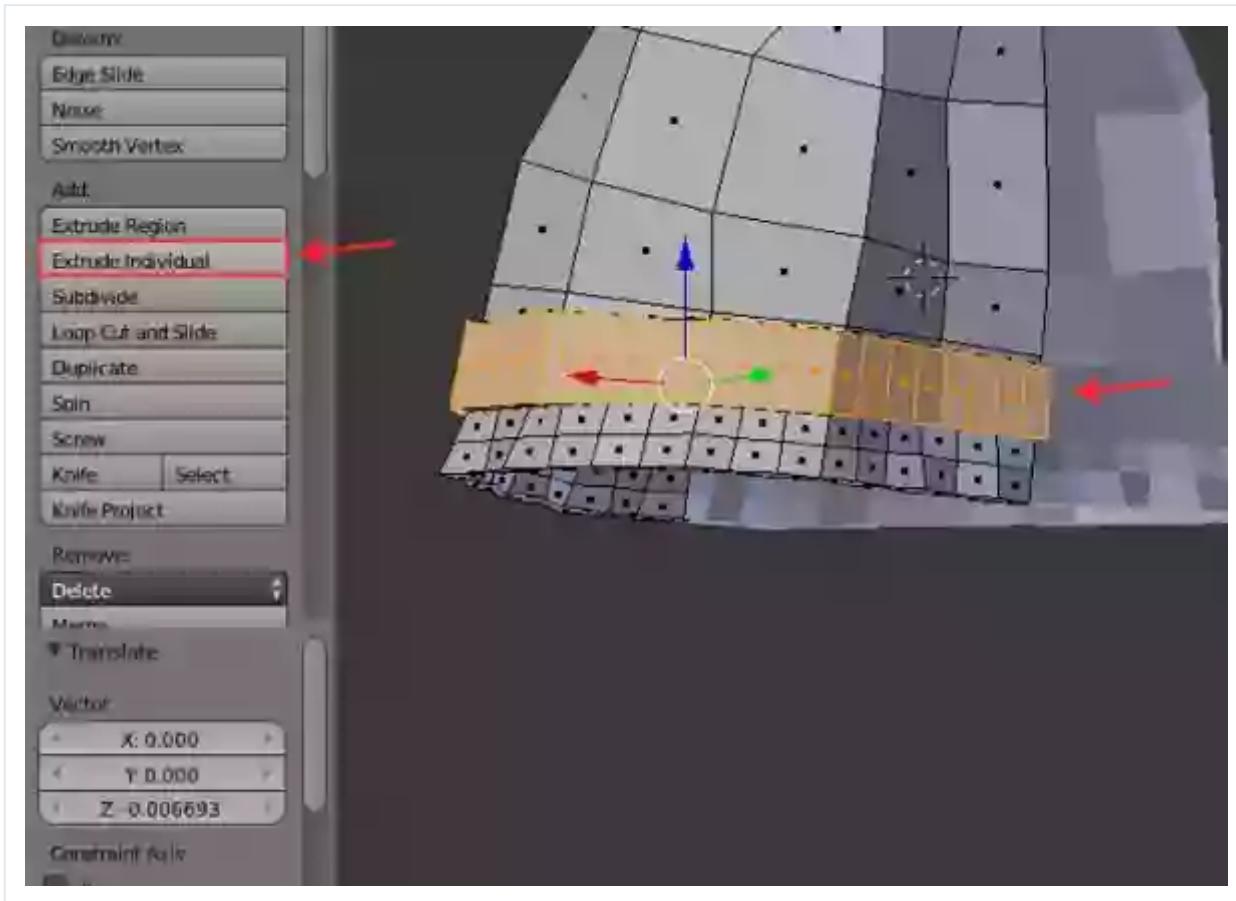
## Step 8

Now select the upper edge loop and then **Move** it a little bit down, as shown in the image below.



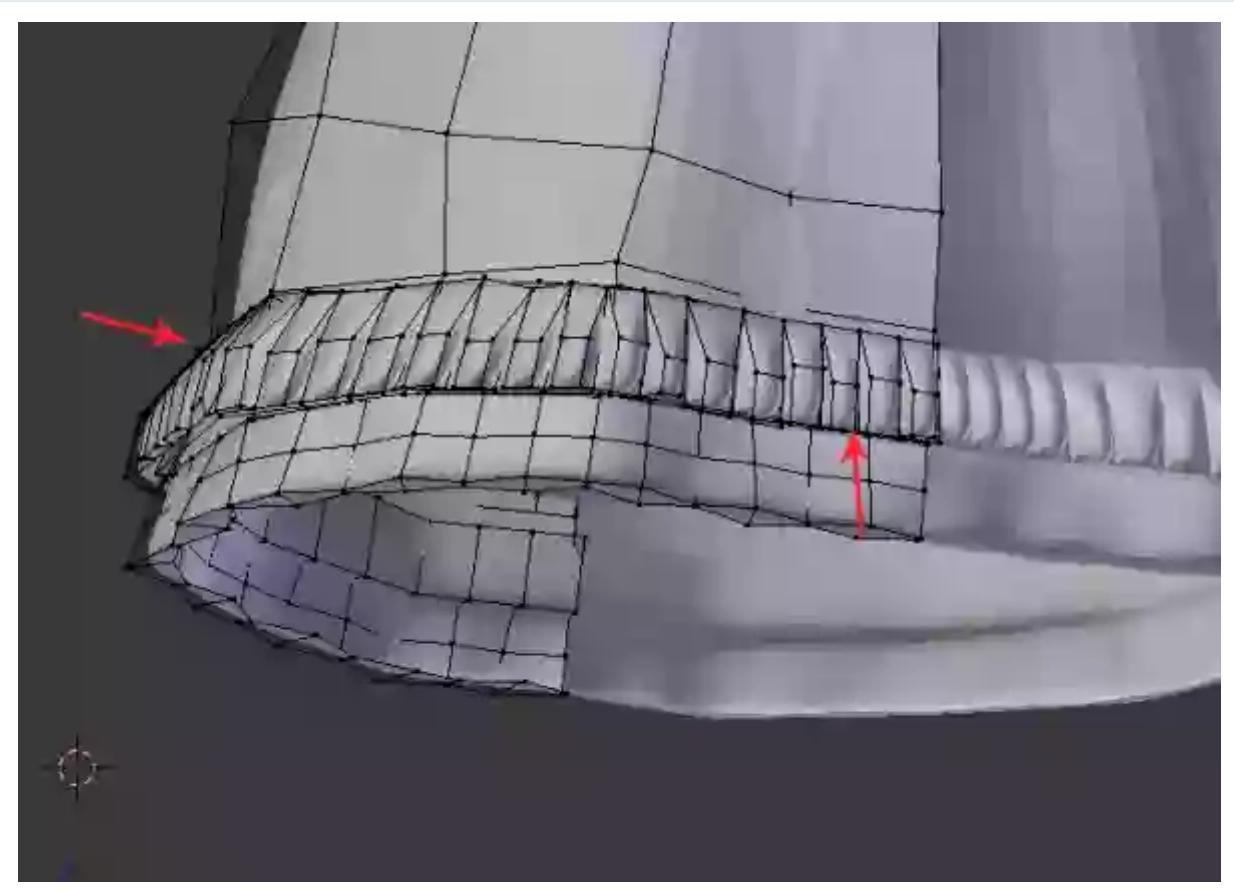
## Step 9

Next, select all the indicated faces (which we have subdivided) and then use the **Extrude Individual** tool to extrude the individual faces, as shown in the following image.



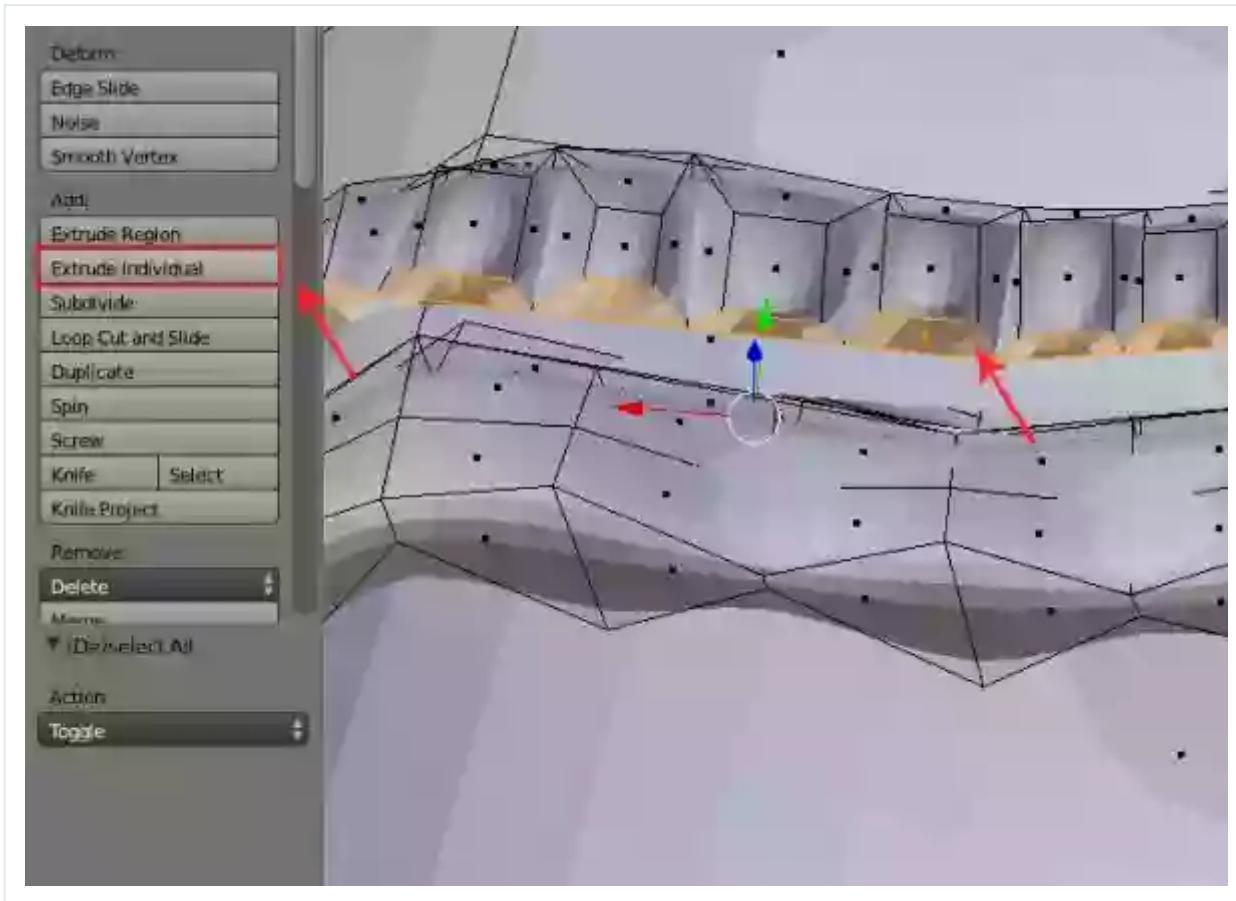
## Step 10

After extruding the faces, select the individual faces and **Scale** them down a little bit. They should look similar to the image below.



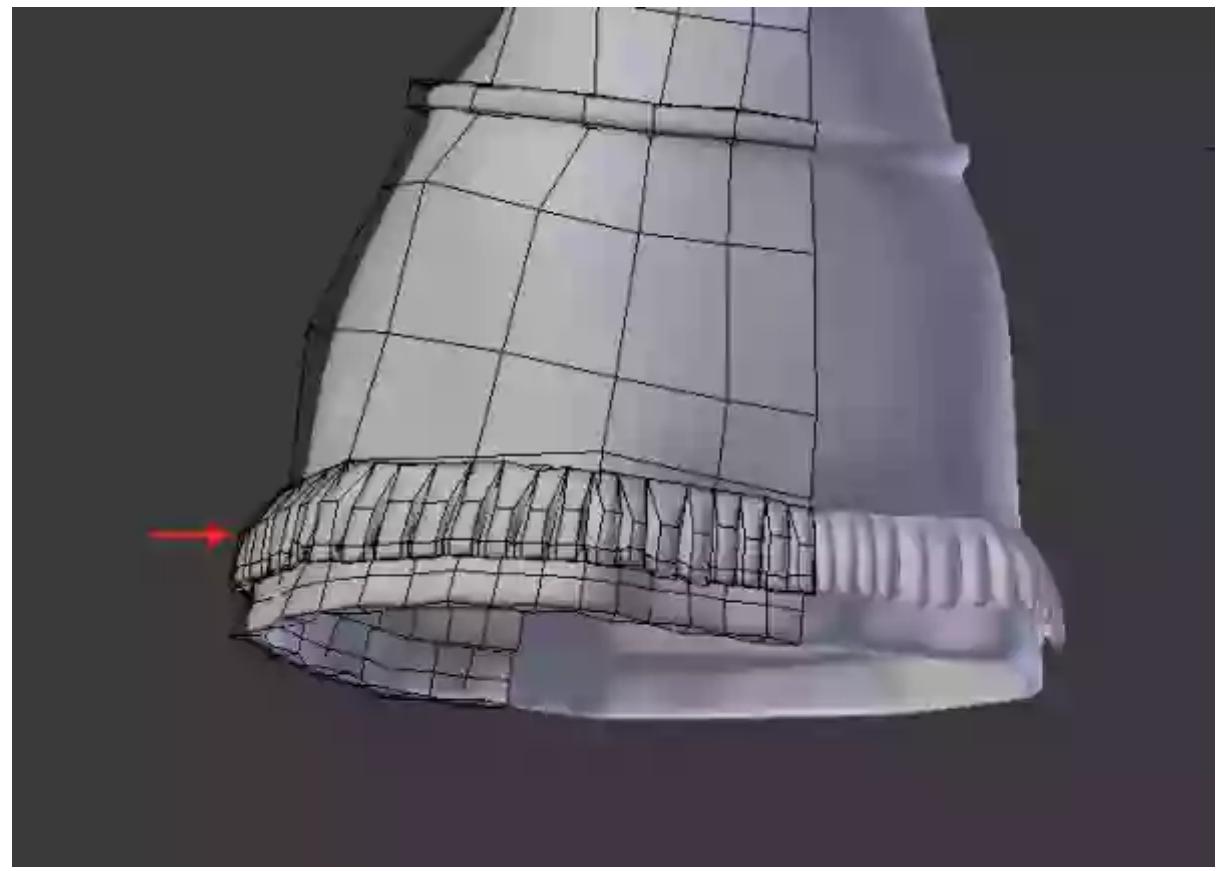
## Step 11

Following the same process, select each bottom face and then use the **Extrude Individual** tool.



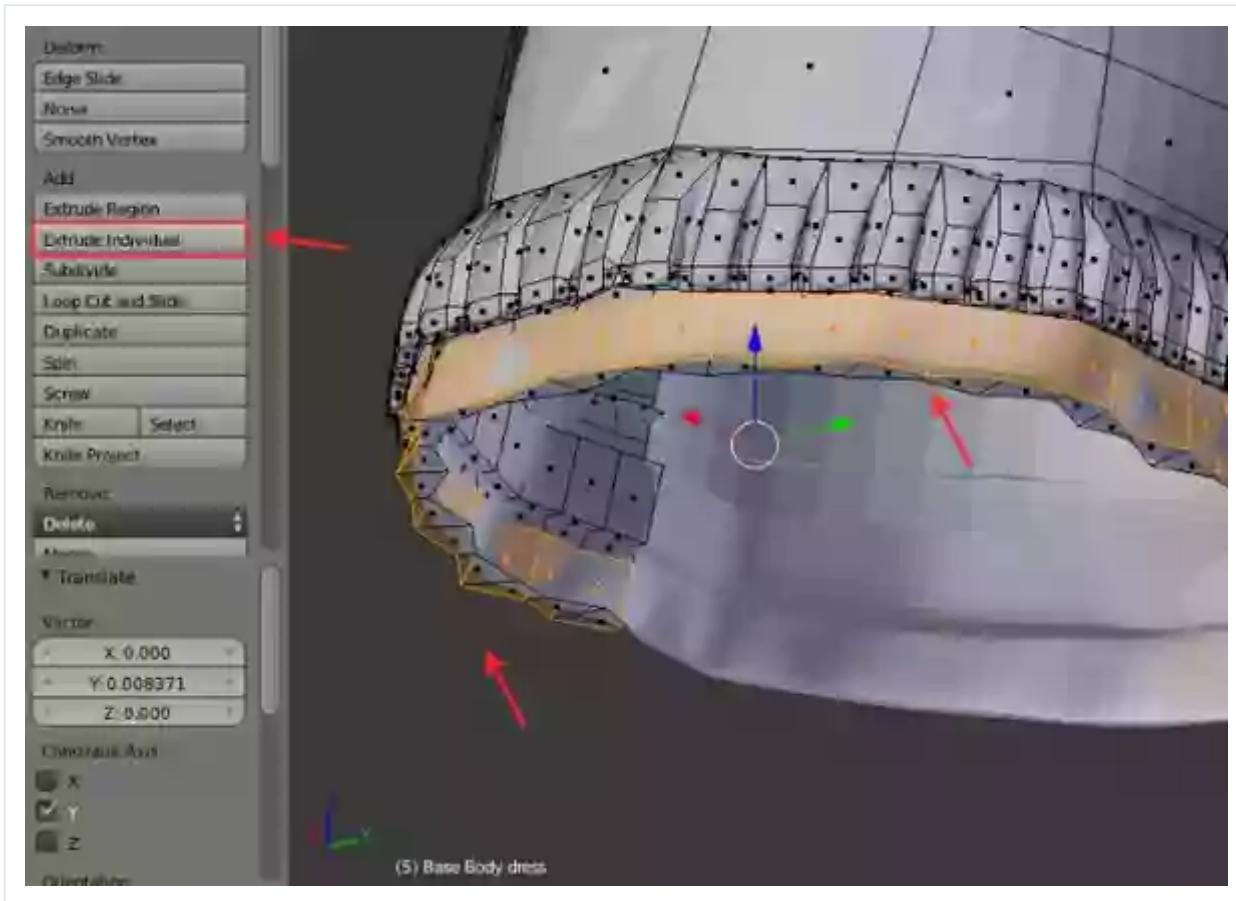
## Step 12

After selecting all the bottom faces, **Move** them down a bit as shown.



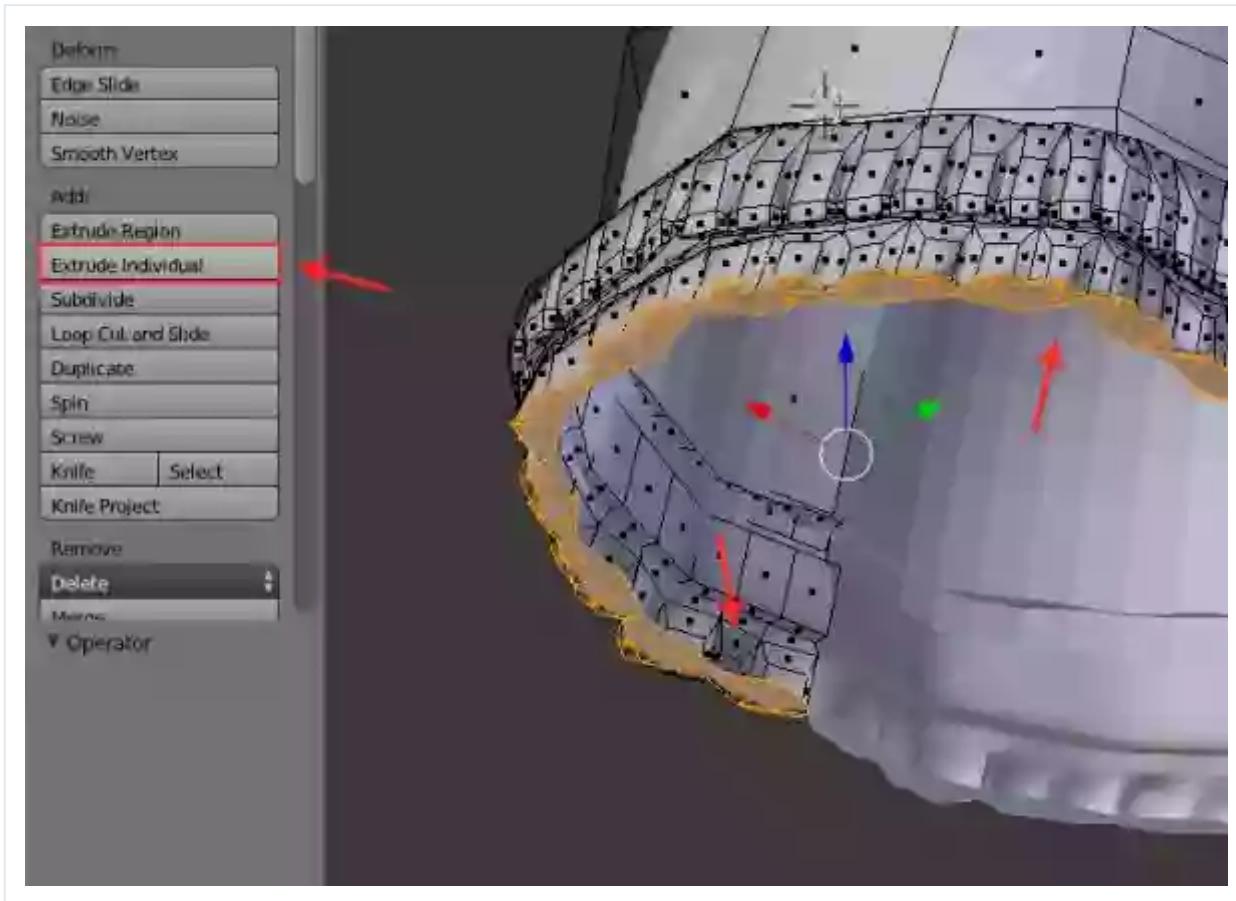
### Step 13

Following the same process, select the faces of the lower part and use the **Extrude Individual** tool again.



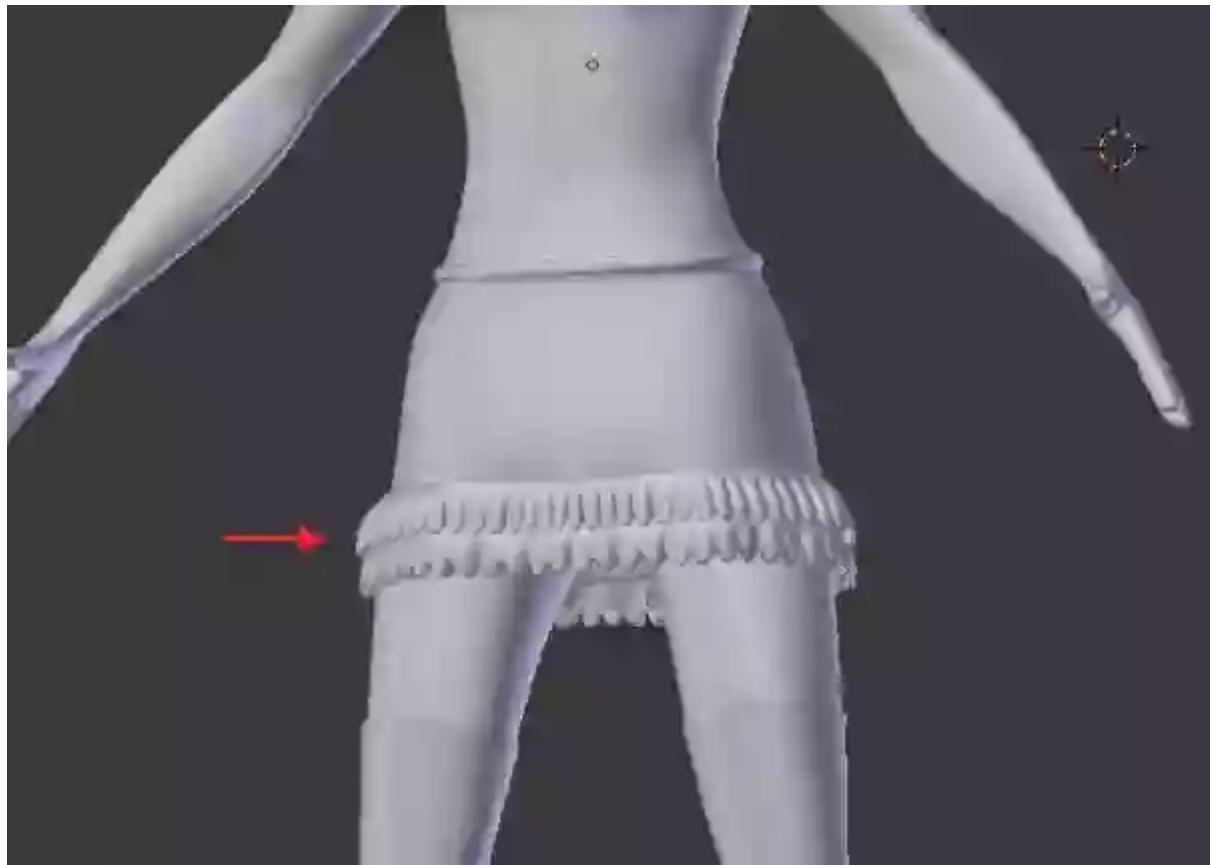
## Step 14

Also select and **Extrude** the bottom faces by using the same **Extrude Individual** tool.



## Step 15

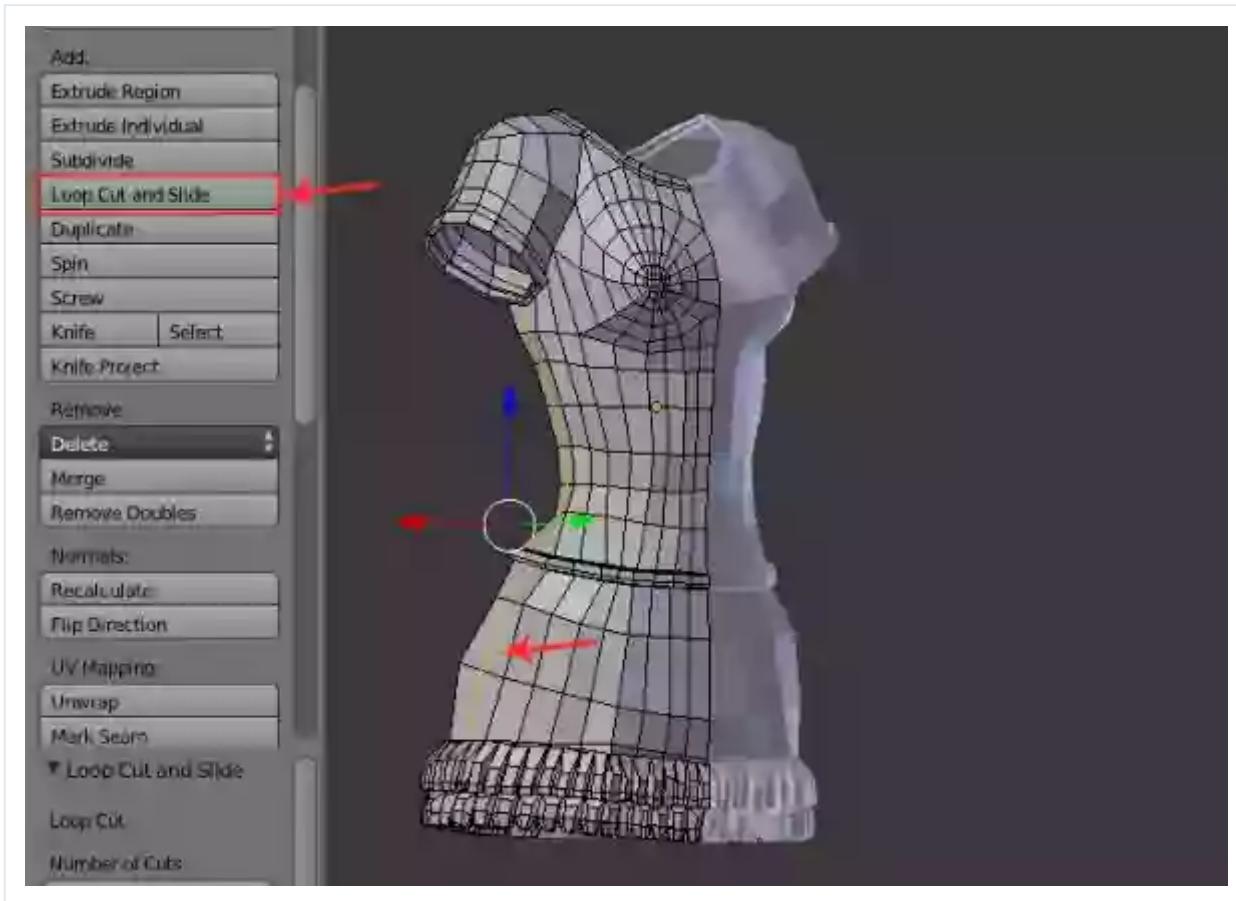
In this way we have completed the skirt design. You can see how it looks below.



## 5. Increasing Subdivision for Sculpting

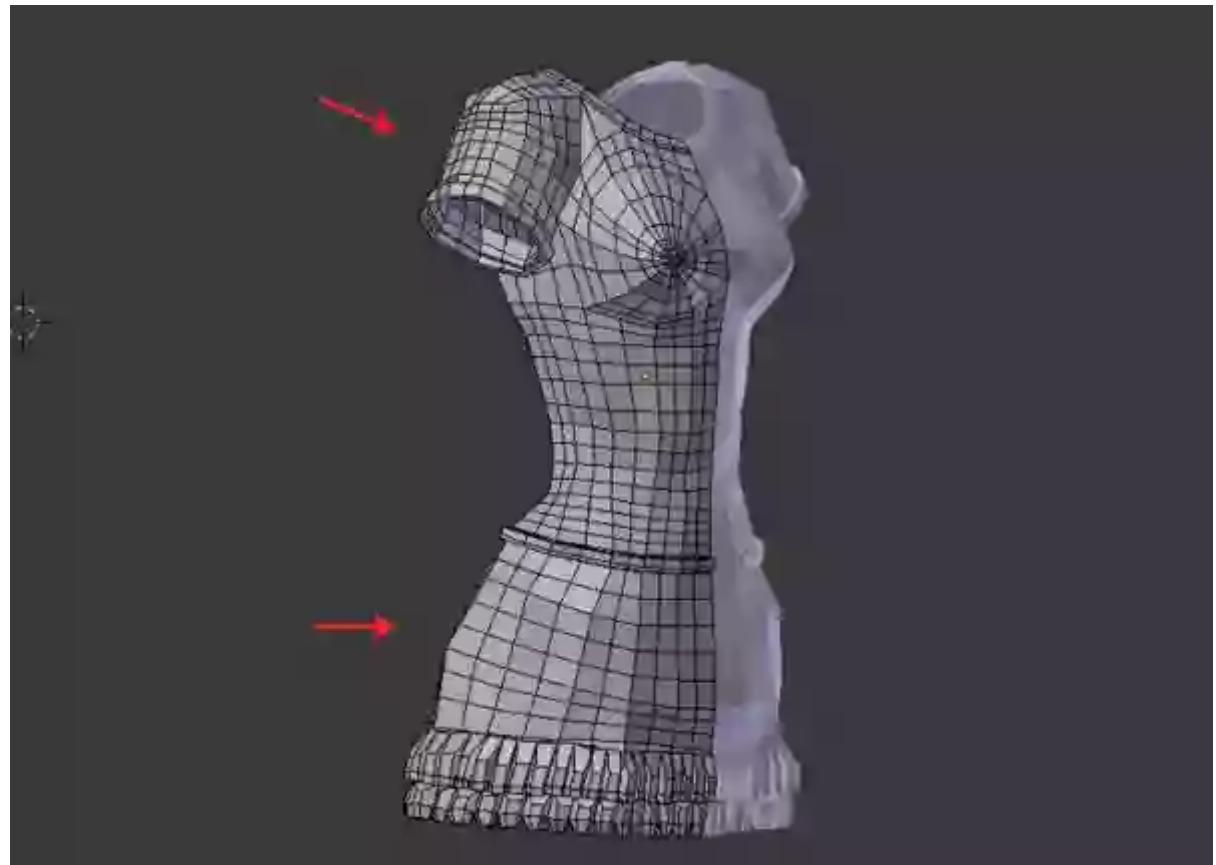
### Step 1

Now let's start sculpting the cloth mesh. But before we do that, we need to increase the subdivision of the mesh as sculpting demands a highly subdivided mesh. Here we use the **Loop Cut and Slide** tool to add subdivision, as shown in the image below.



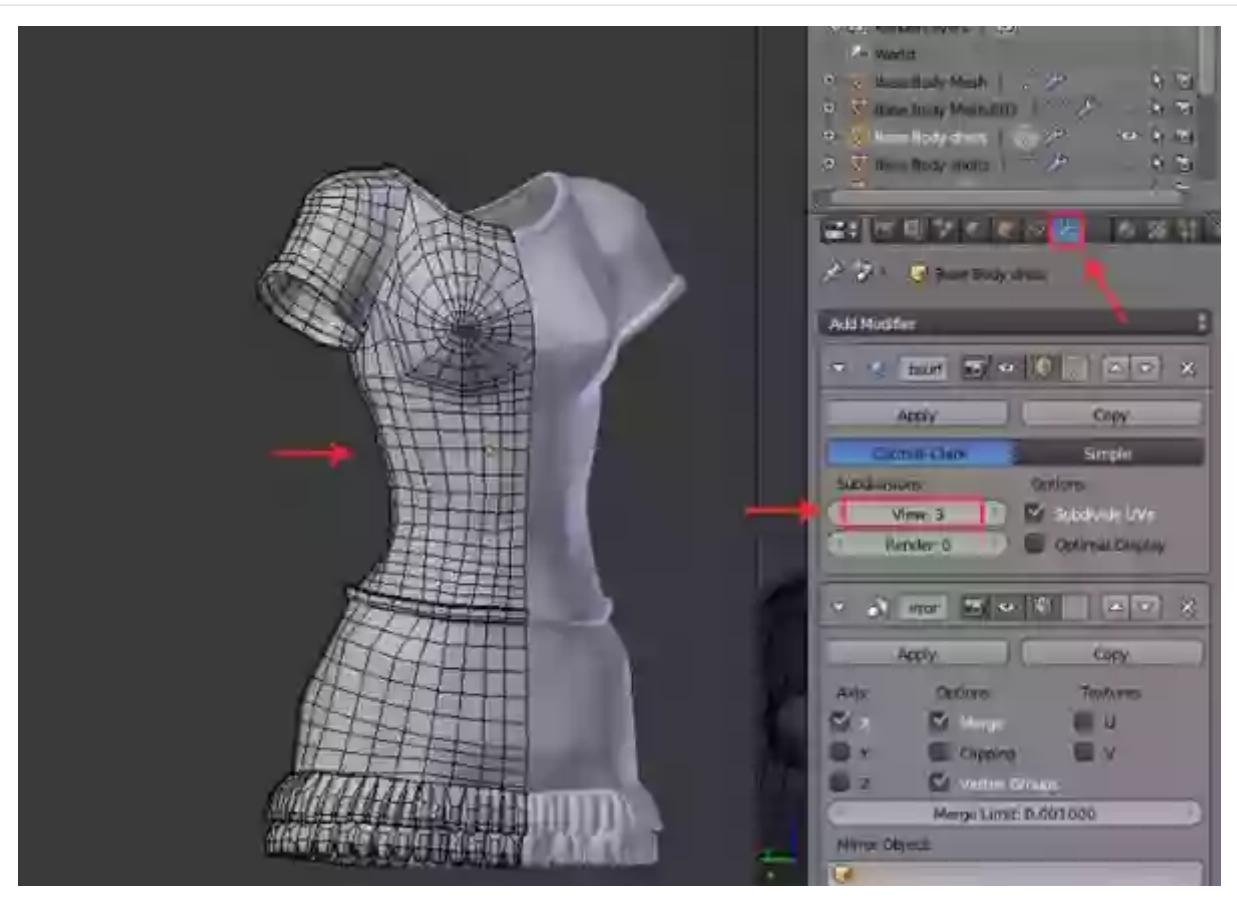
## Step 2

In this way, we have subdivided the cloth mesh for detailed sculpting using the **Loop Cut and Slide** tool.



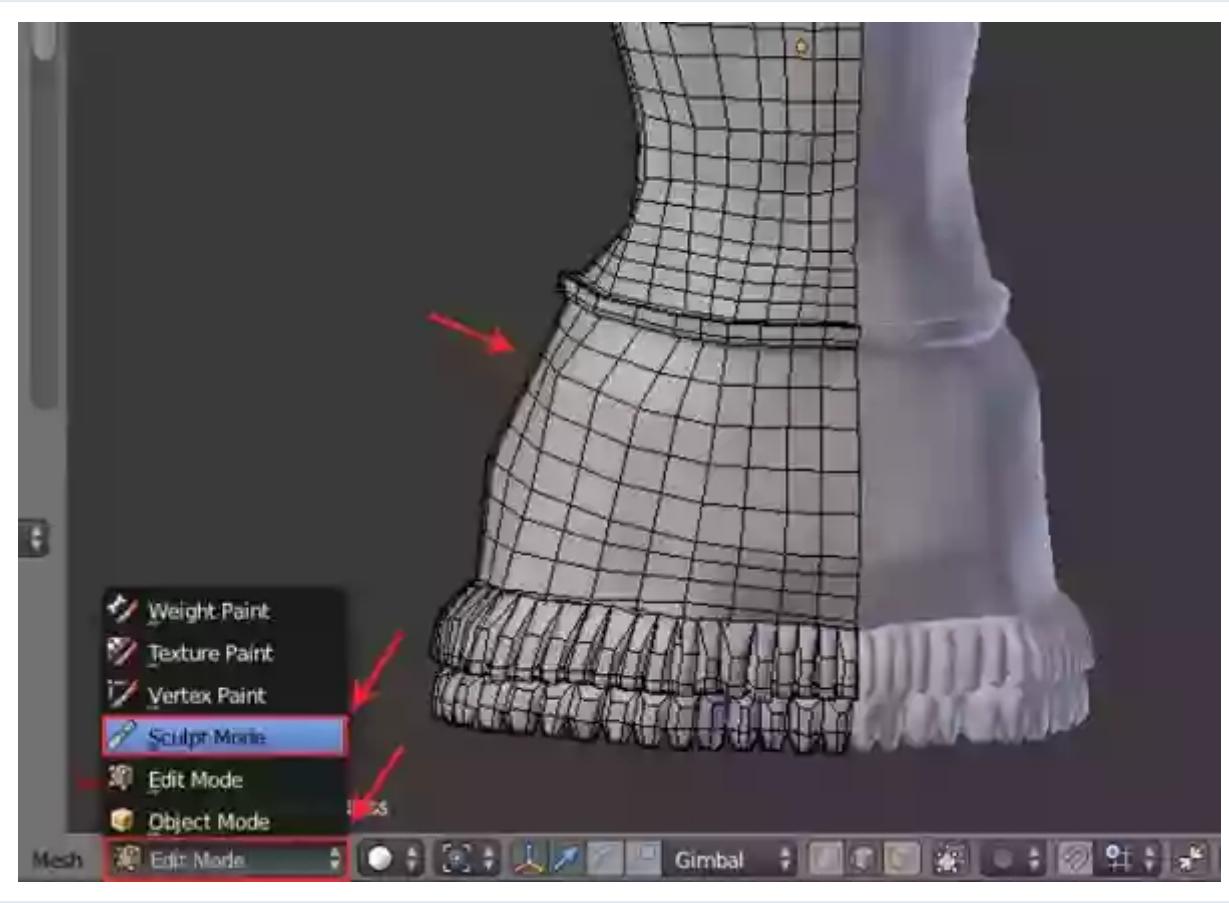
### Step 3

Increase the subdivision level by applying the **Subdivide** modifier with the **Subdivision View** value set to **3**.



## Step 4

Now with the cloth mesh selected, choose **Sculpt Mode** as shown in the image below.



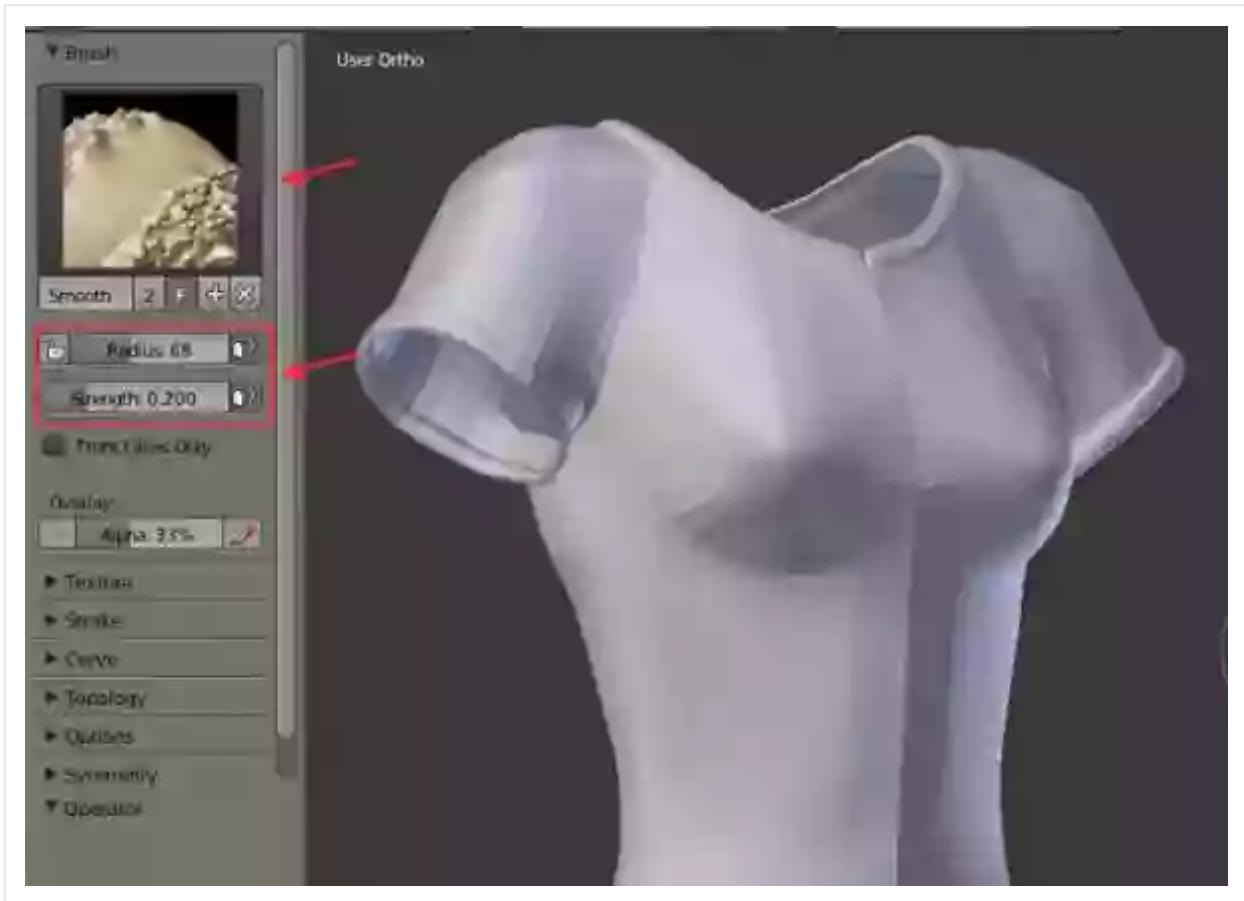
## Step 5

First select the **F Smooth** brush from the **Brush Selection** panel, as shown in the image below.



## Step 6

With the **F Smooth** brush selected, you can set the brush's **Radius** and **Strength** values as needed.



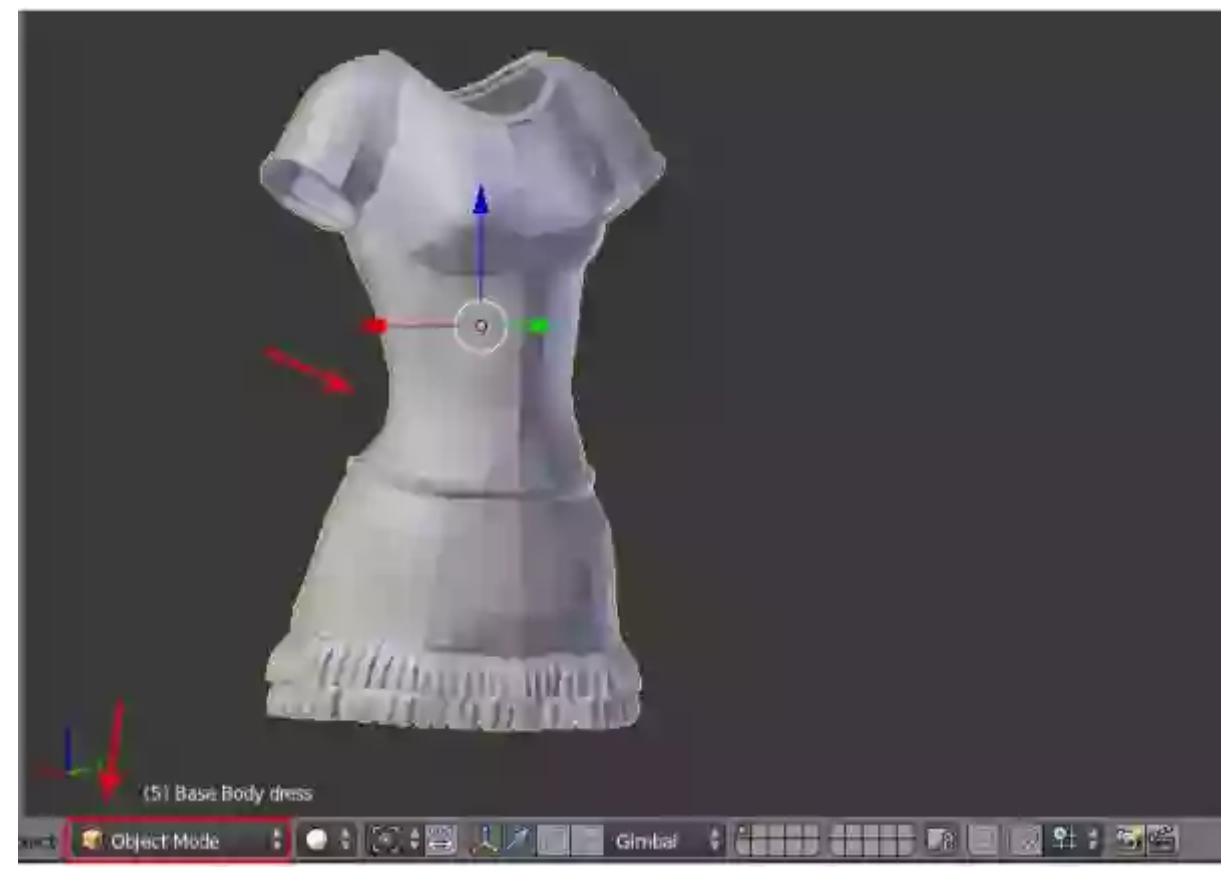
## Step 7

Use the **Smooth** brush to make the mesh surface smooth where required.



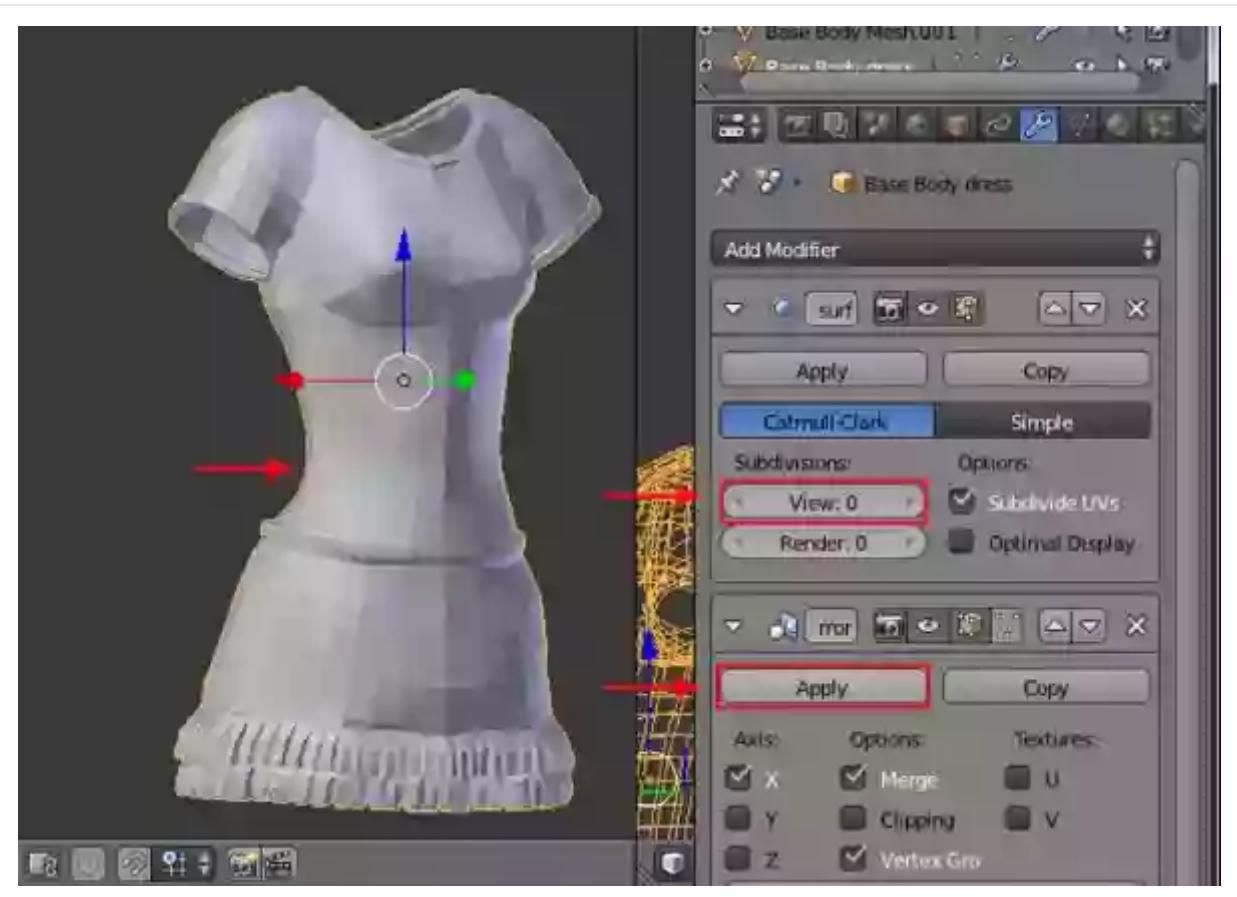
## Step 8

Now, for asymmetrical sculpting on the cloth mesh, we need to merge the mirrored parts. So, with the cloth mesh selected, turn on **Object Mode**.



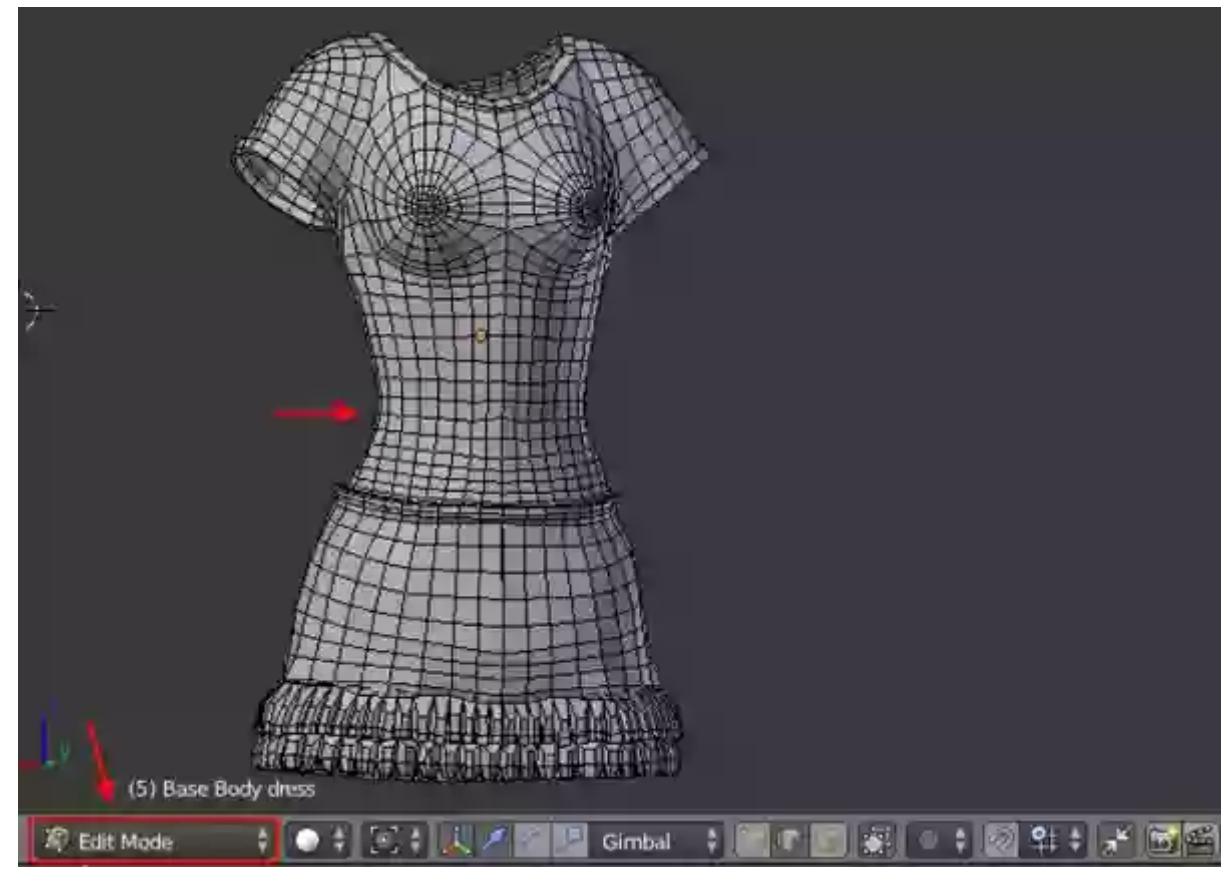
## Step 9

Go to the **Modifier** panel, keep the **View** value at **0** and then click on the **Apply** button to merge the mirrored meshes.



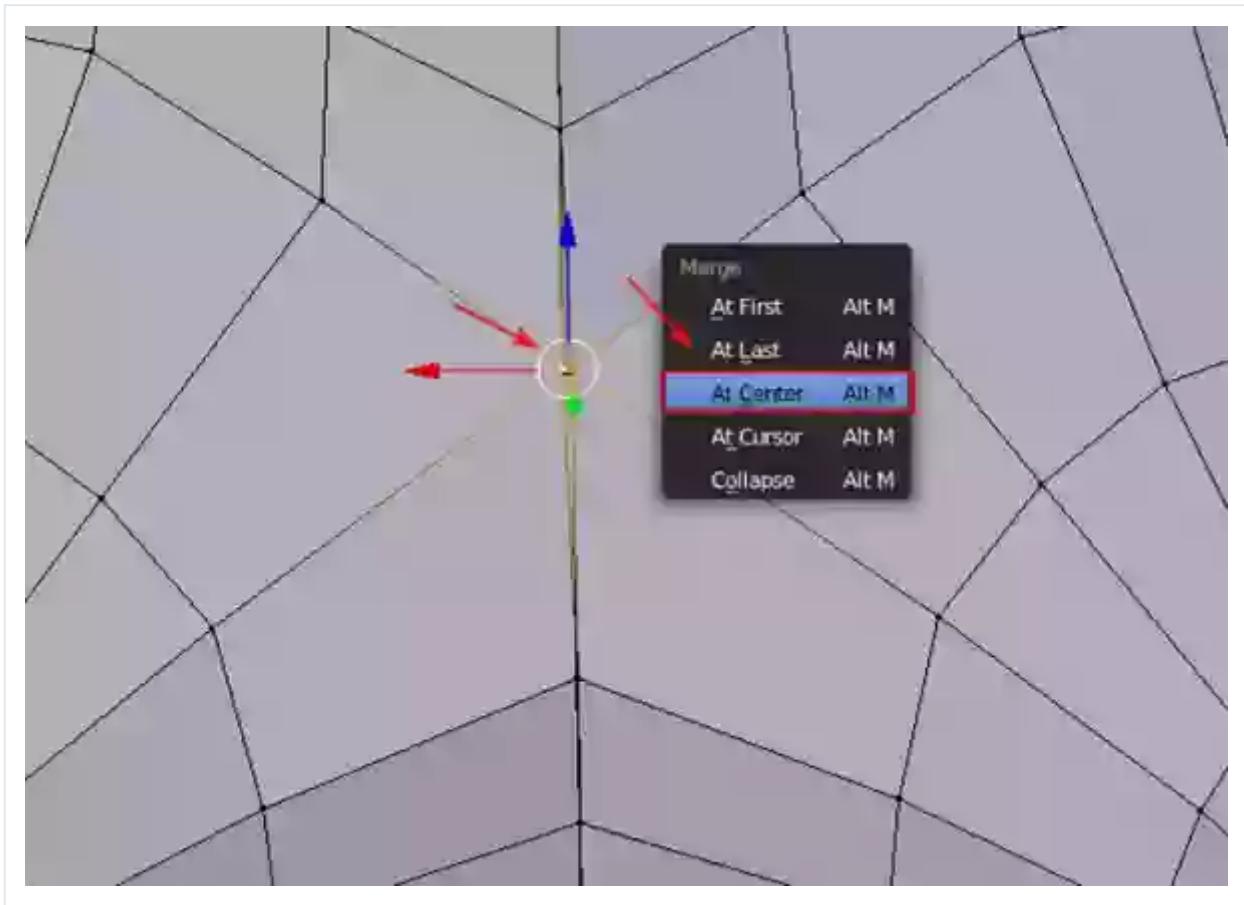
## Step 10

After that, with the cloth mesh selected, turn on **Edit Mode**.



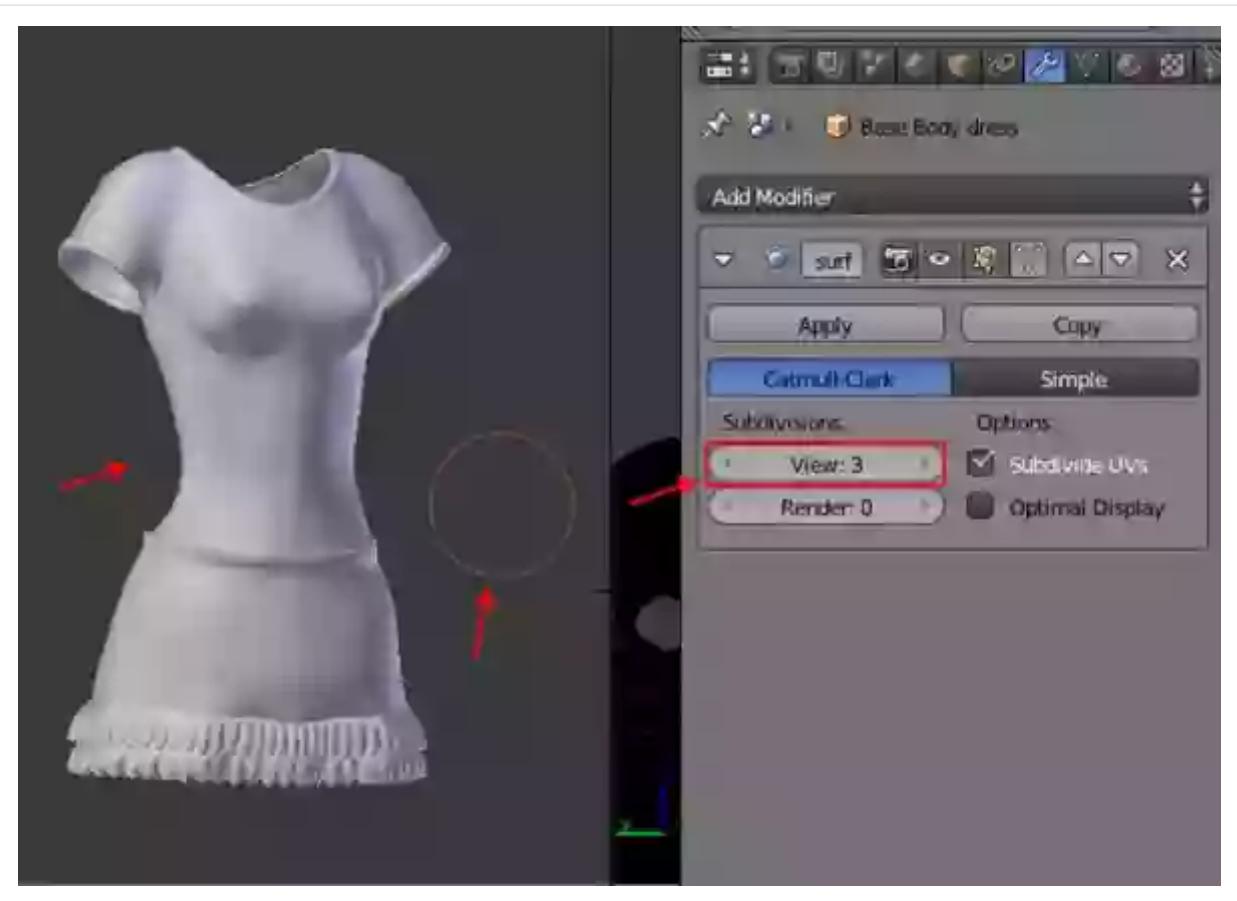
## Step 11

After merging, there may be some unmerged vertices. So with the mutual corresponding vertices selected, press **Alt-M** and select the **At Center** option from the fly-out menu.



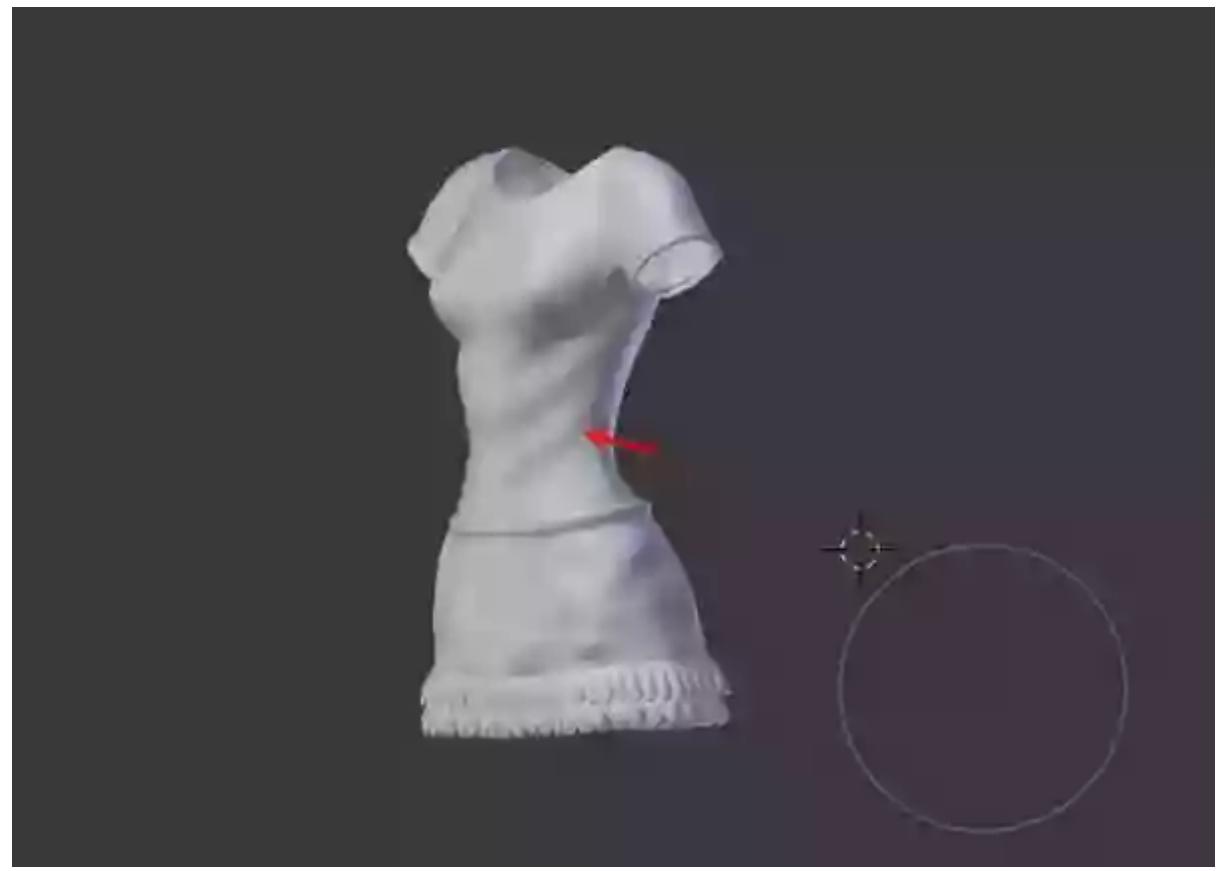
## Step 12

After merging the vertices, turn on **Sculpting Mode** with a **View** value of **3**. Begin sculpting the cloth mesh to add more details, like wrinkles and creases.



### Step 13

In this way, sculpt on the mesh to show wrinkles and crease on the cloth. You can play with the sculpting tools to get a different and more detailed look.



## Conclusion

We have now completed our female character model in Blender. I hope you have enjoyed this series.



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## Soni Kumari

My name is Soni and I am a CG artist from India.

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Amrita

6 years ago

A very detailed and useful series! Thanks!

3 ^ | ^ Reply



Егор Золотов

a month ago



oh thanks a lot. hokkey now i have essential how to modeling anime girls and maybe some time i'll create nice one. love. hey little beauty)). hehe forgive mu sucking english i just trying to say some pleasant to such

a great person. such a great job. great anyway

^ | v Reply

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