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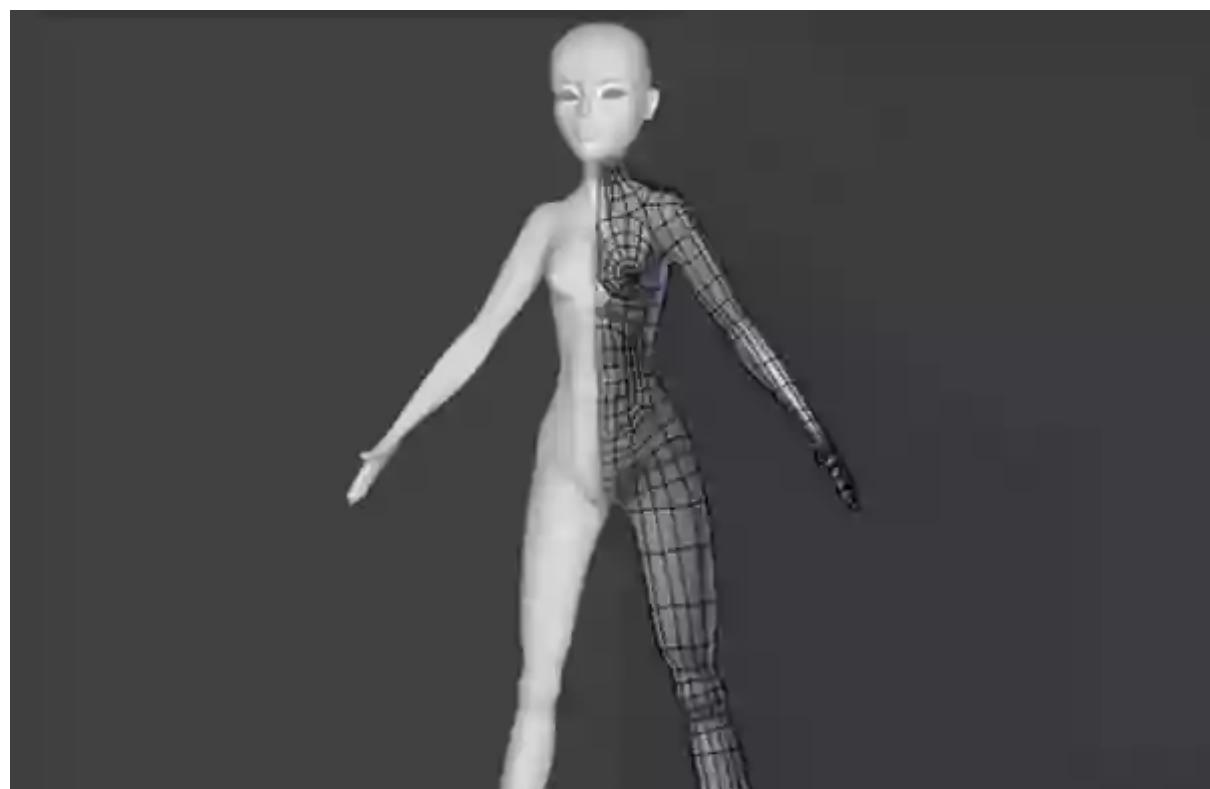
3D & MOTION GRAPHICS > MODELING

Female Character Modeling in Blender: Part 3

by [Soni Kumari](#) 14 Apr 2014

Difficulty: Intermediate Length: Medium Languages: English ▾

Modeling 3D Blender Character Design





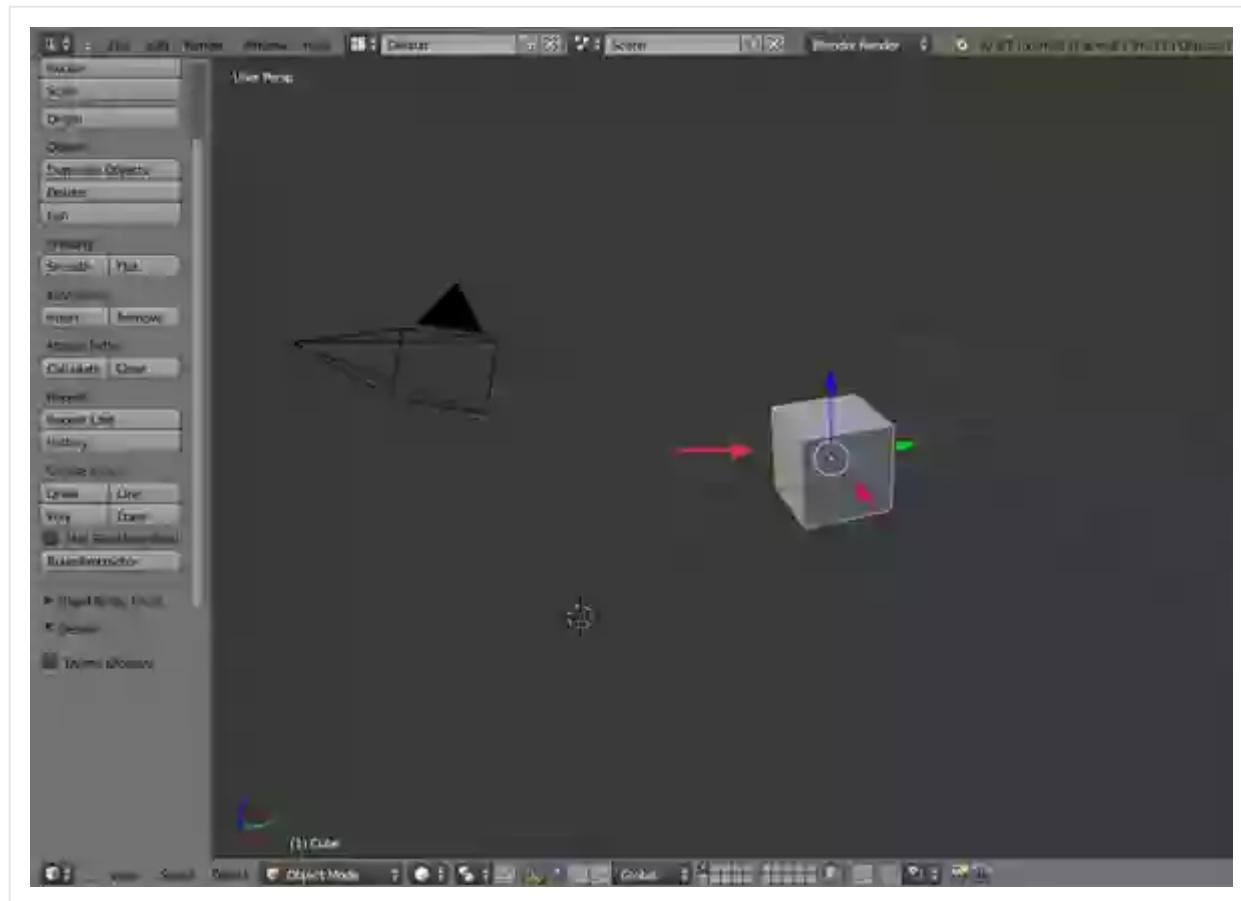
What You'll Be Creating

In this part of the series we will begin creating the character's body by blocking out the torso, arms, legs and feet.

1. Setting up the Reference Images

Step 1

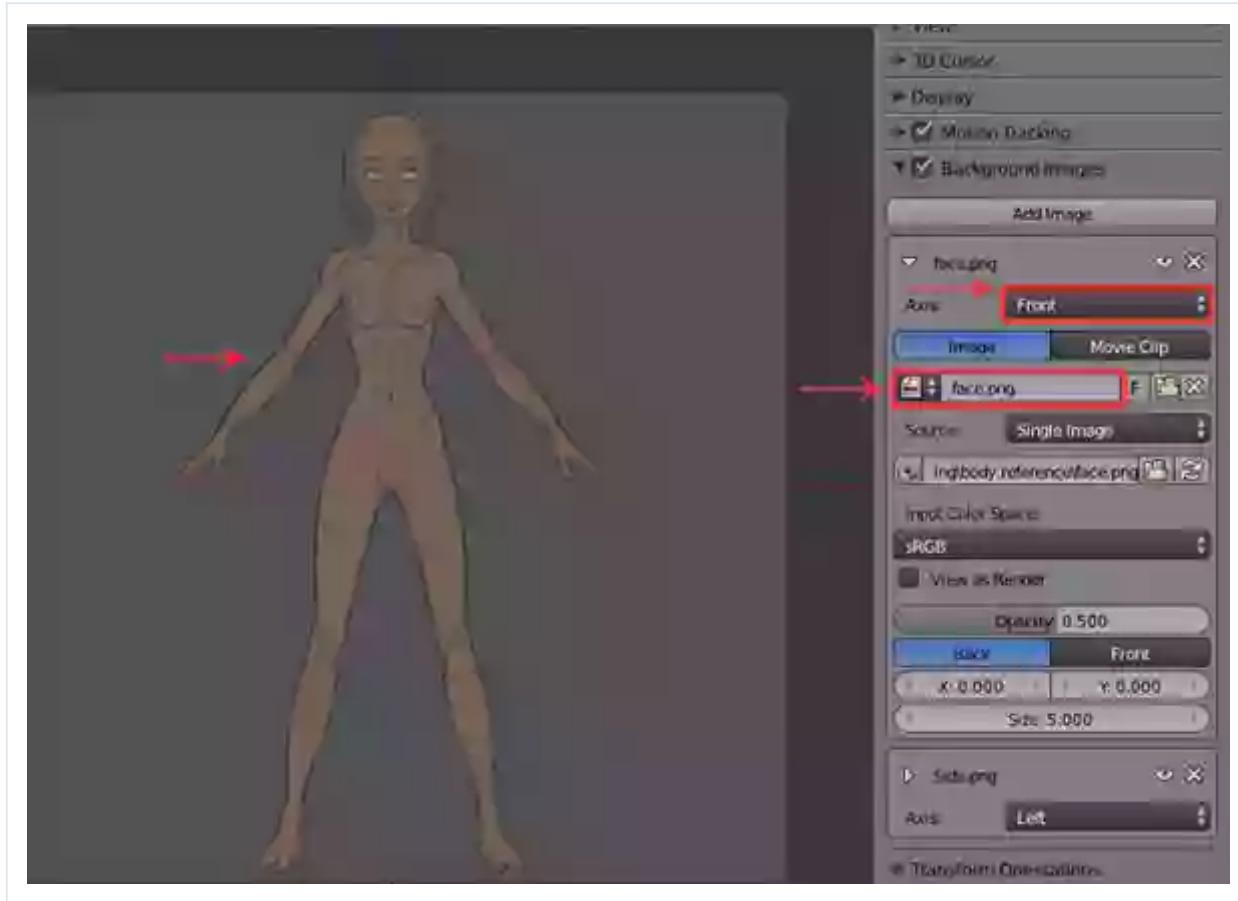
Open Blender and now we will import the reference images.



Step 2

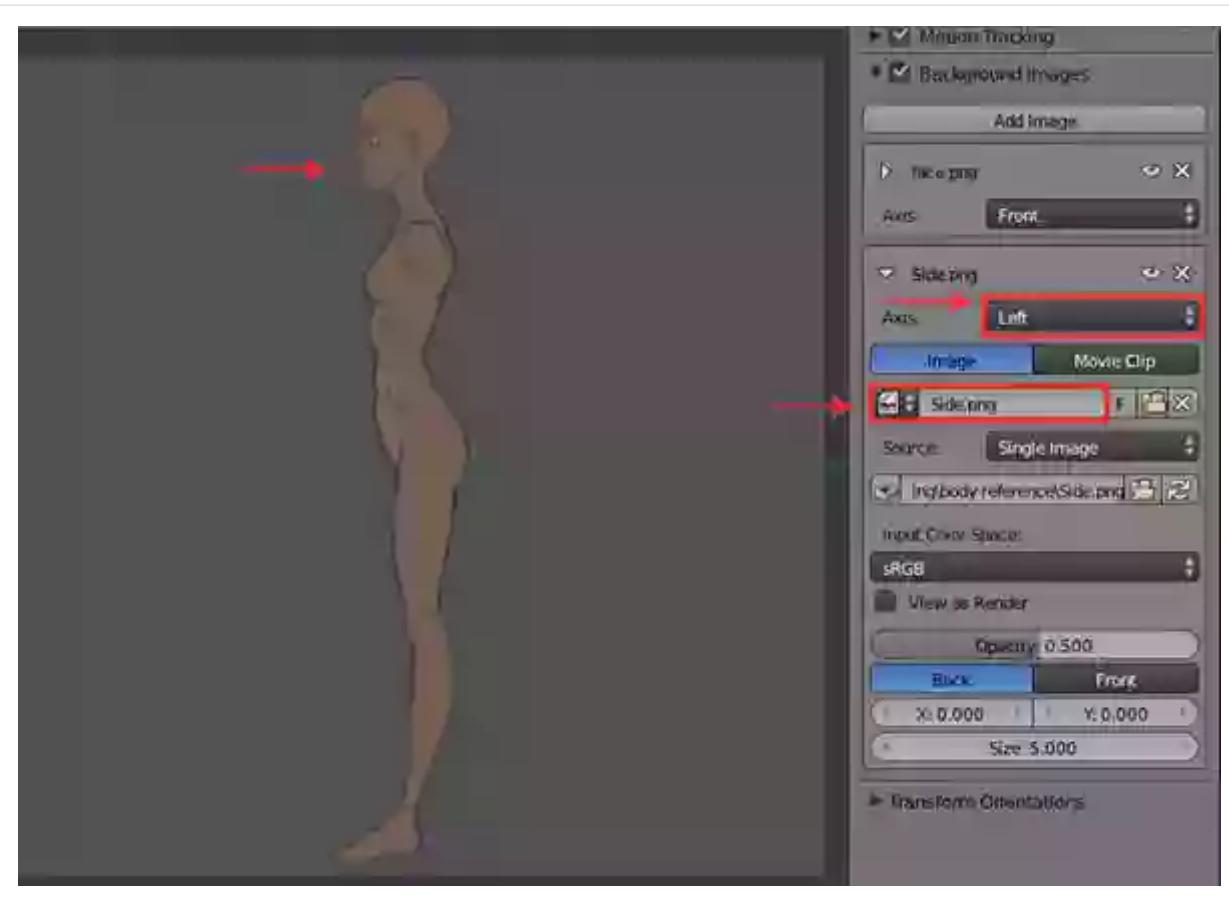
Press the **N** key to open the property control parameters panel.

Check On the **Background Image** group and then click on the **Open** tab. And load the front profile image into the **Front** view as shown in the image below.



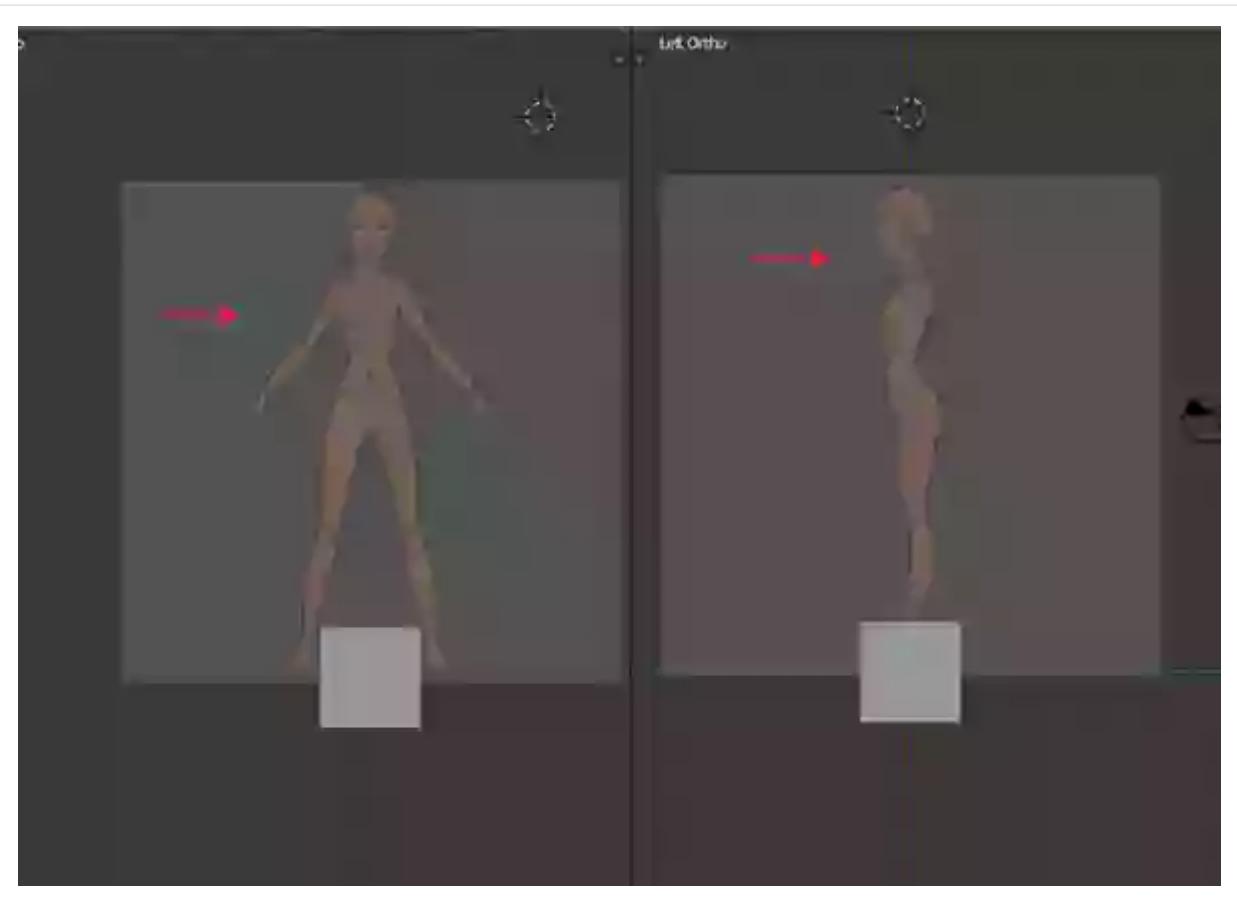
Step 3

Following the same procedure, also load the side profile image into the **Side** view.



Step 4

We have now imported the front and side profile images into their respective viewports.

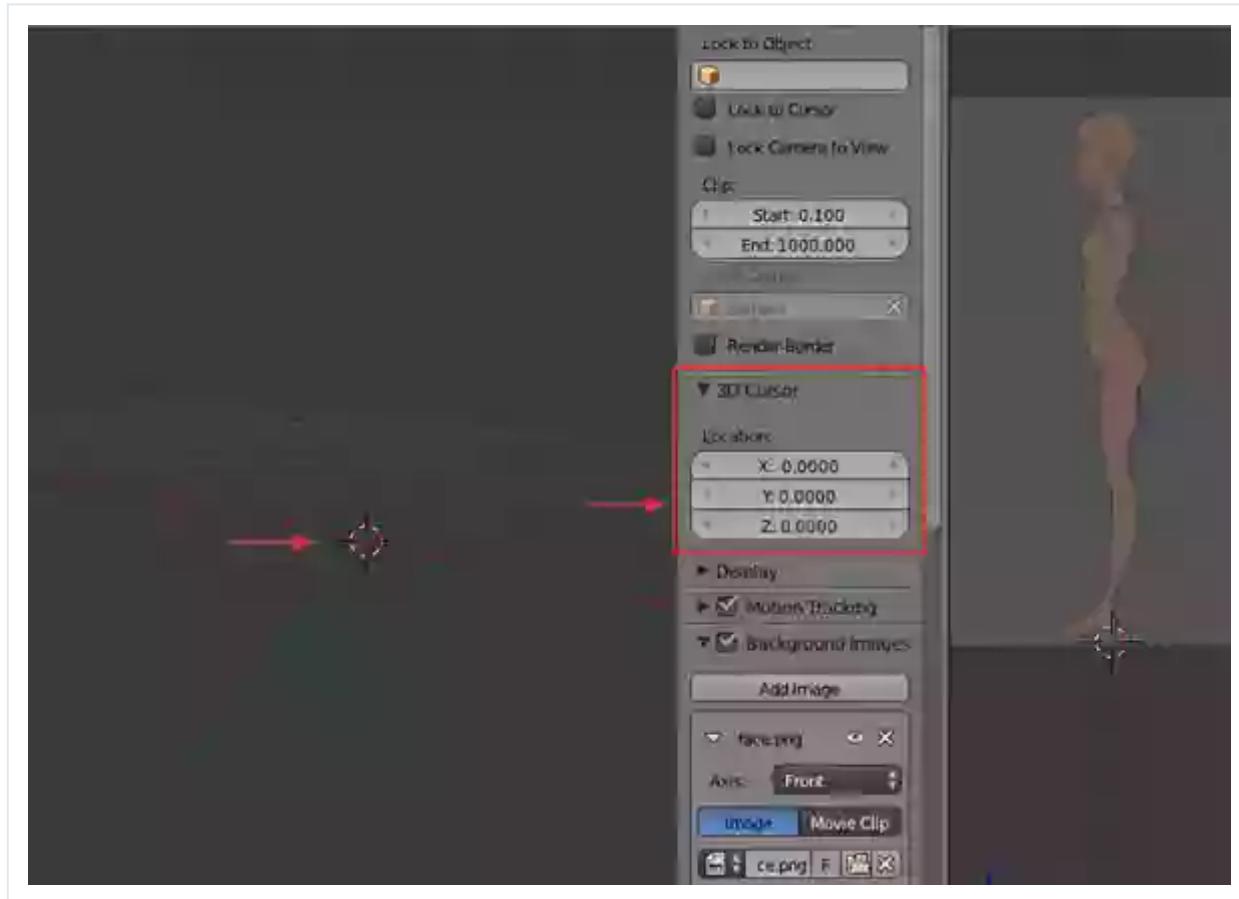


Advertisement

2. Blocking out the Torso Mesh

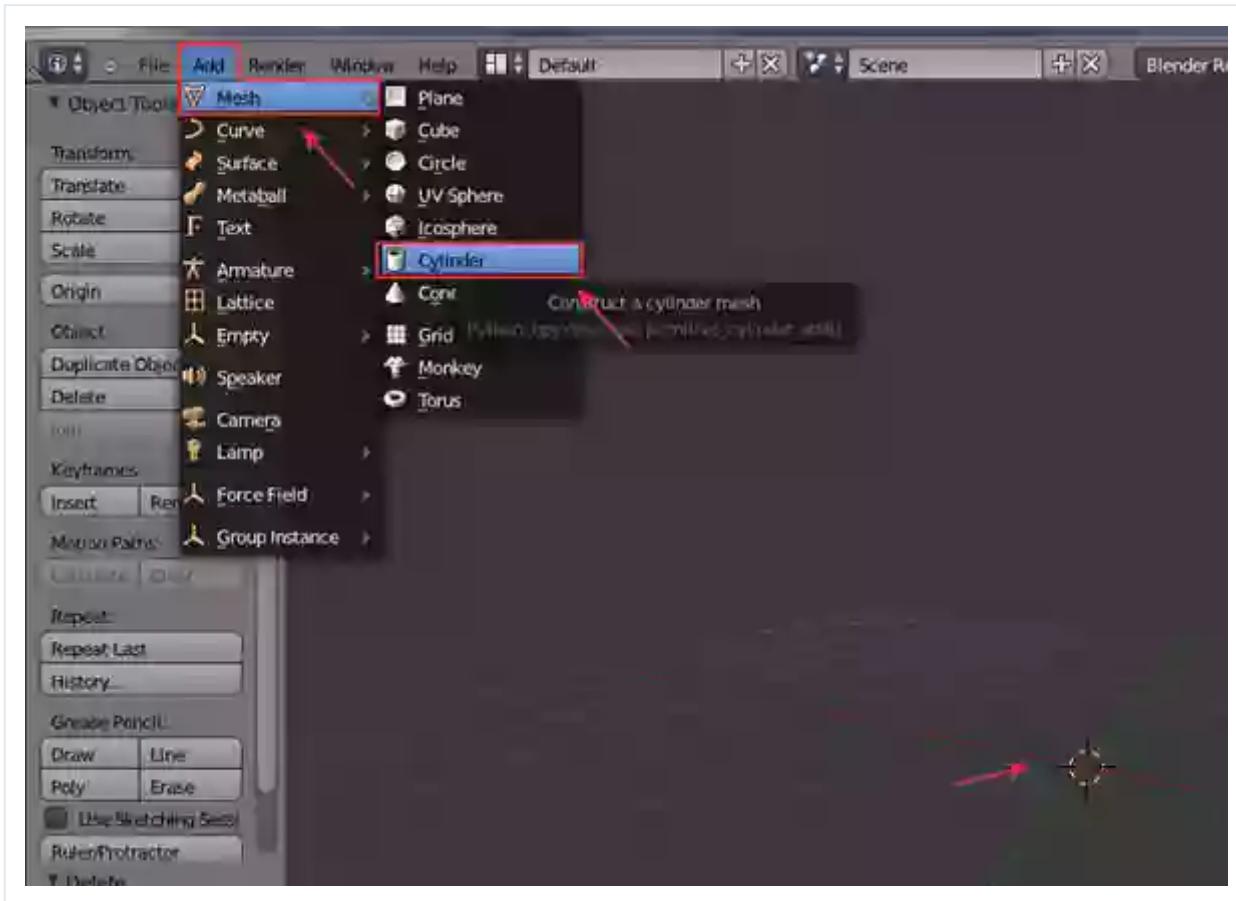
Step 1

Delete the default box, light and camera. And place the 3D cursor at the origin by entering a value of **0, 0, 0** for **X, Y** and **Z**.



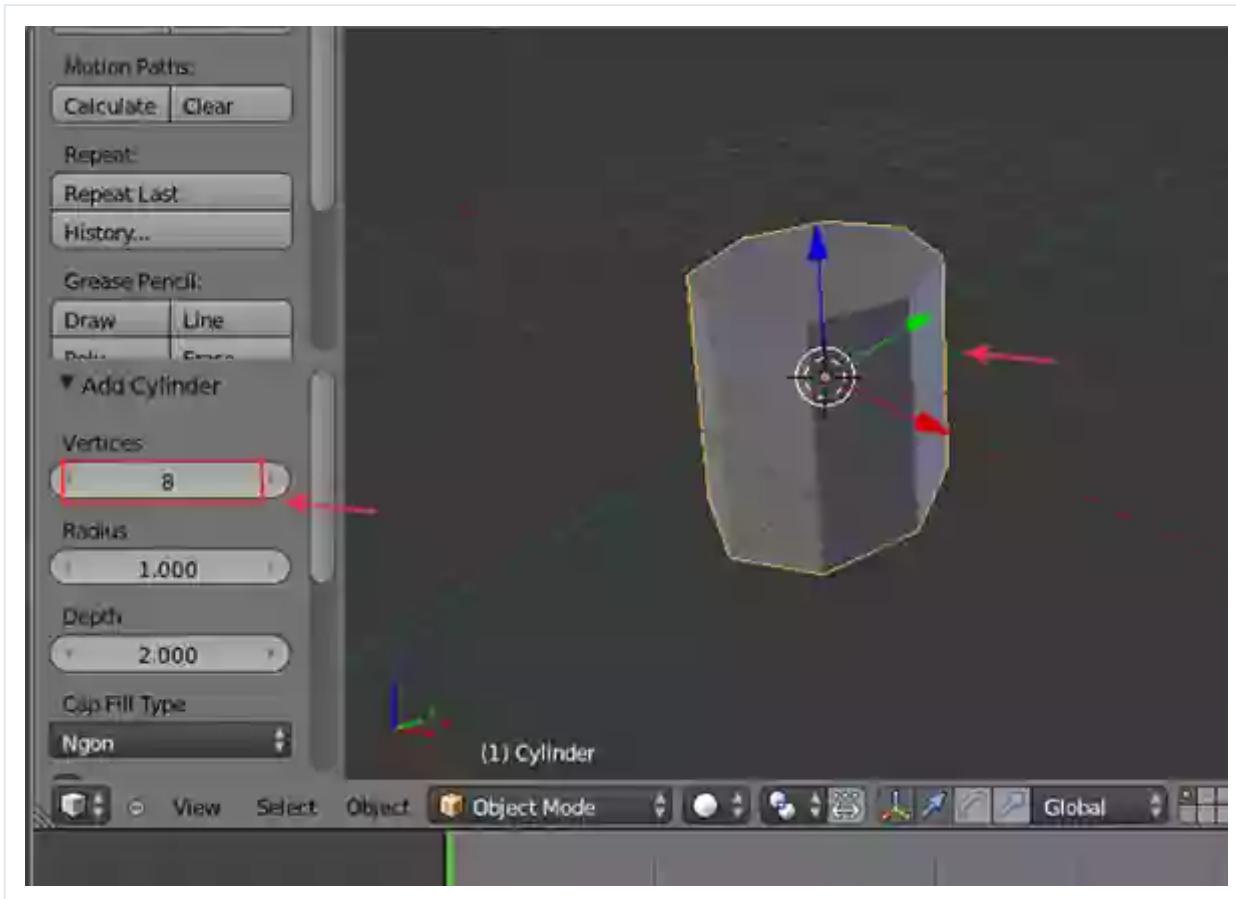
Step 2

Go to **Add > Mesh > Cylinder** to create a cylinder at the origin.



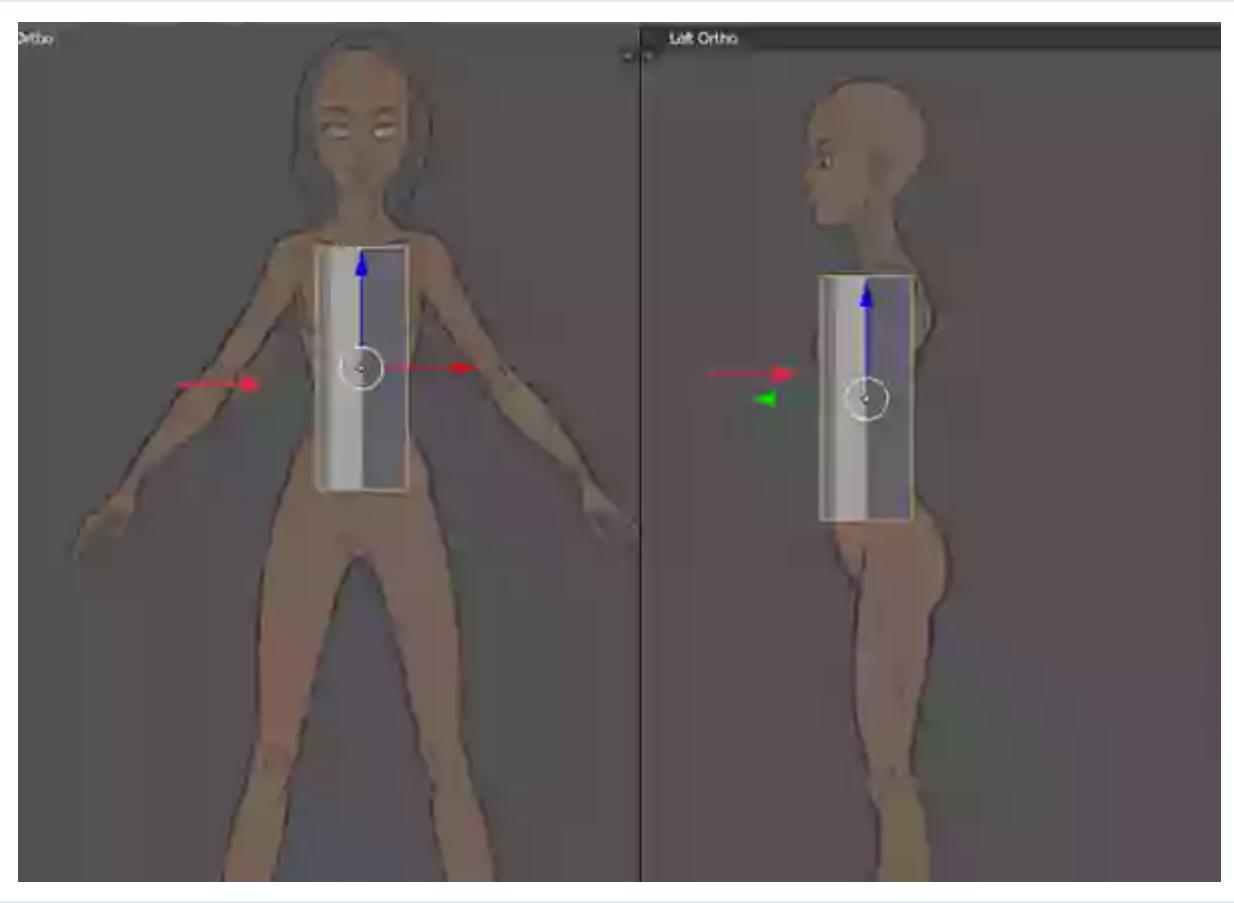
Step 3

Keep the number of vertices for the cylinder at **8**.



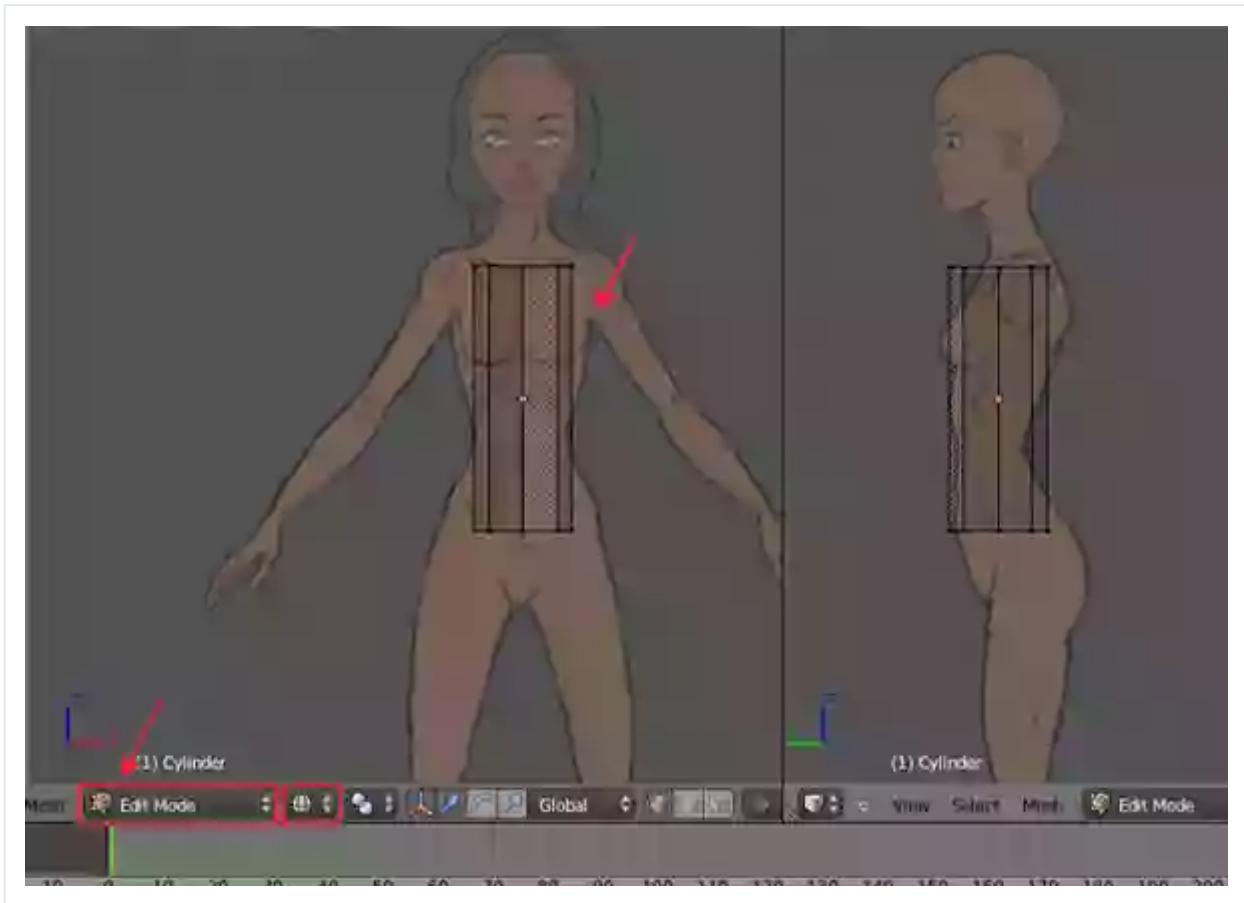
Step 4

With the **Cylinder** selected, press the **S** key and then **Scale** down the cylinder according to the size of the torso shown in the reference images.



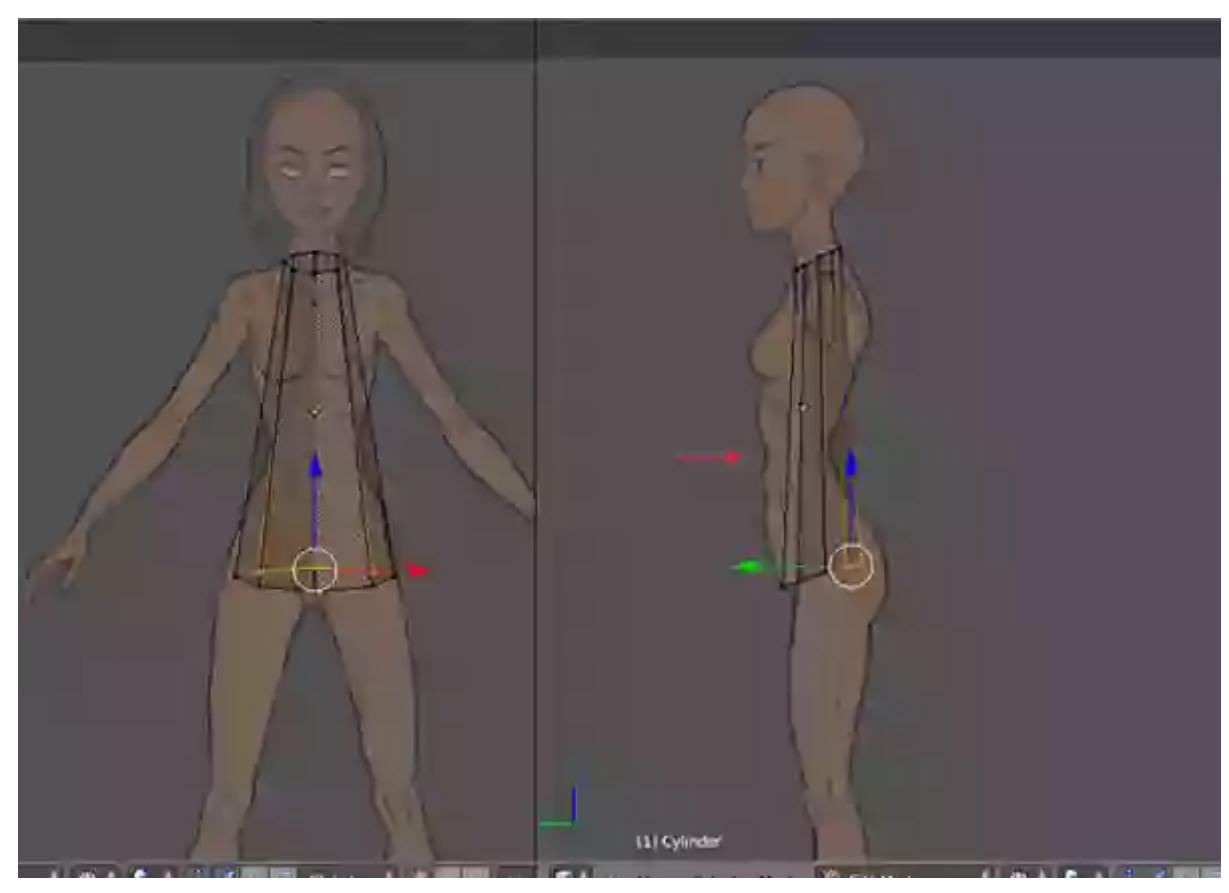
Step 5

With the **Cylinder** selected, turn on **Wireframe** mode and then click on **Edit Mode** to make the mesh editable.



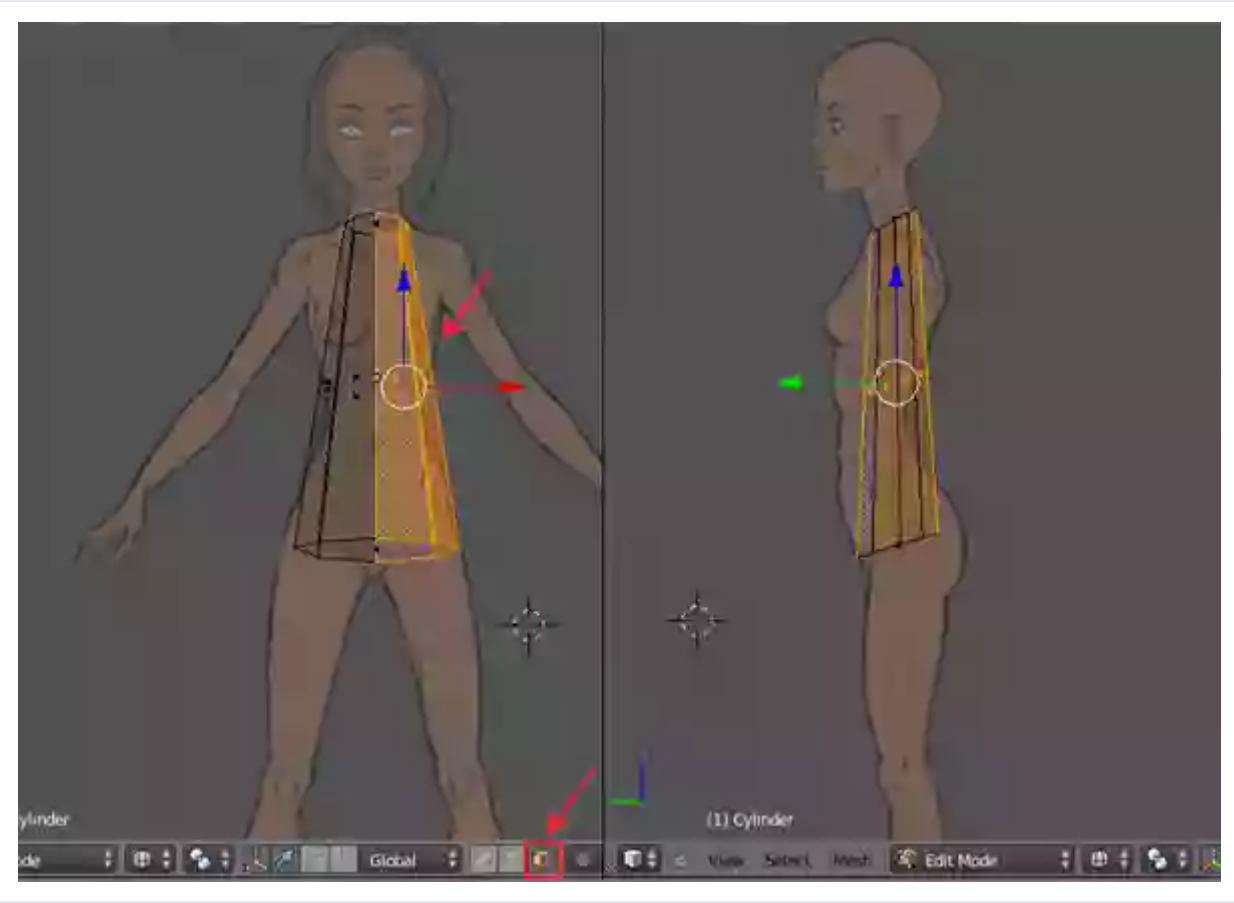
Step 6

In **Vertex** selection mode, select and arrange the cylinder's vertices according to the reference image.



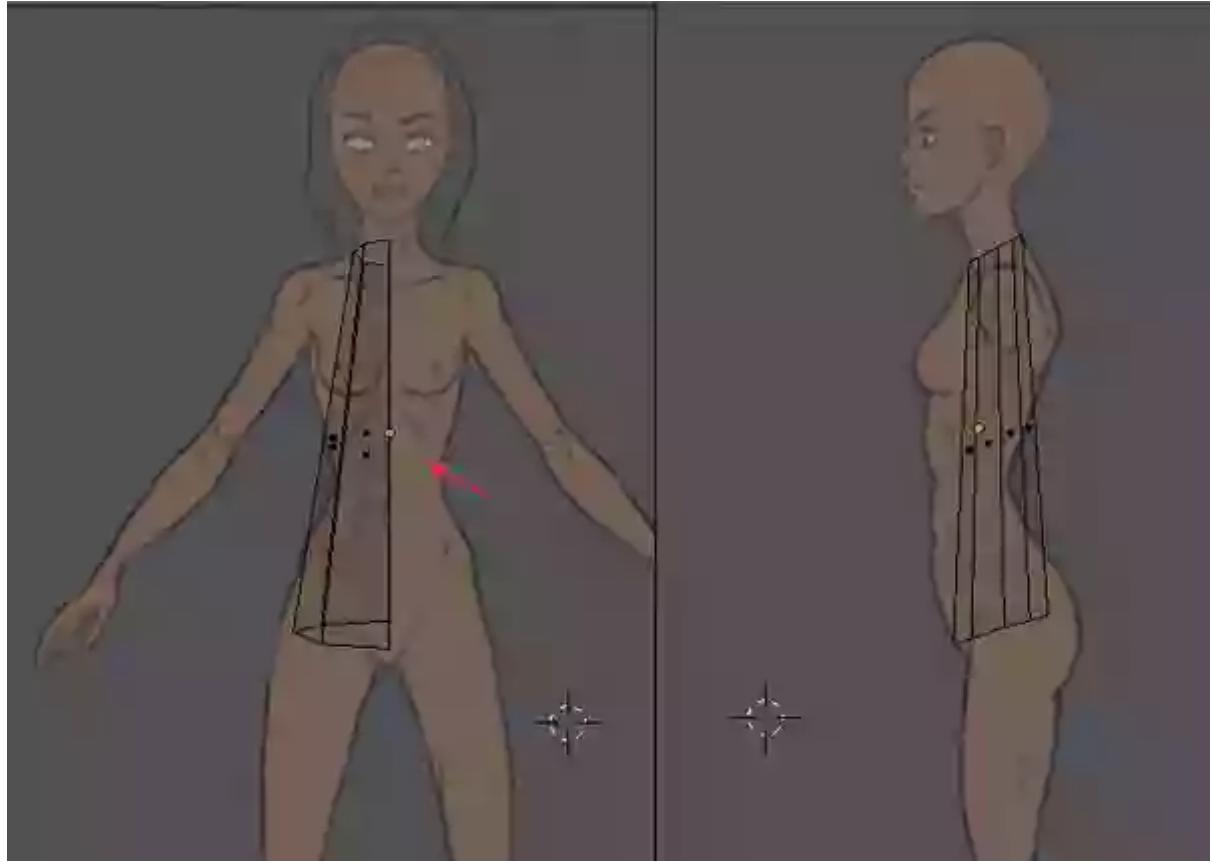
Step 7

To model symmetrically, select one half of the **Cylinder in Face** selection mode and then press the **X** or **Delete** key and choose the **Face Delete** option.



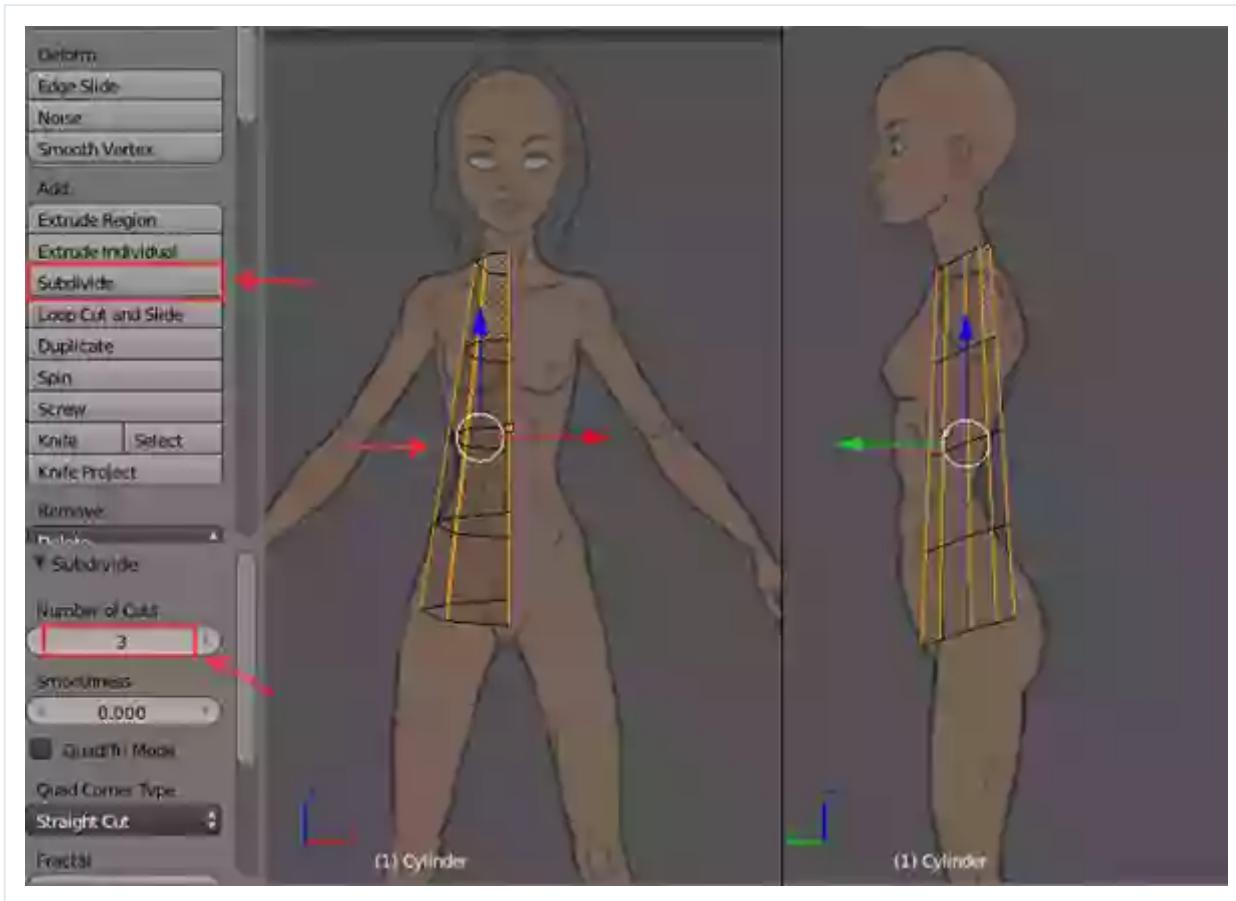
Step 8

Also **Delete** the cylinder's bottom and top cap faces.



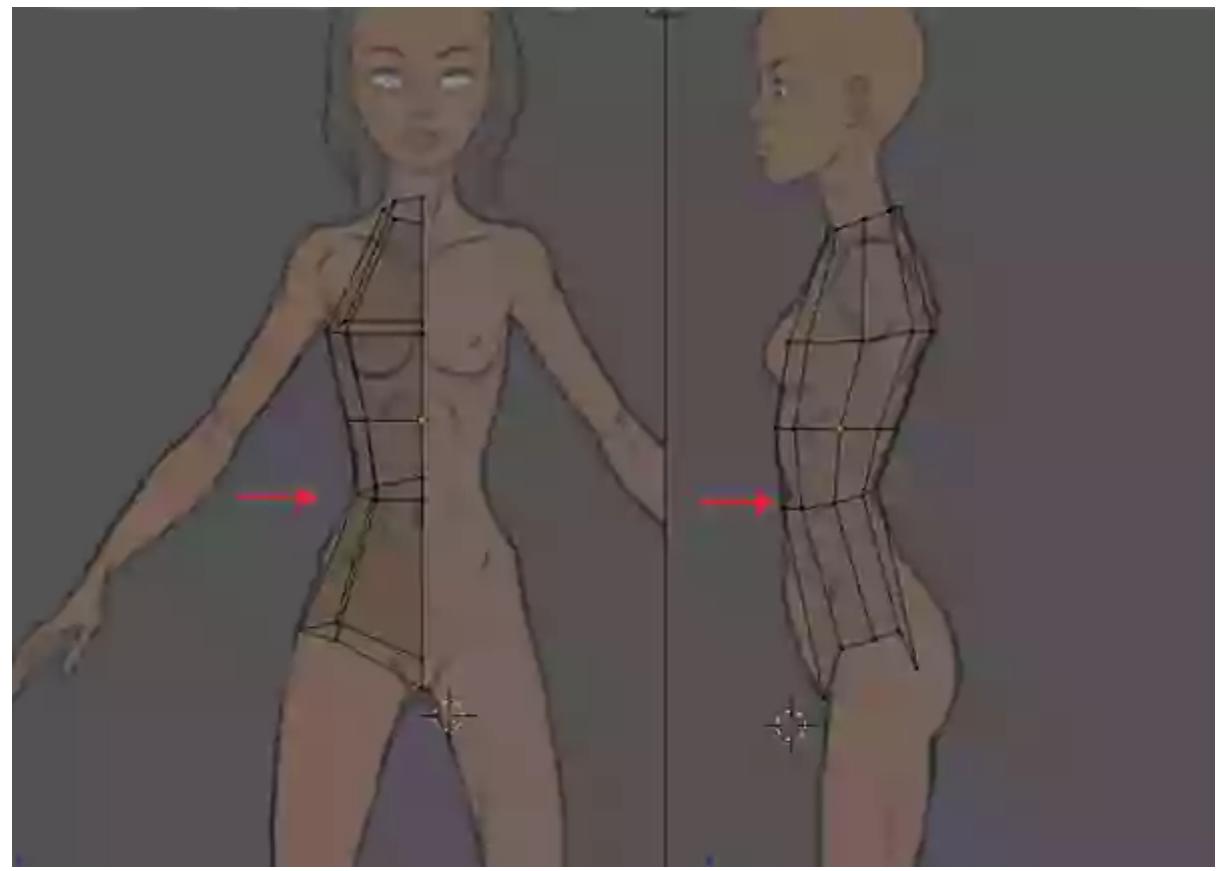
Step 9

In **Edge** selection mode, select *all* the vertical edges and then use the **Subdivide** tool with the **Number of Cuts** value set to **3**, to divide the emesh.



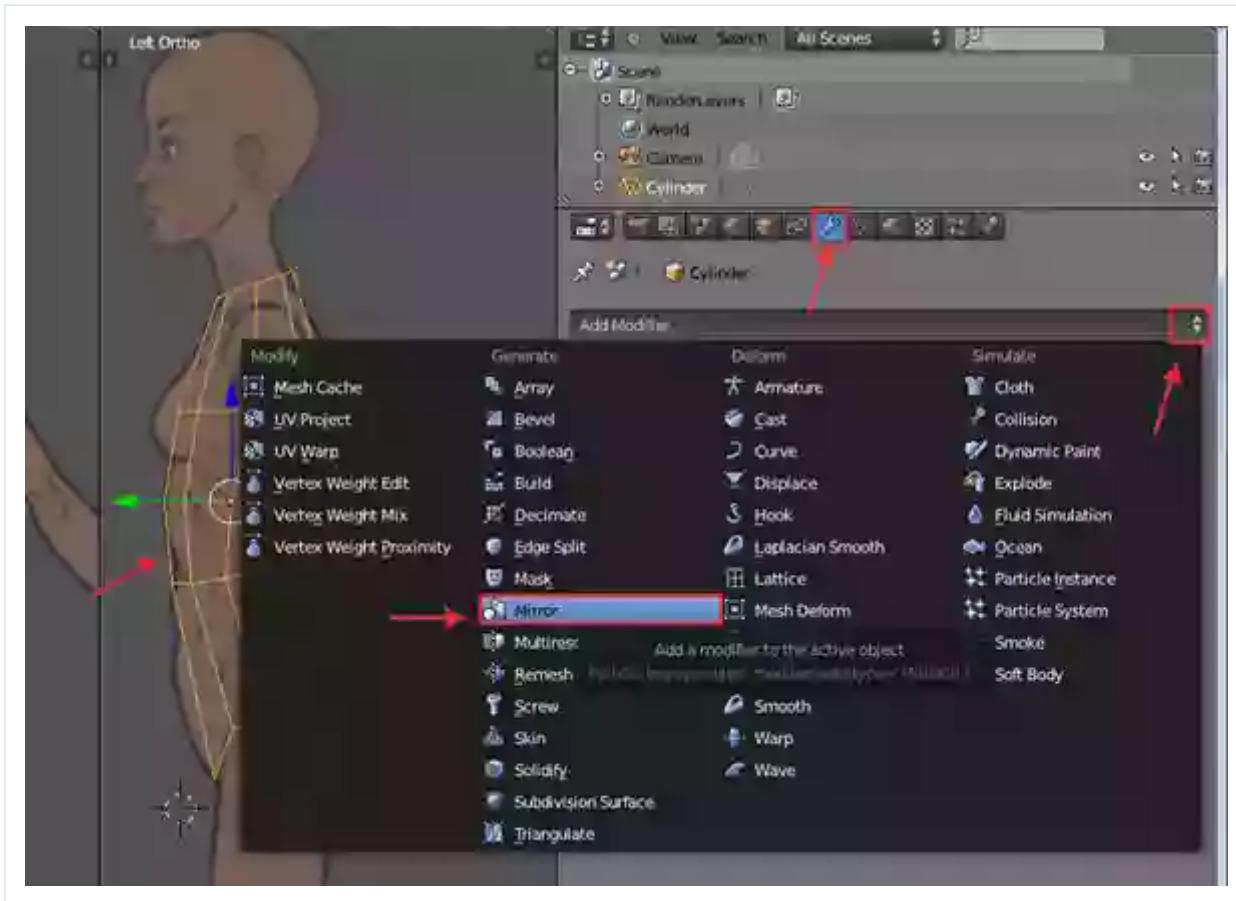
Step 10

After subdividing the faces, jump into **Vertex** selection mode and arrange the vertices to match the torso's shape.



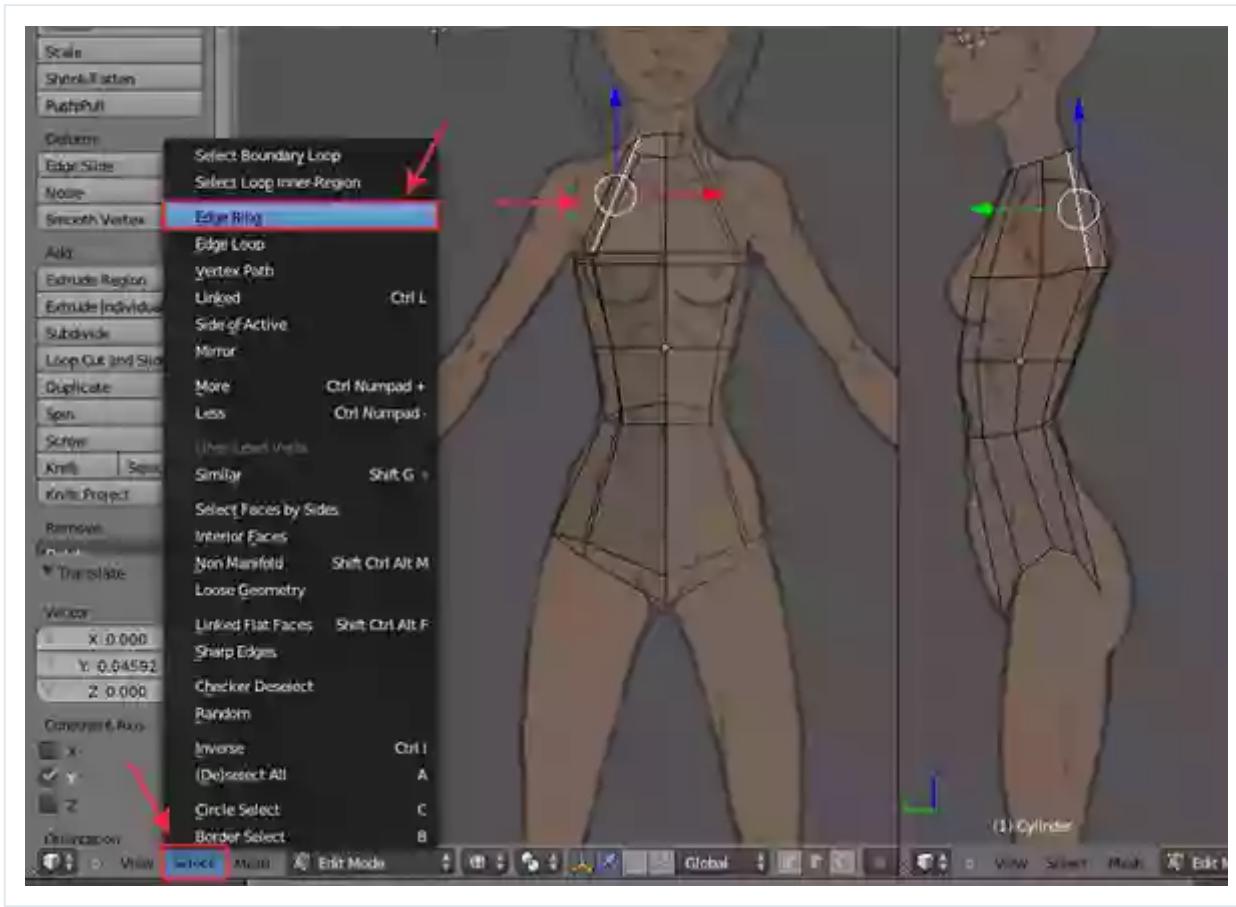
Step 11

Now click on the **Modifier** button and select the **Mirror** modifier.



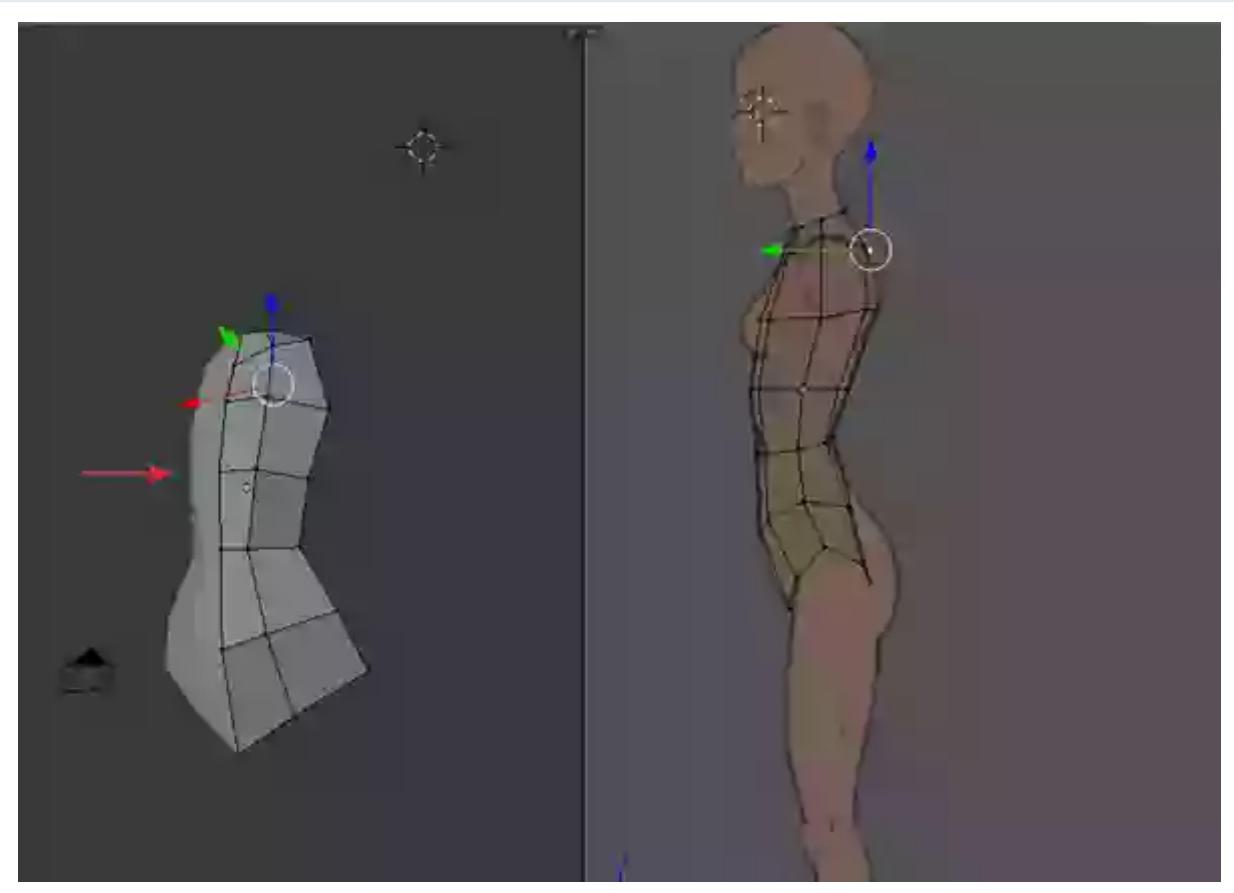
Step 12

Next, we have to increase the edge subdivisions to add more detail. So with the upper torso's edge selected, click on the **Select** menu in the bottom menu bar and choose the **Edge Ring** command to select the ring of edges, as shown.



Step 13

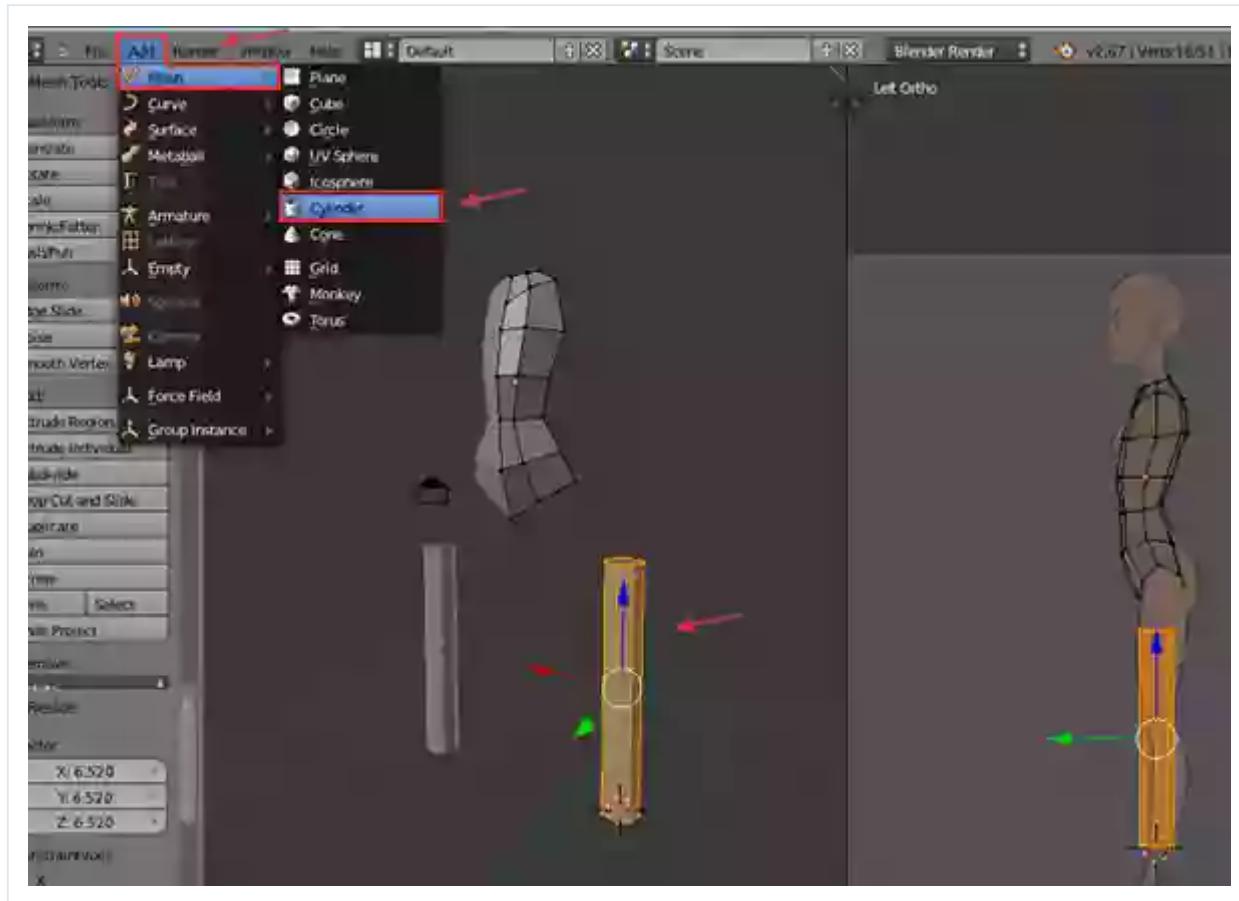
Use the **Subdivide** option once again, and then arrange the vertices according to the front and side reference images.



3. Blocking out the Leg Mesh

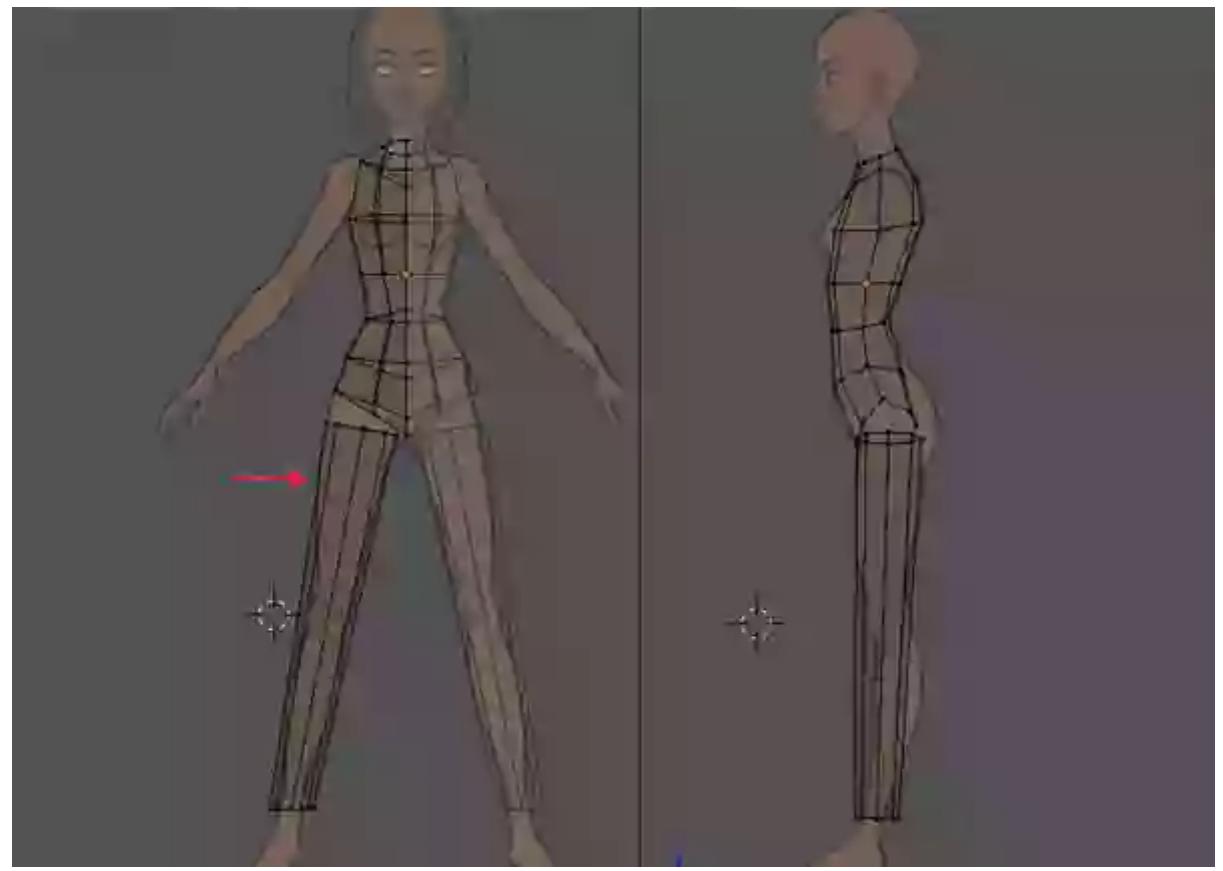
Step 1

Now let's begin blocking out the leg mesh. To start, create a new **Cylinder** primitive (**Add > Mesh > Cylinder**).



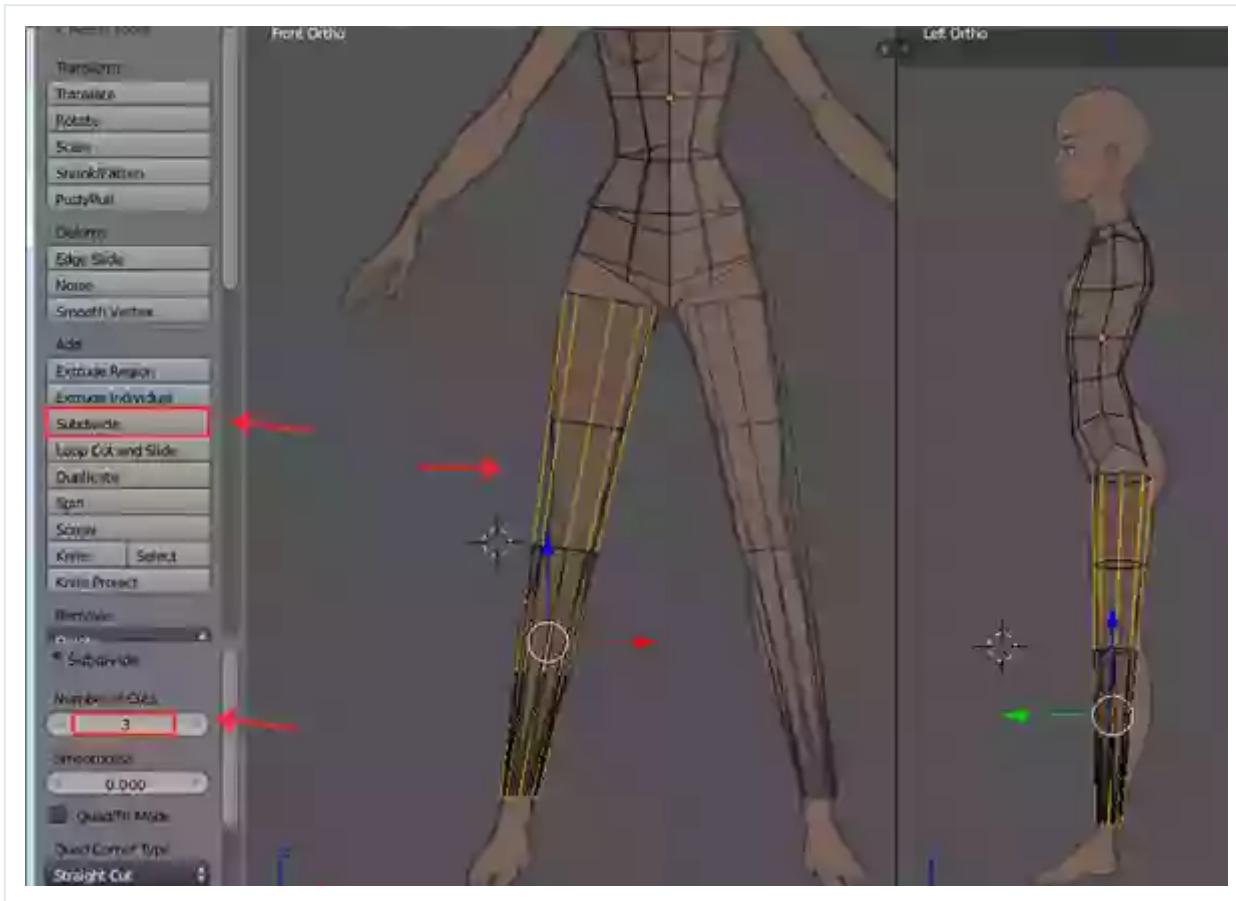
Step 2

Place the **Cylinder** according to the leg reference. In **Vertex** selection mode, adjust the cylinder's vertices according to the flow of leg, as shown.



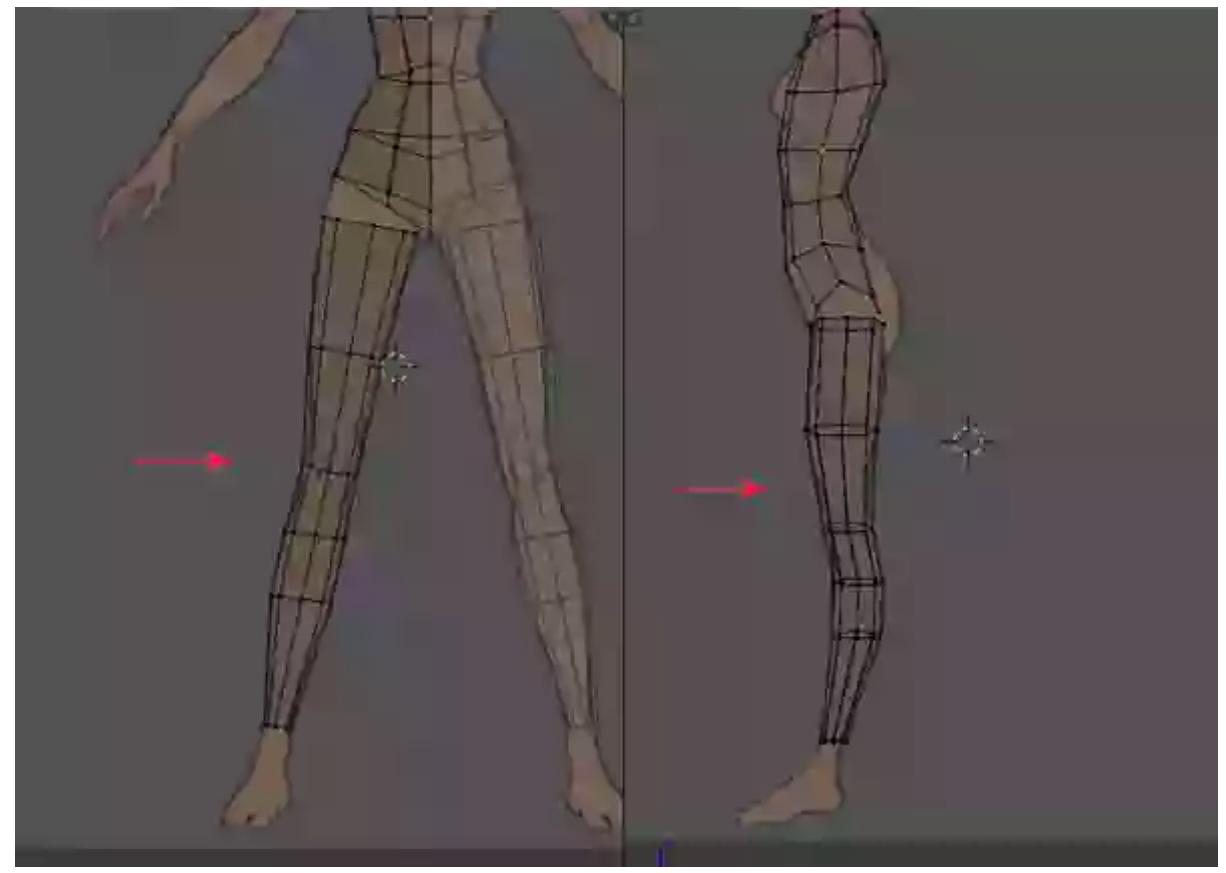
Step 3

Select the cylinder's ring edges, and then click on the **Subdivide** button and set the **Number of Cuts** value to **4** to divide the leg.



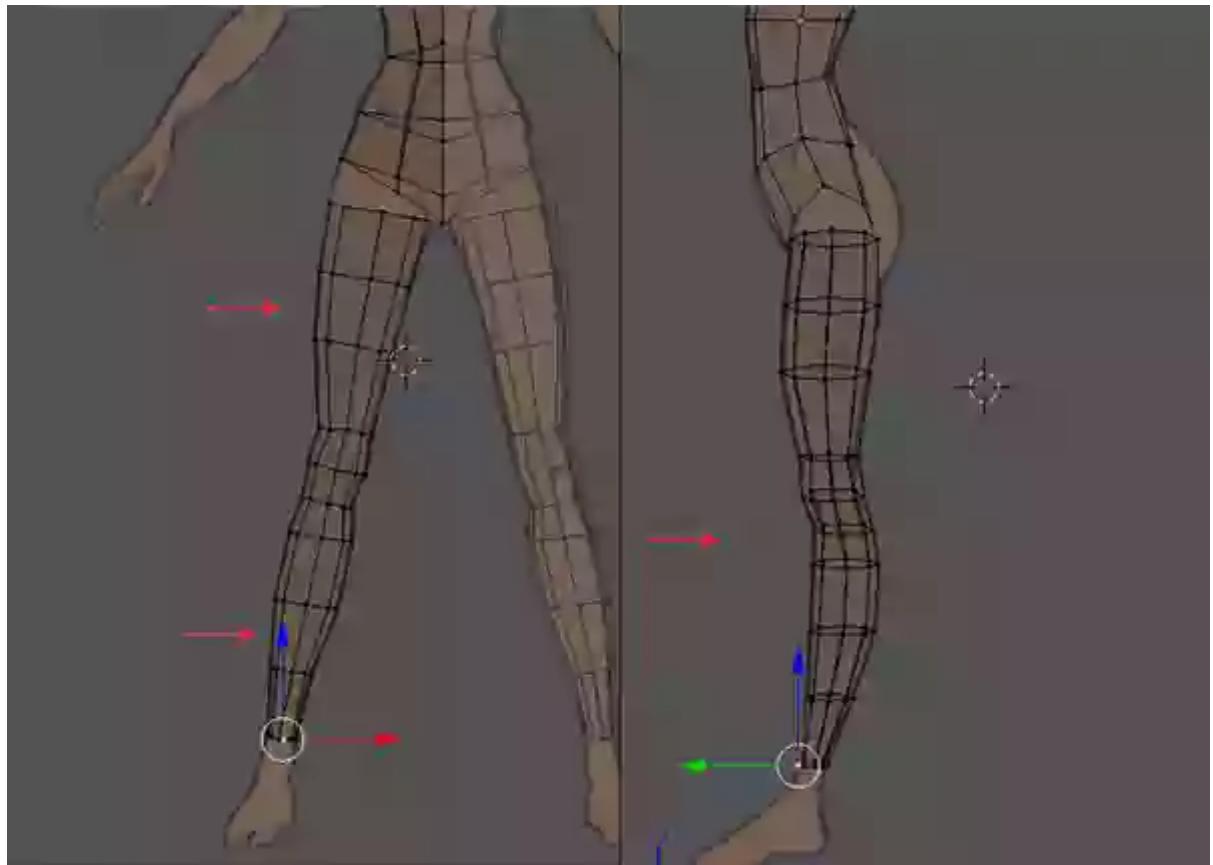
Step 4

In **Vertex** selection mode, adjust the vertices according to the leg's flow.



Step 5

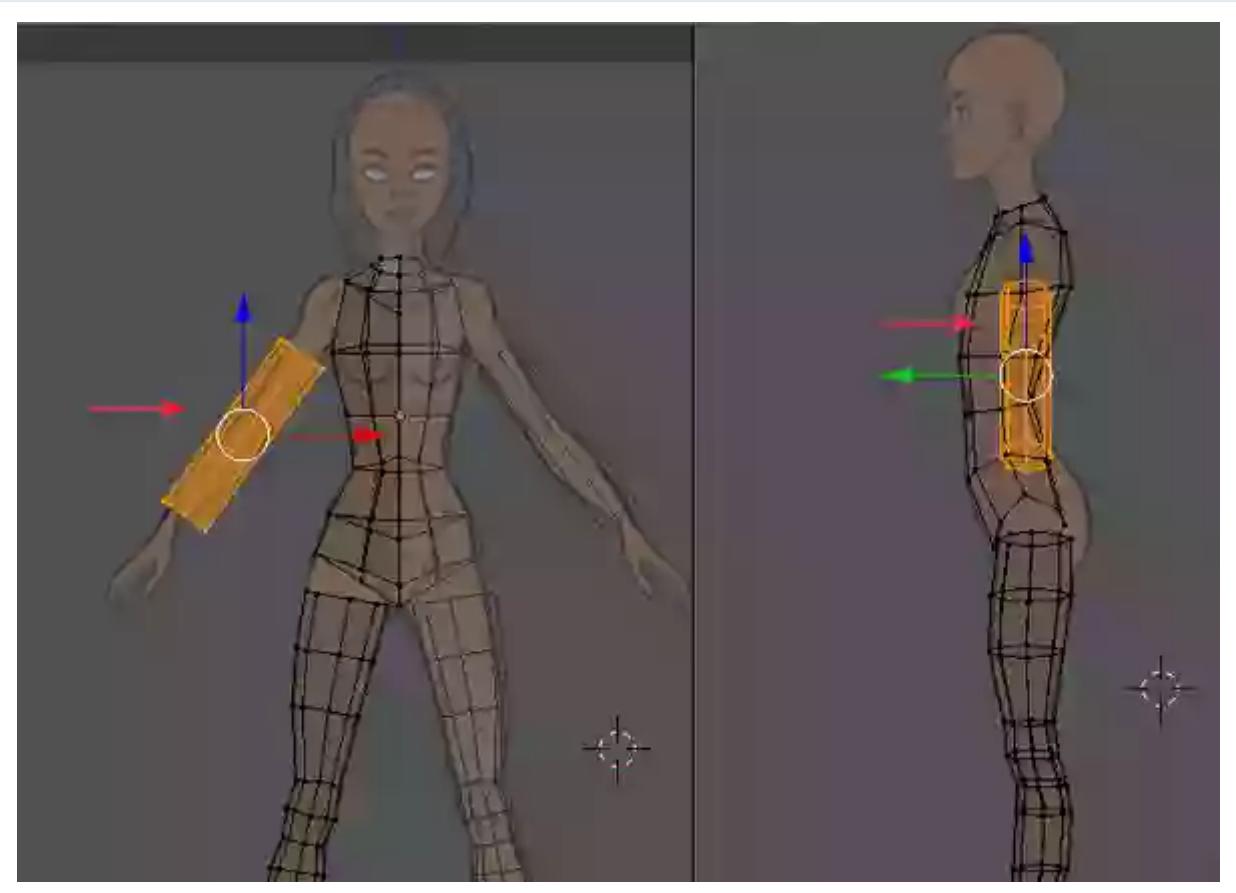
To add more detail, I have increased the subdivisions once again.



4. Blocking out the Arm Mesh

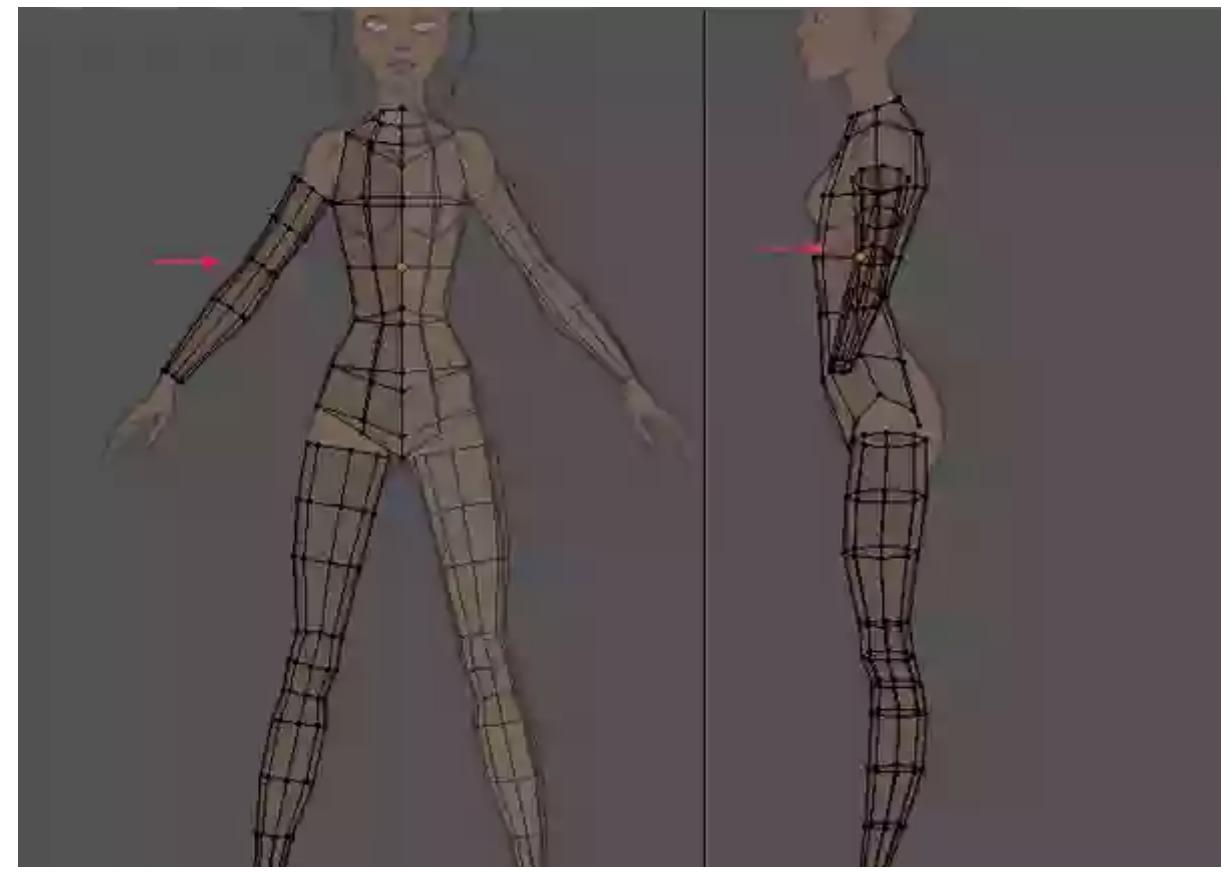
Step 1

Create a new **Cylinder** mesh for the arms and position it according to the reference images.



Step 2

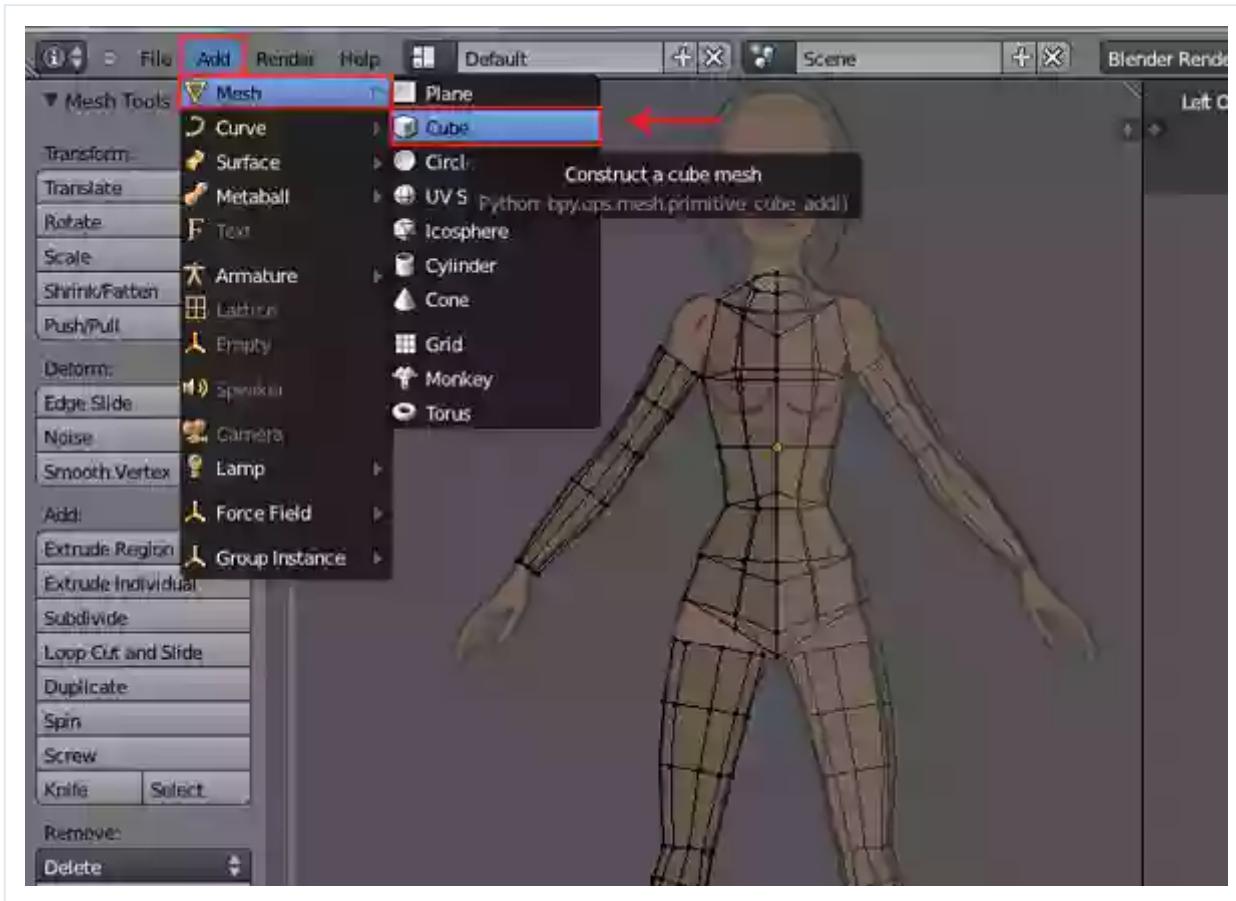
Just as we did with the leg mesh, **Subdivide** this cylinder and adjust its vertices to follow the flow of the arm.



5. Blocking out the Foot Mesh

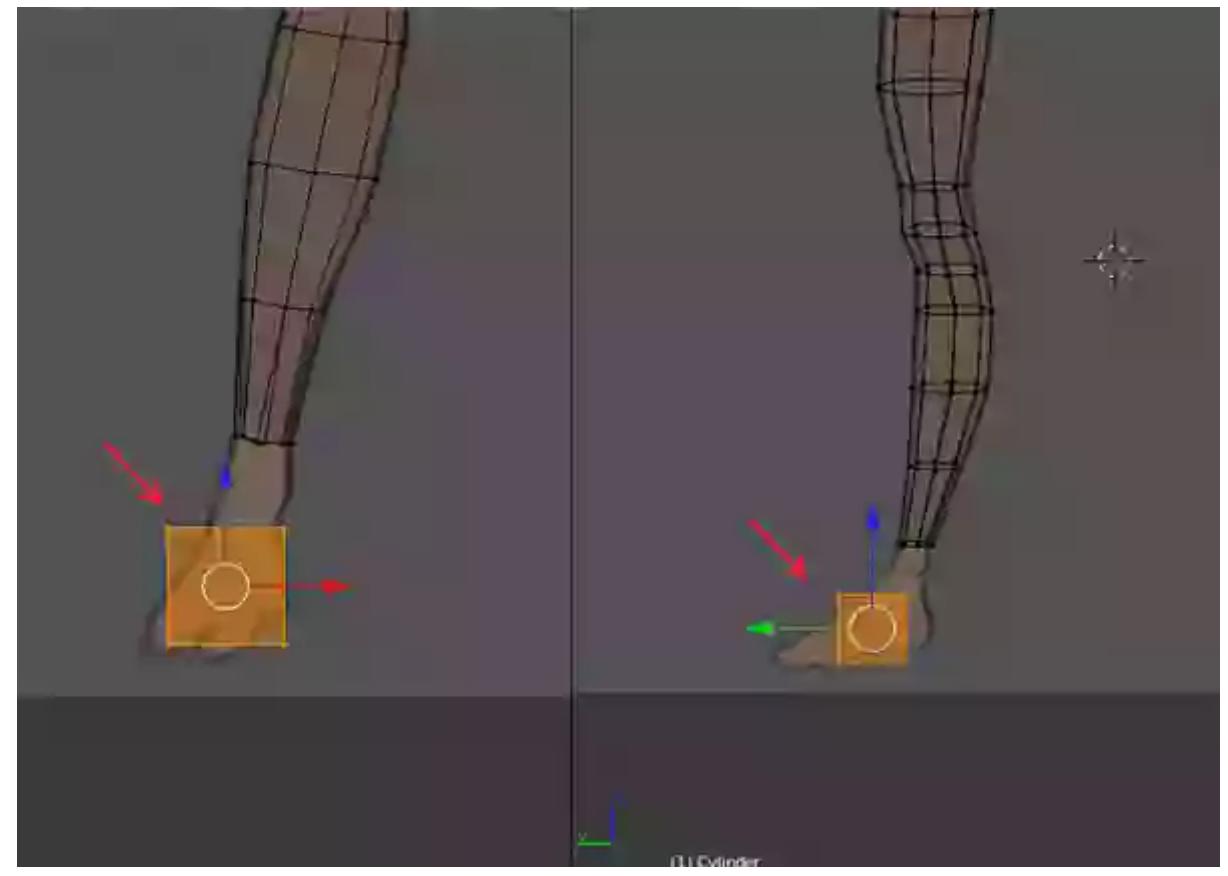
Step 1

Now we will create the foot. So go to **Add > Mesh > Cube** and create a new **Cube**.



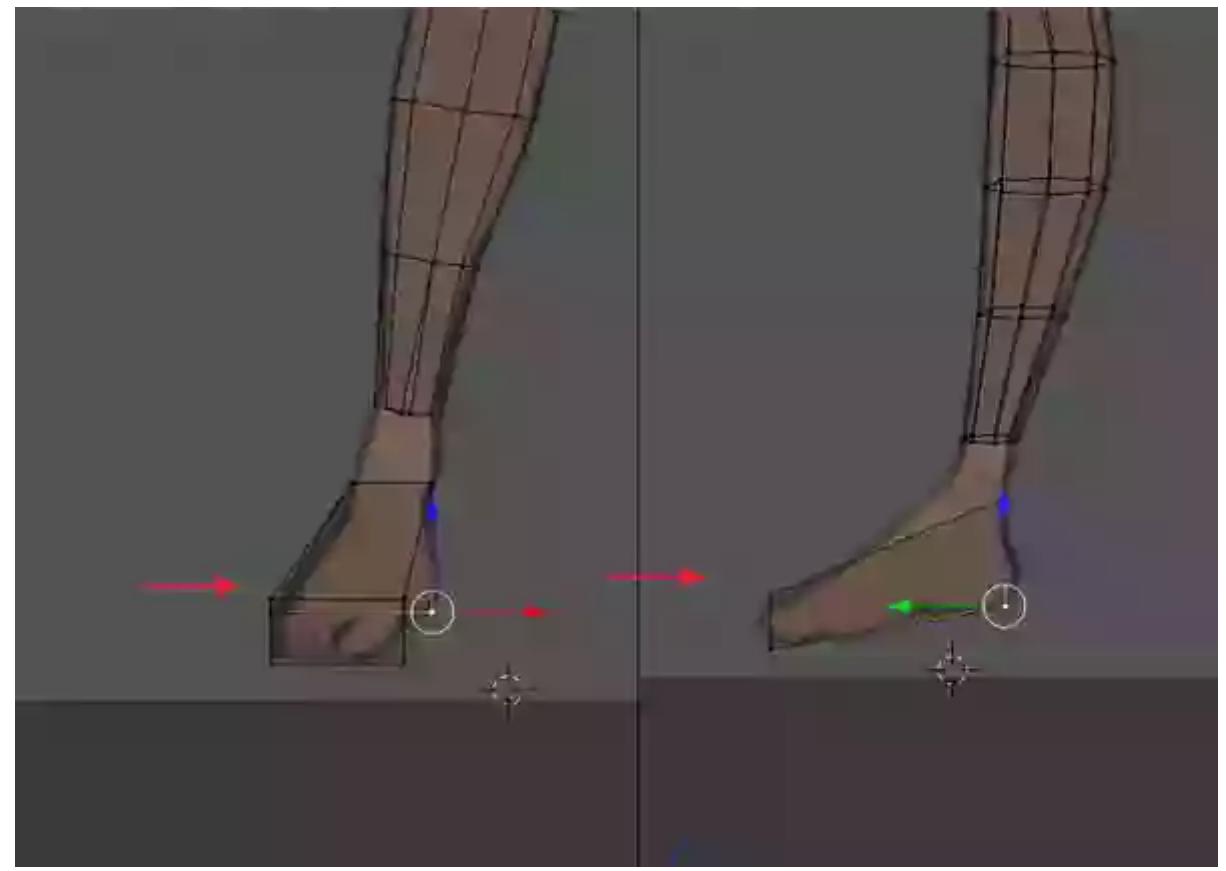
Step 2

With **all** the Cube vertices selected, **Scale** and place it over the foot reference.



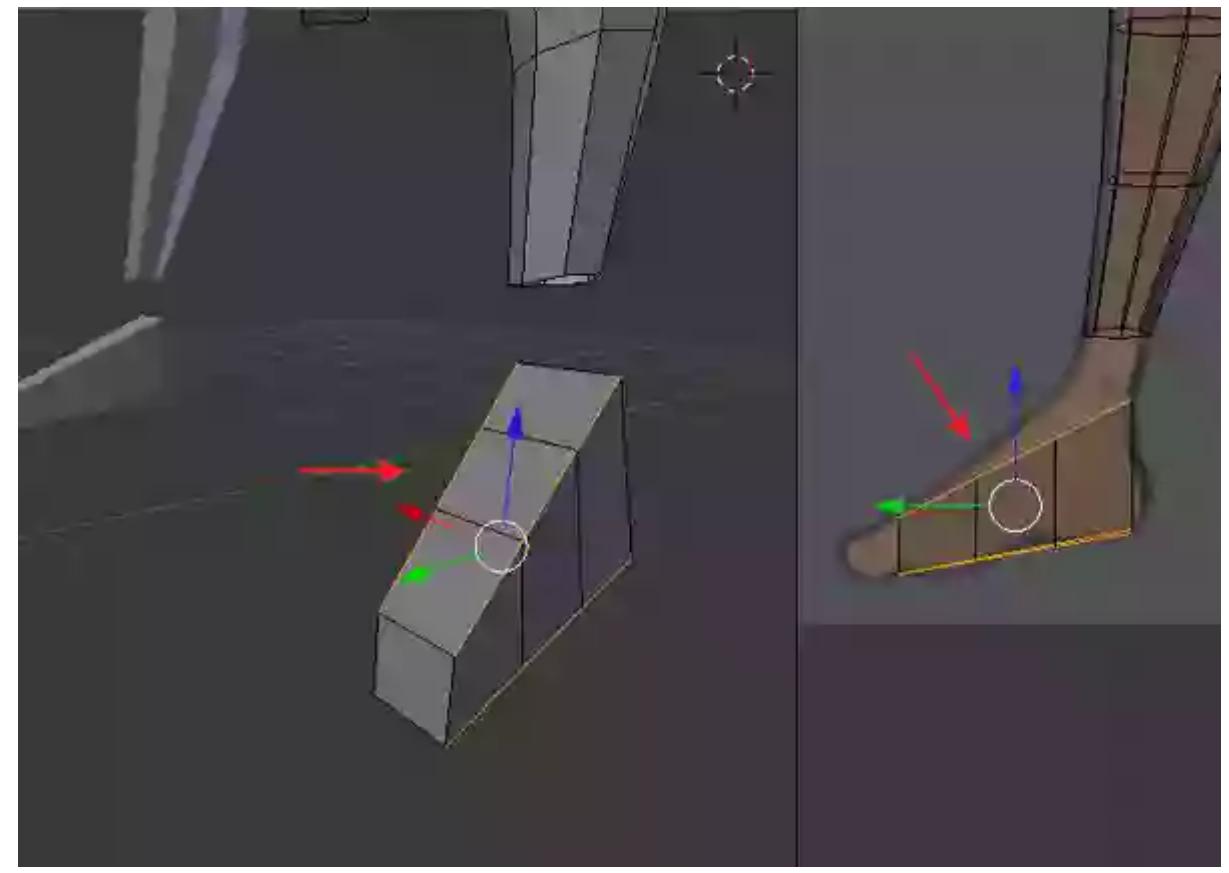
Step 3

In **Vertex** selection mode, try to create the initial shape of the foot using the minimum amount of divisions. But we will need more divisions to add the details.



Step 4

With the ring edges selected, add **Two** subdivisions around the foot as shown.



Step 5

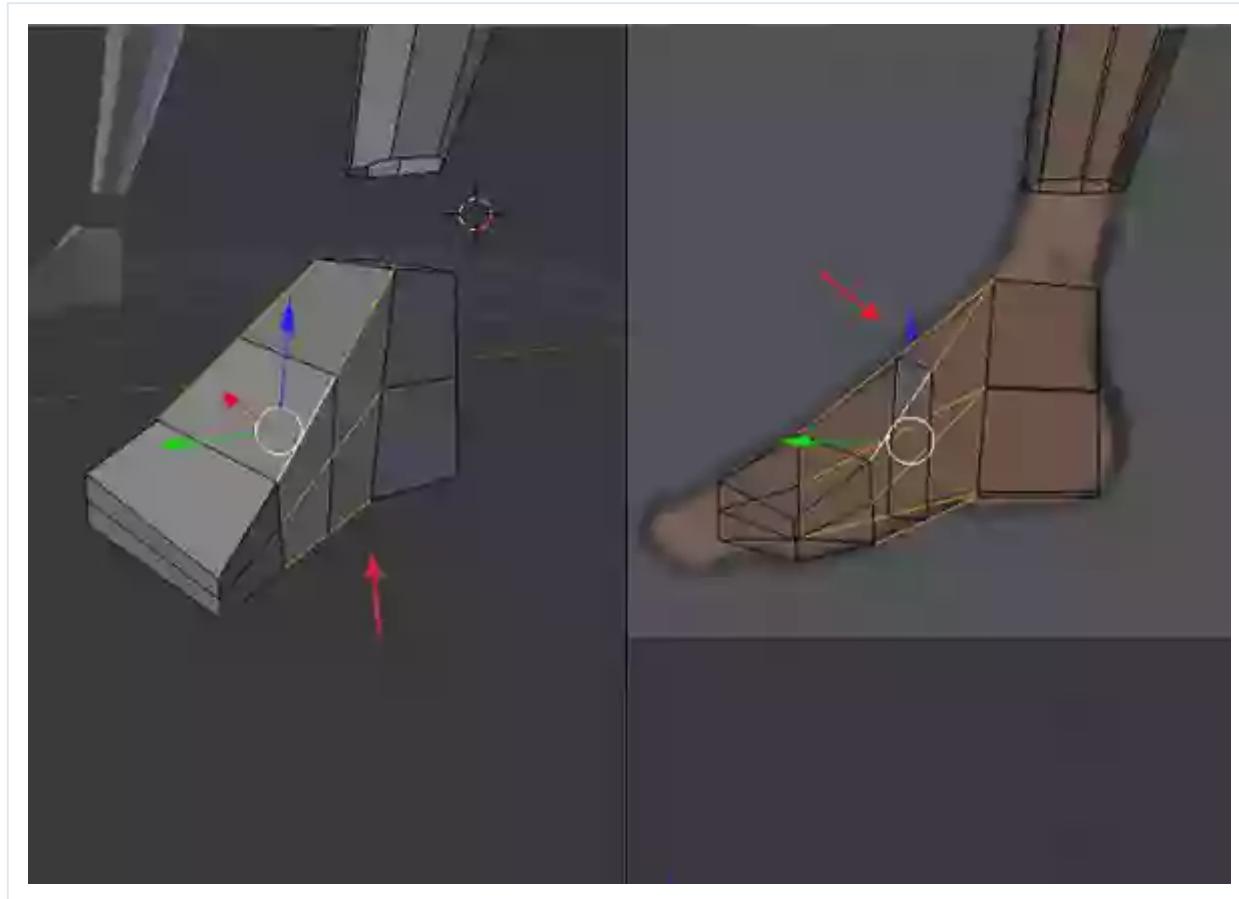
In **Vertex** selection mode, adjust the vertices according to the reference images in both the front and side views.

Step 6

Select the horizontal edge ring and **Subdivide it Once**.

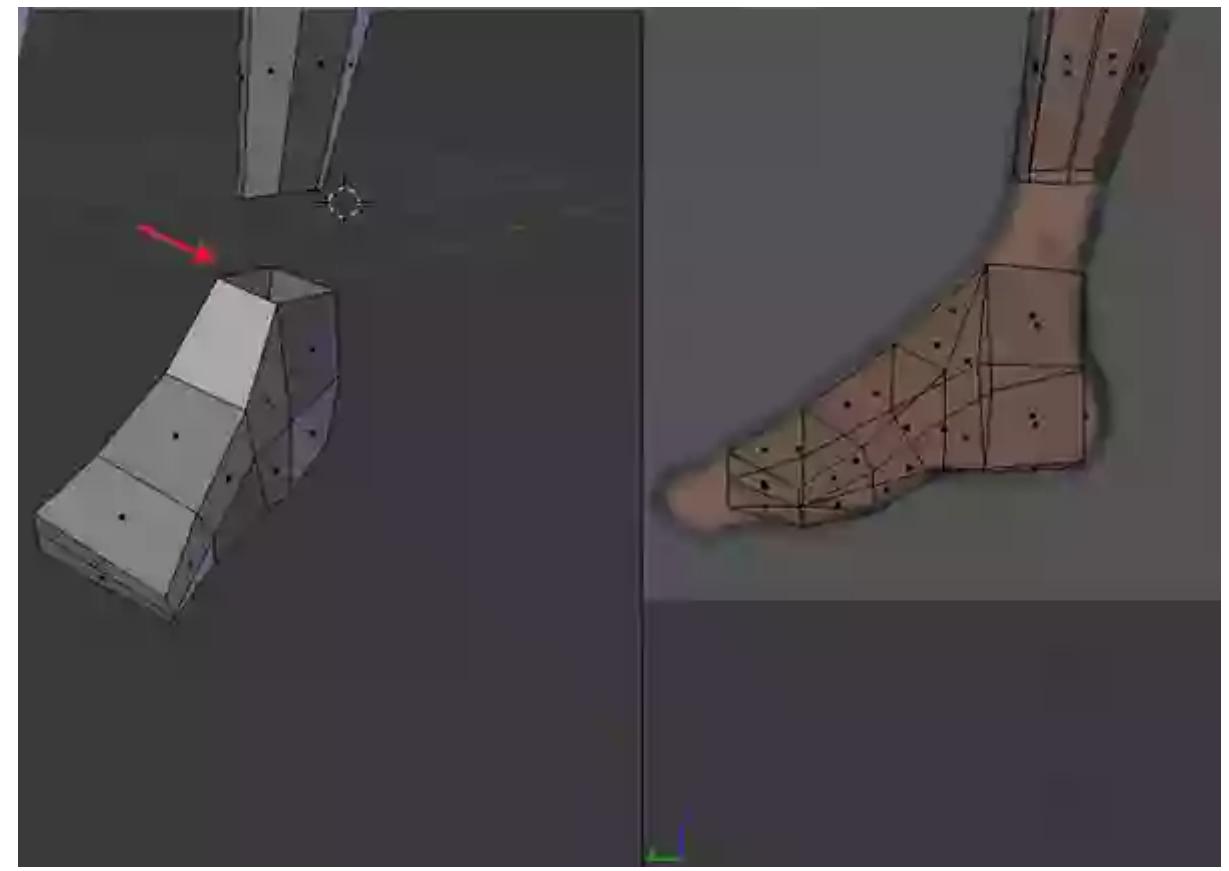
Step 7

Now, select the middle edge ring vertically and **Subdivide it Once**.



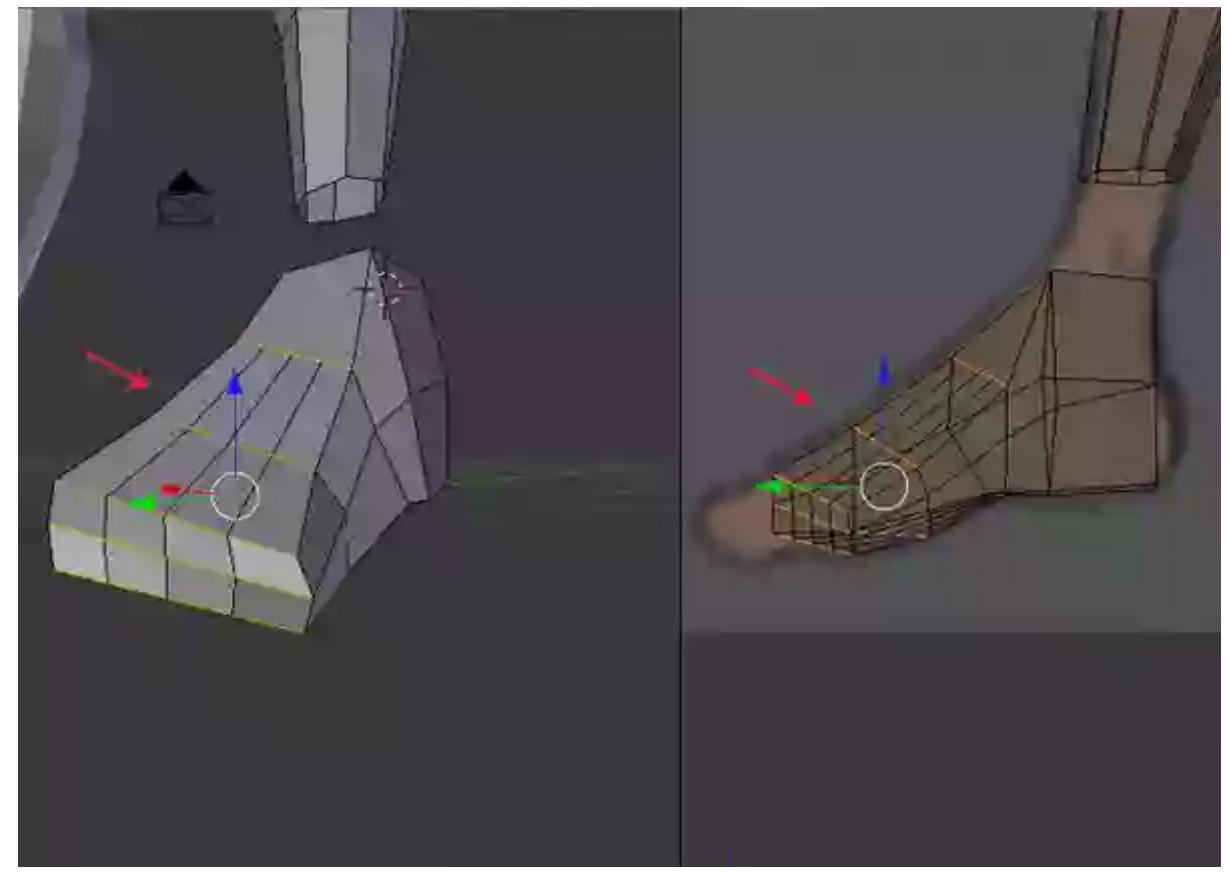
Step 8

Adjust the topology of the mesh to match it up with the foot's shape.



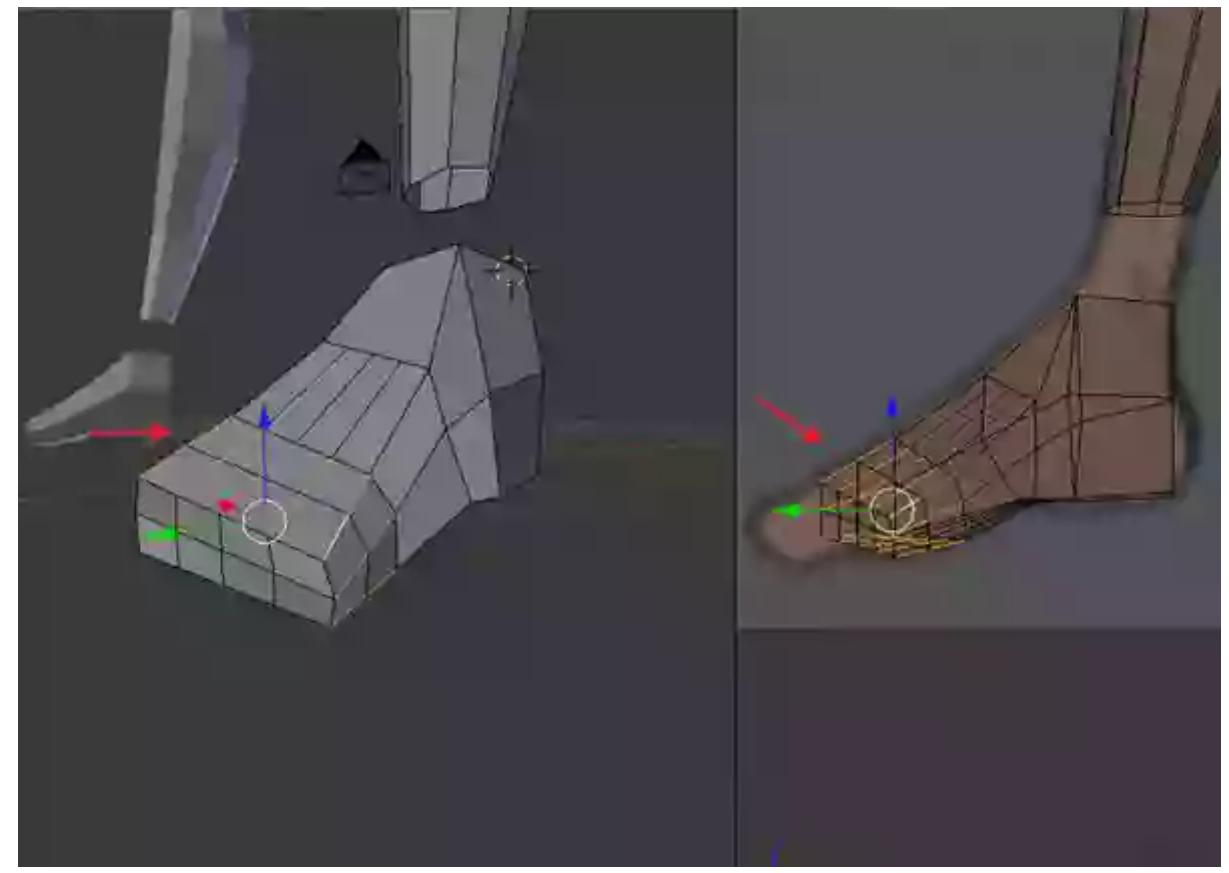
Step 9

Now we need to make some room for toes. So **Subdivide** the vertical edge ring **Three** times as shown in the image below.



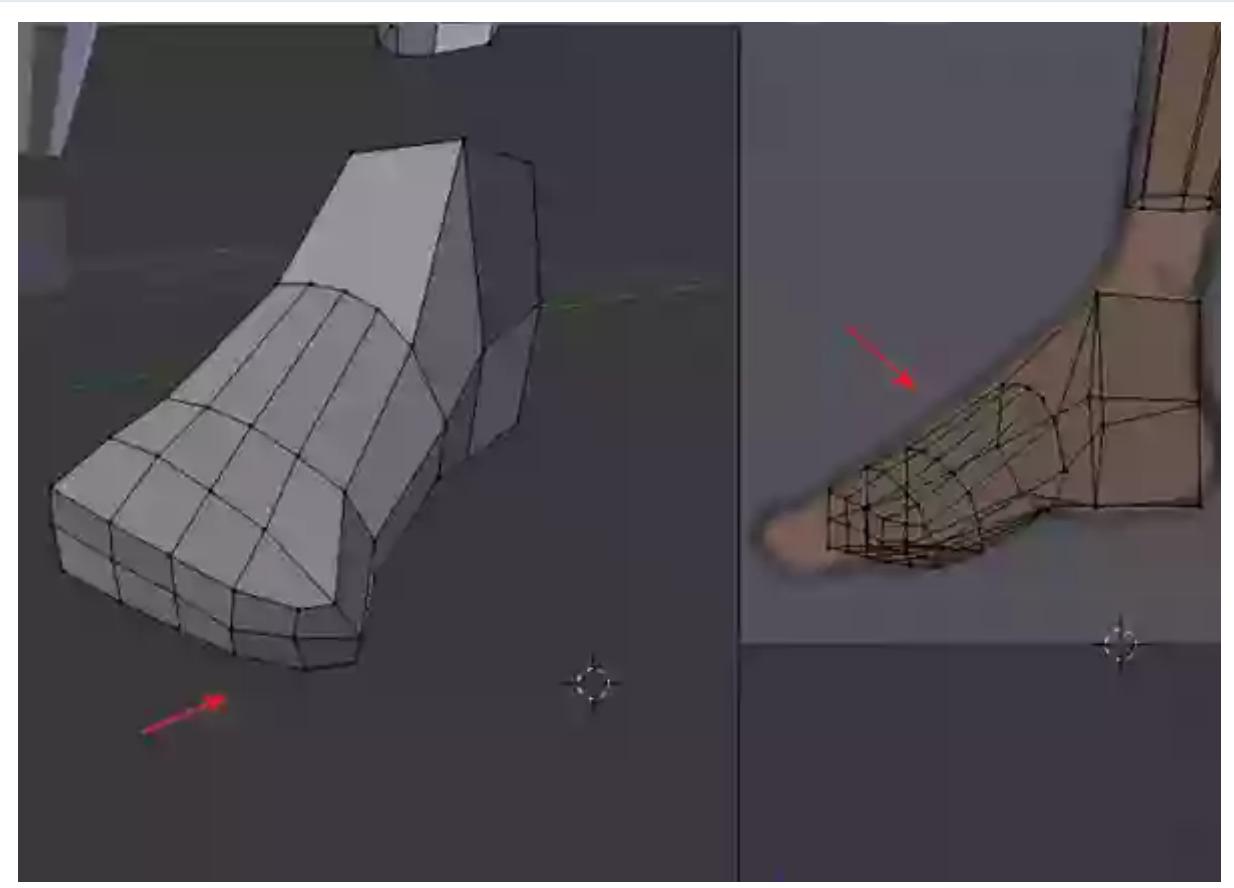
Step 10

Following the same process, **Subdivide** the indicated vertical edge ring **Once**.



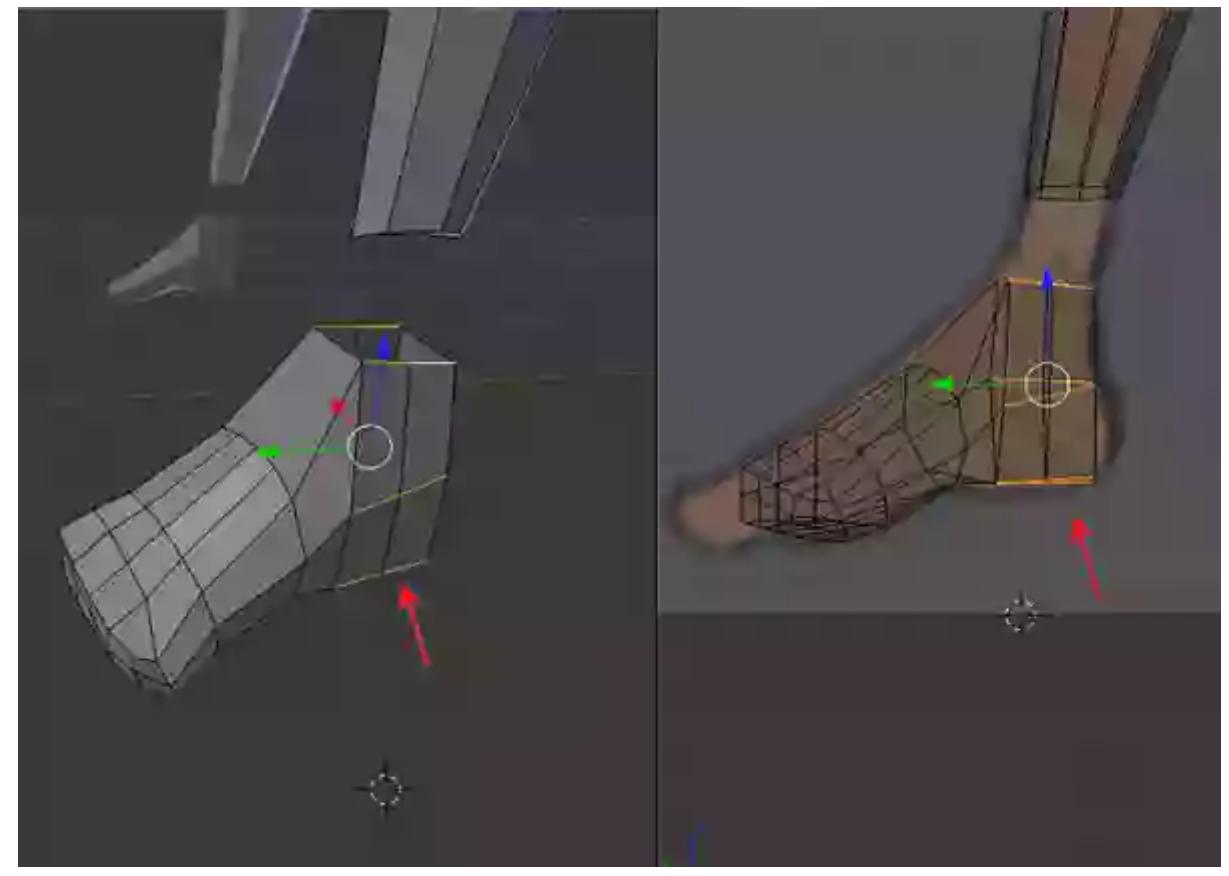
Step 11

Here I have edited the shape a little more to allow for the toes.



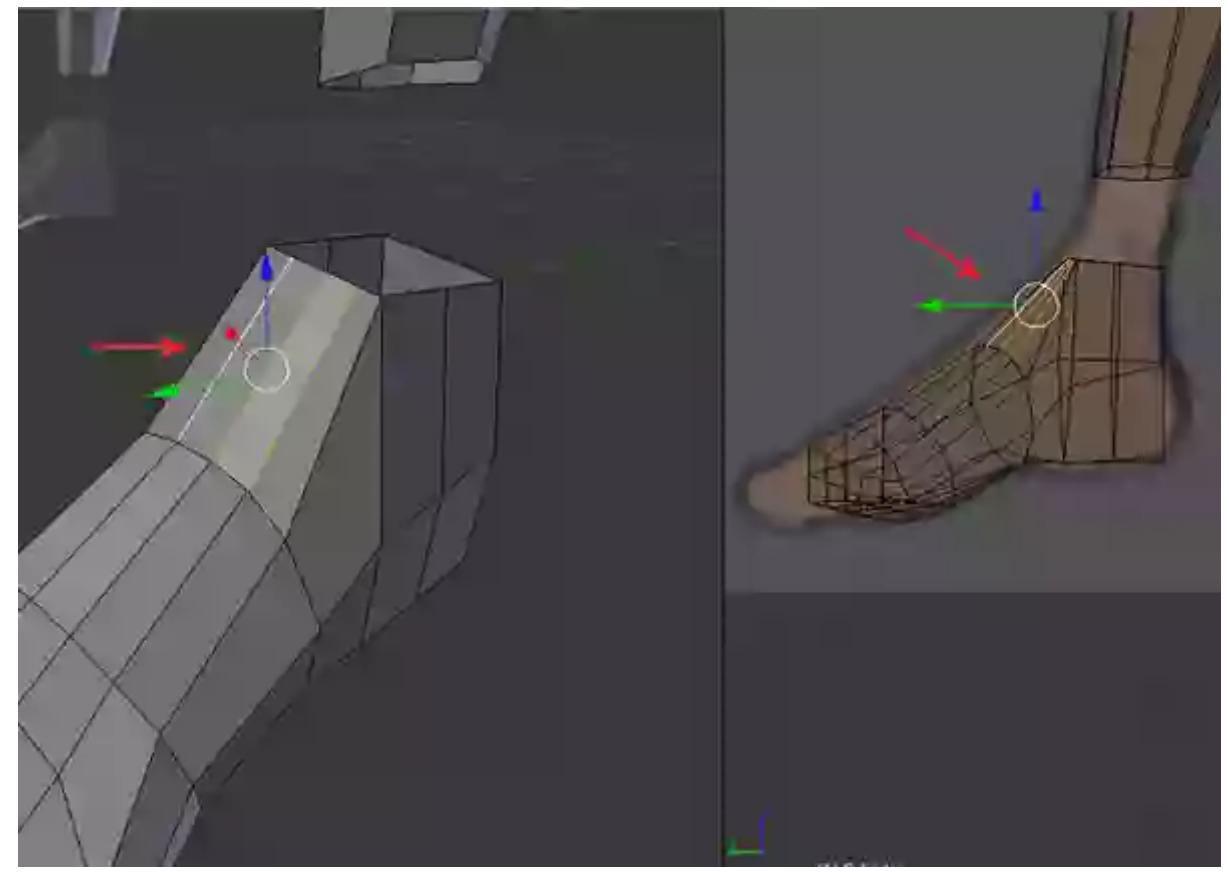
Step 12

Now select the vertical edge ring around the heel and **Subdivide it Once**.



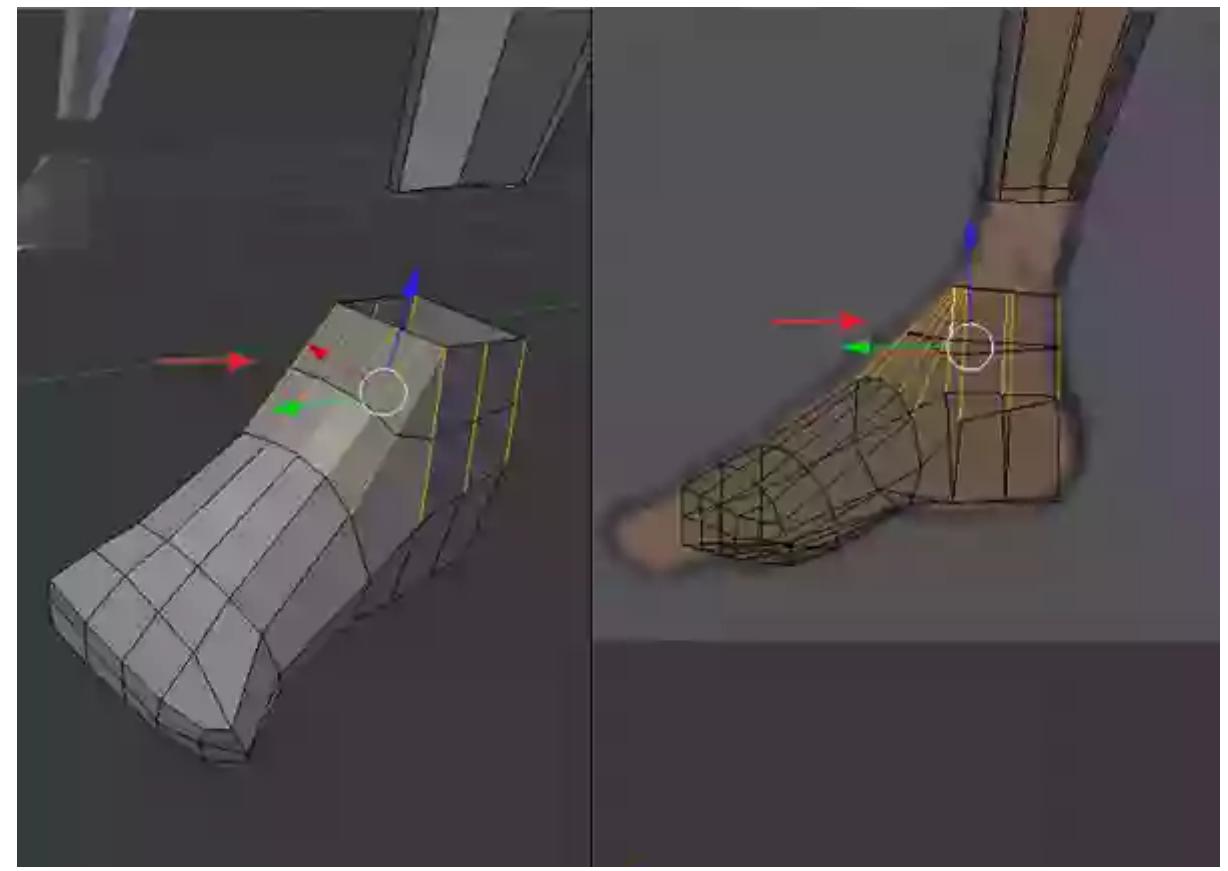
Step 13

Now let's subdivide the incomplete edges using the **Knife** tool.



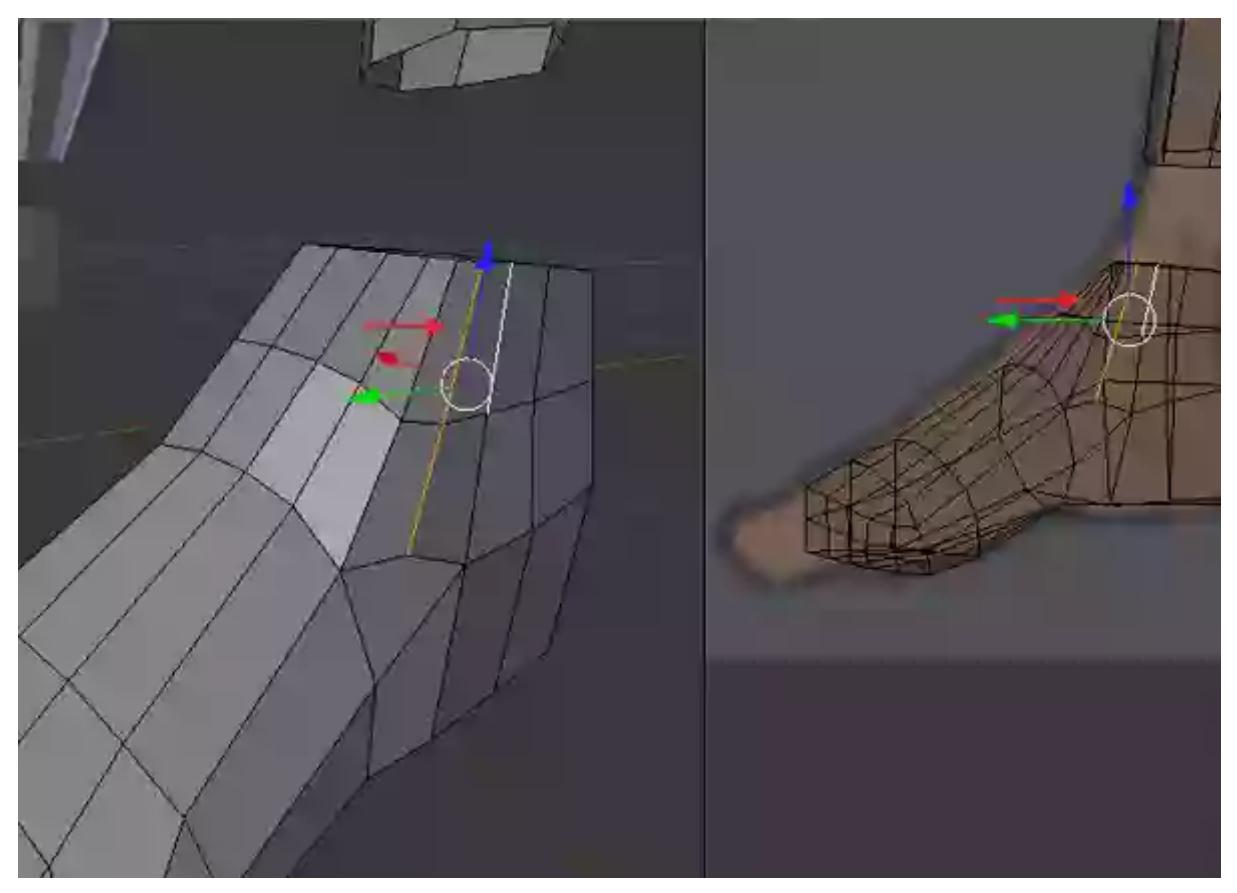
Step 14

Next, select the upper edge ring and **Subdivide it Once** as shown below.



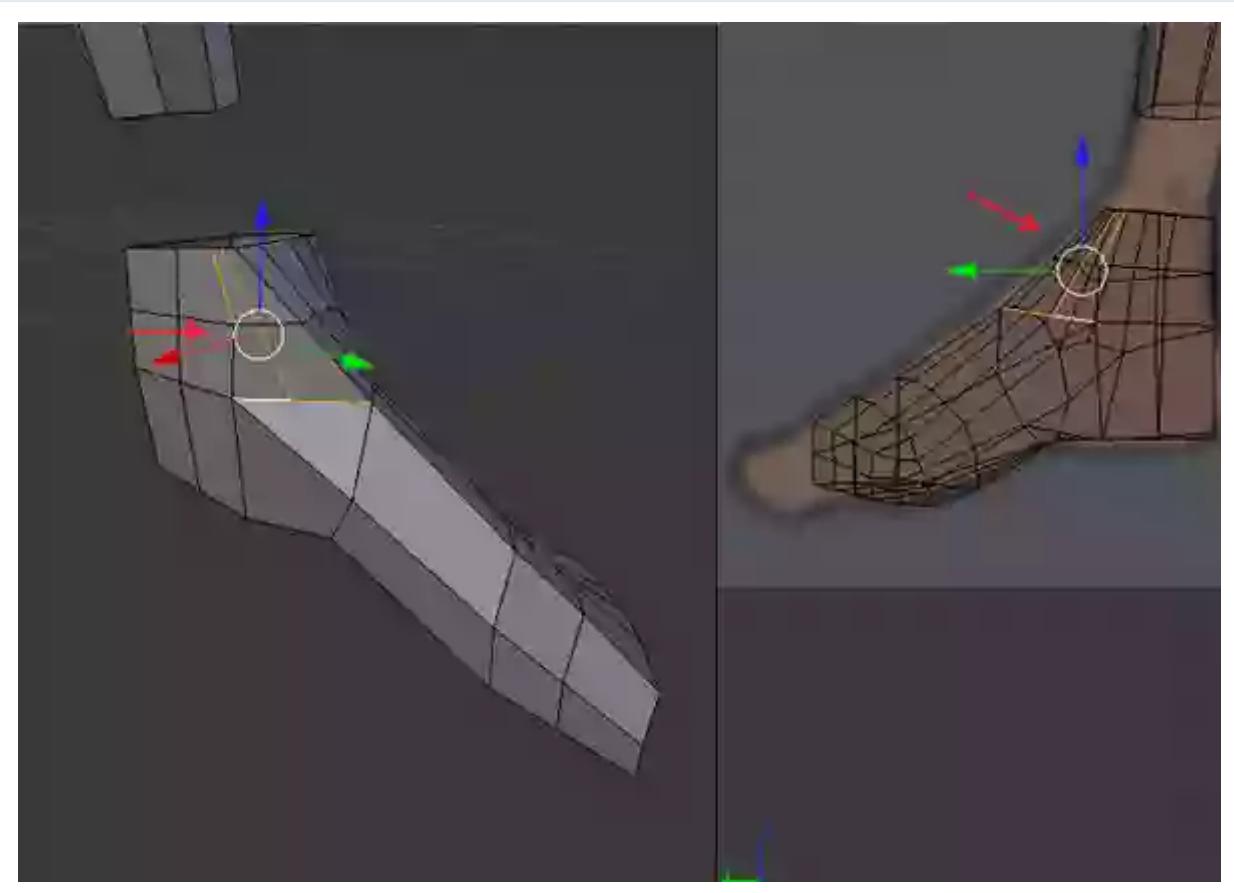
Step 15

Remove the tri (triangle) patches to avoid problems later.



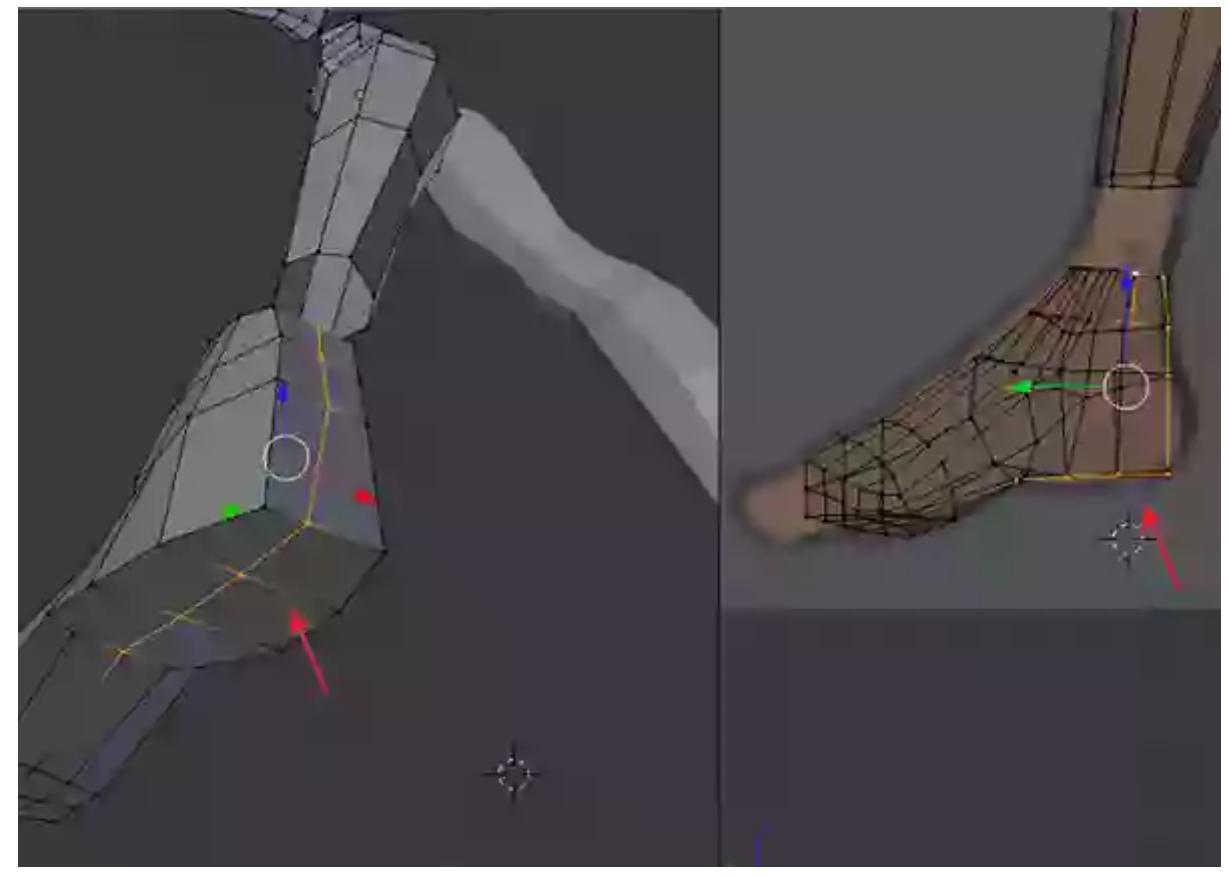
Step 16

Do the same thing on the opposite side also.



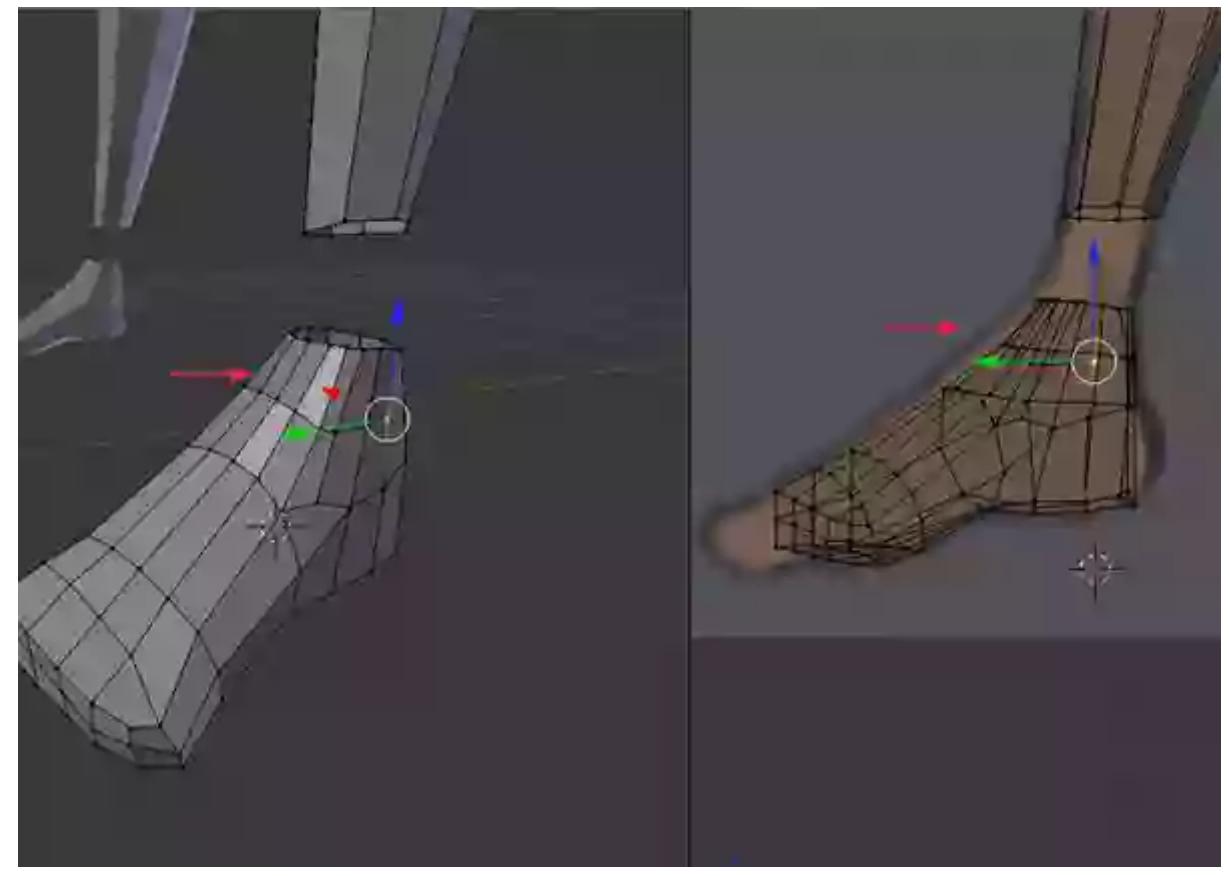
Step 17

Now split the back faces of the foot using the **Knife** tool.



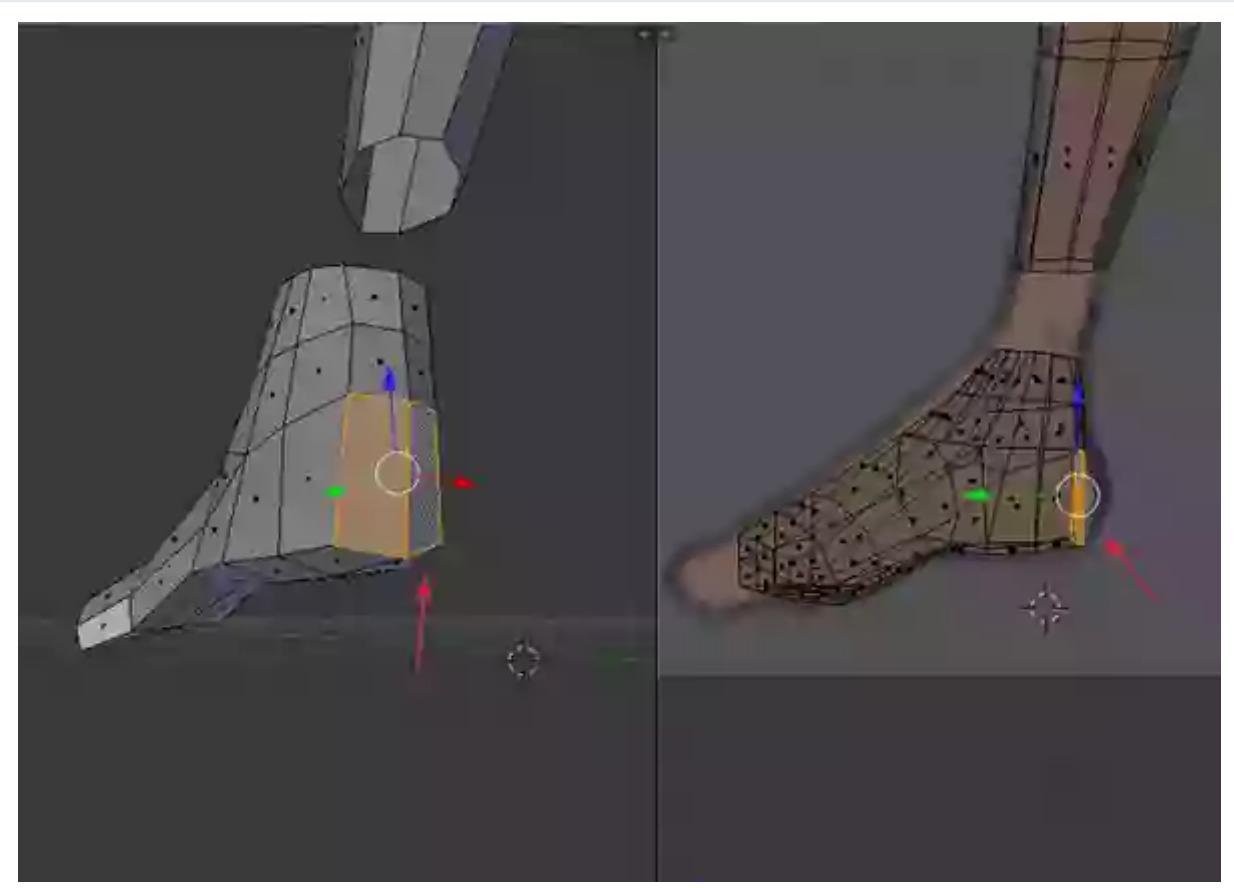
Step 18

Once again adjust the vertices according to the reference images in both the side and front views, to achieve the proper look.



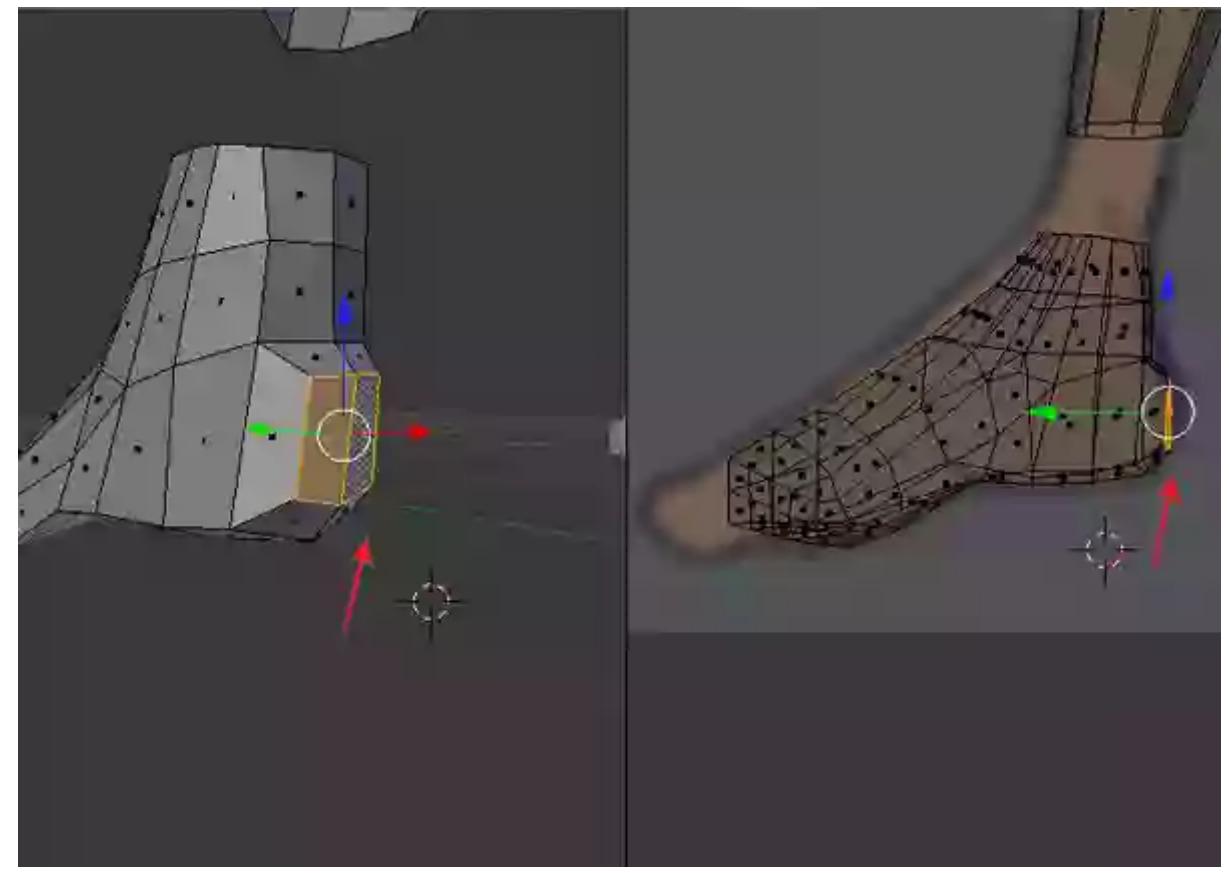
Step 19

In Face selection mode, select the **Two** back faces on the heel.



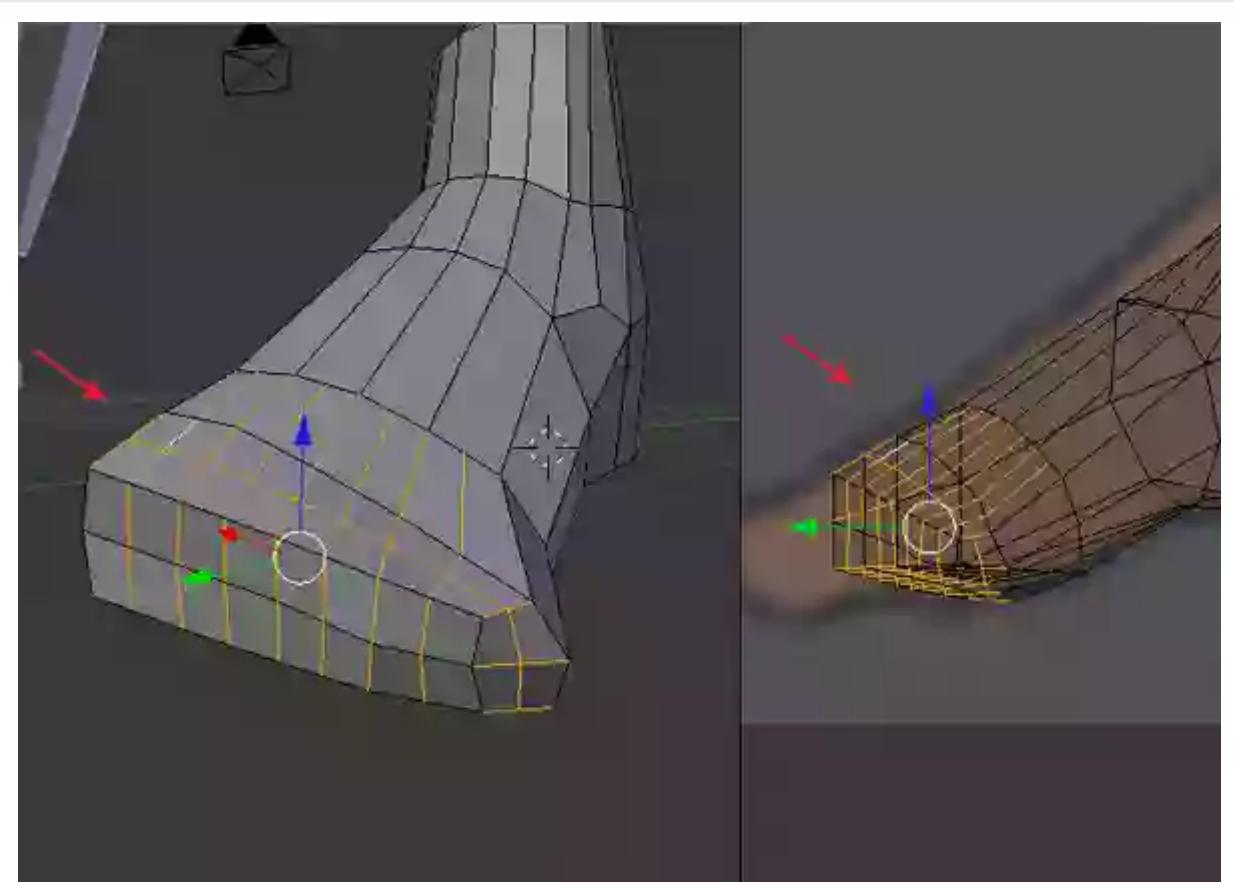
Step 20

Press the **E** key and then **Extrude** the faces out. And then **Scale** them down a bit to match them up with the reference image.



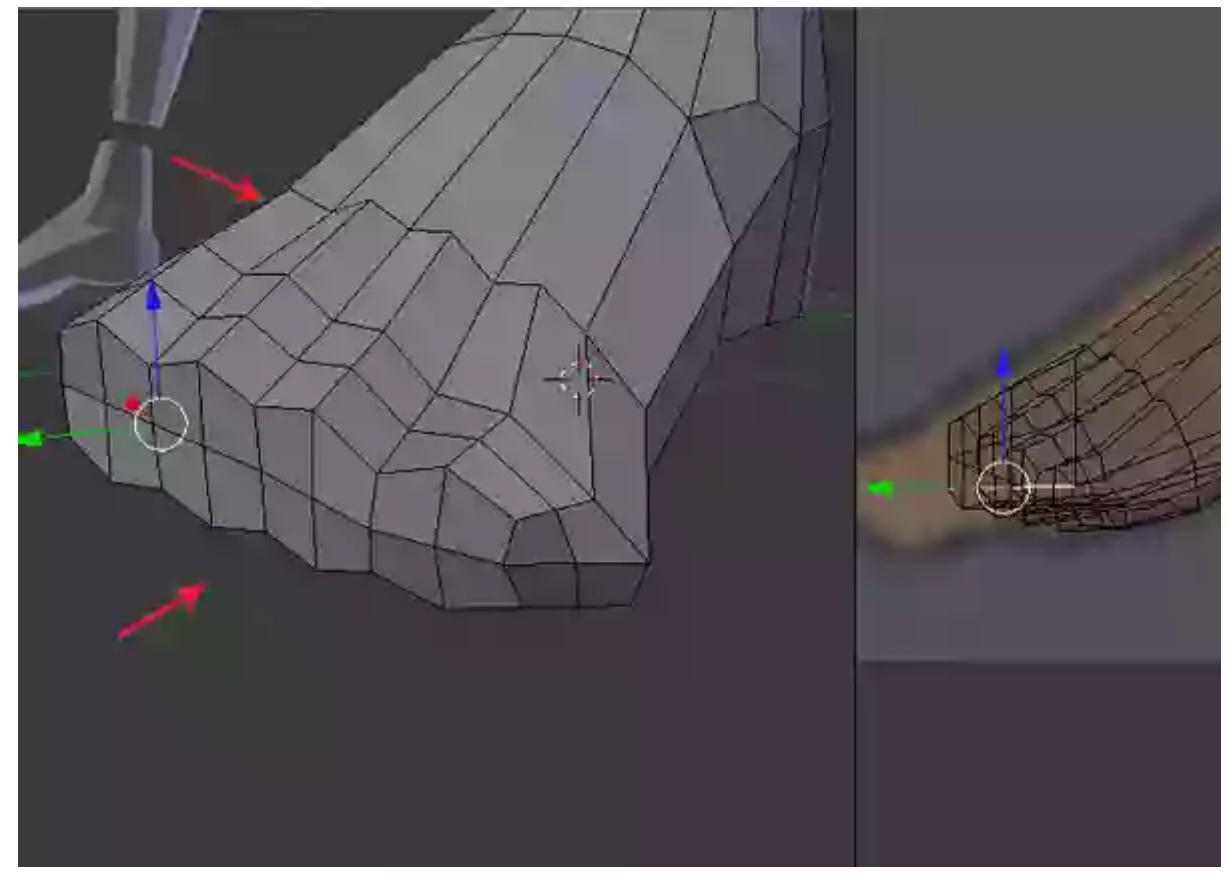
Step 21

Now we have to make the toes. So **Subdivide** the faces again as shown.



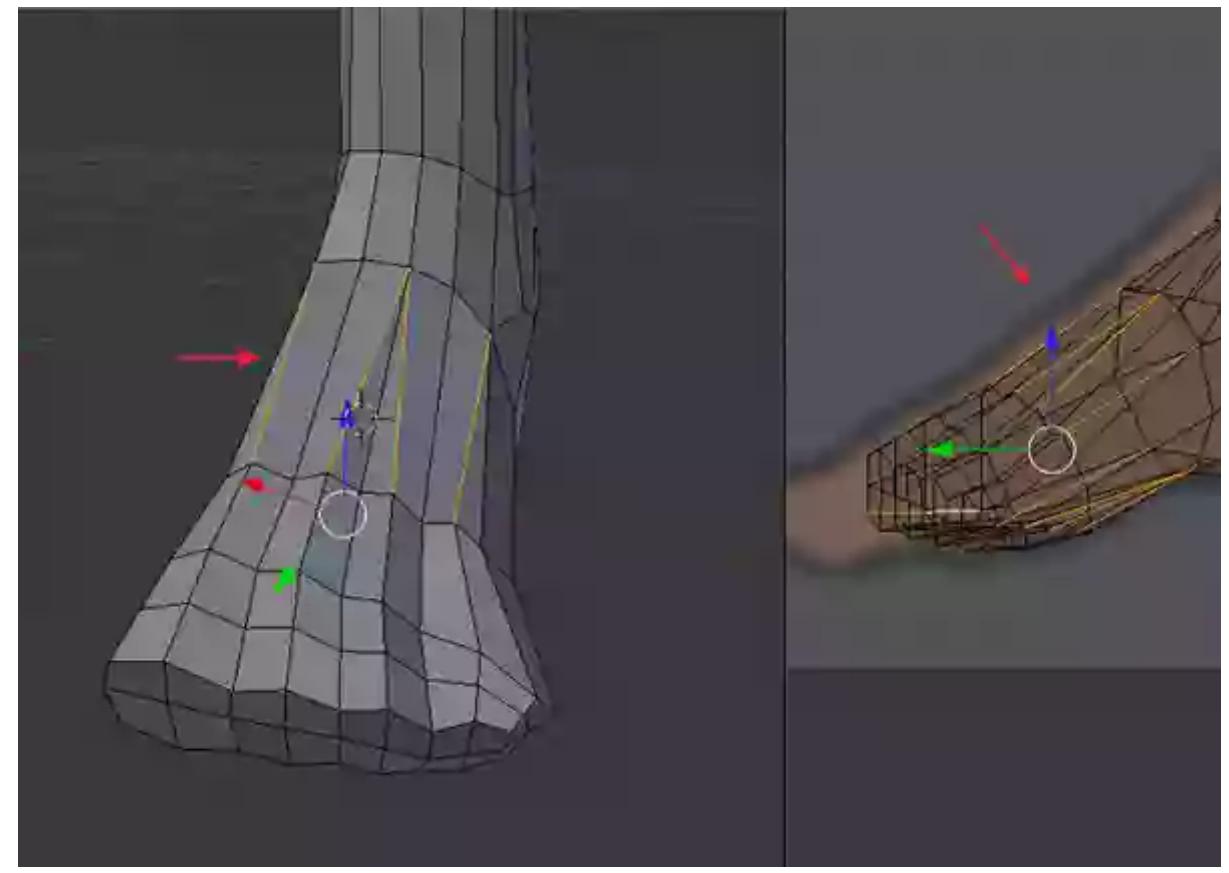
Step 22

Adjust the mesh flow to create a good base for the toes.



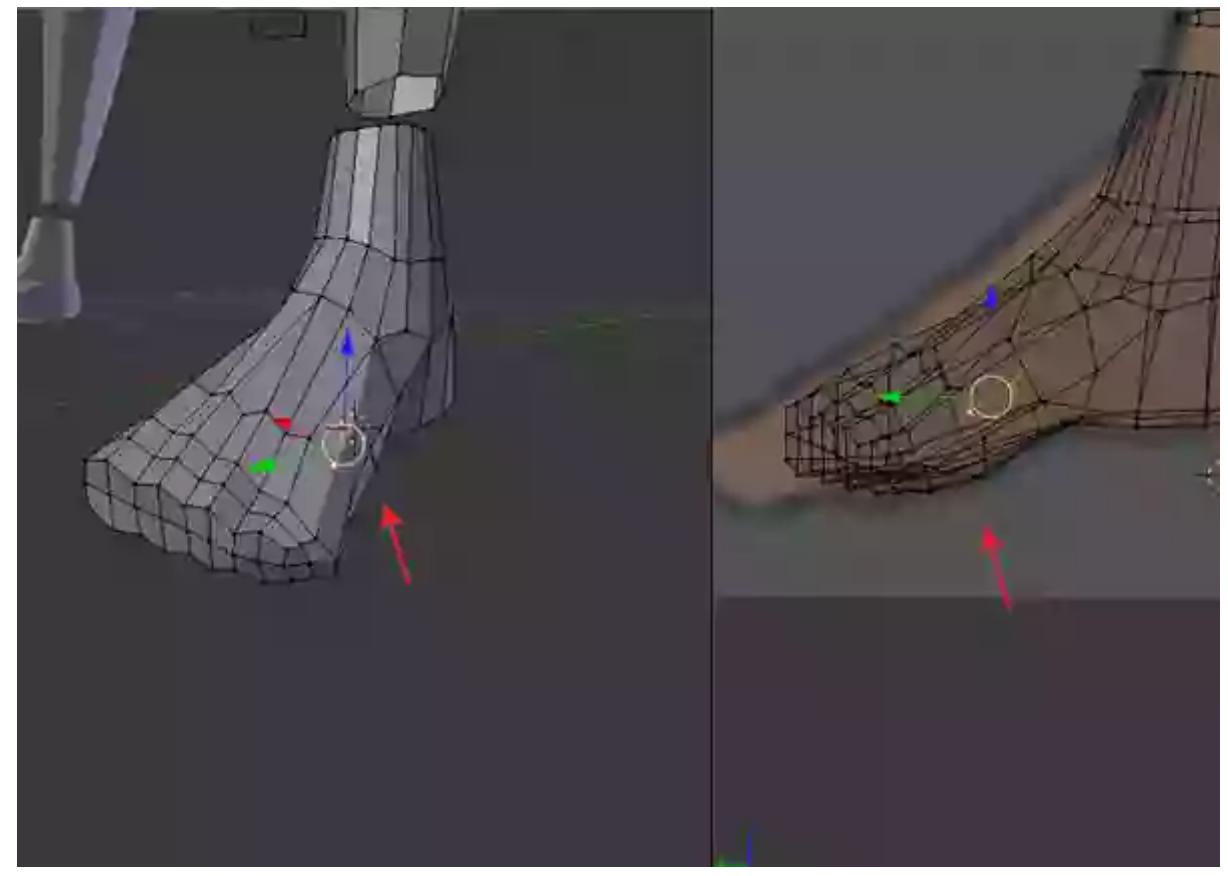
Step 23

Again split the faces manually using the **Knife** tool, and remove the triangular edges as well.



Step 24

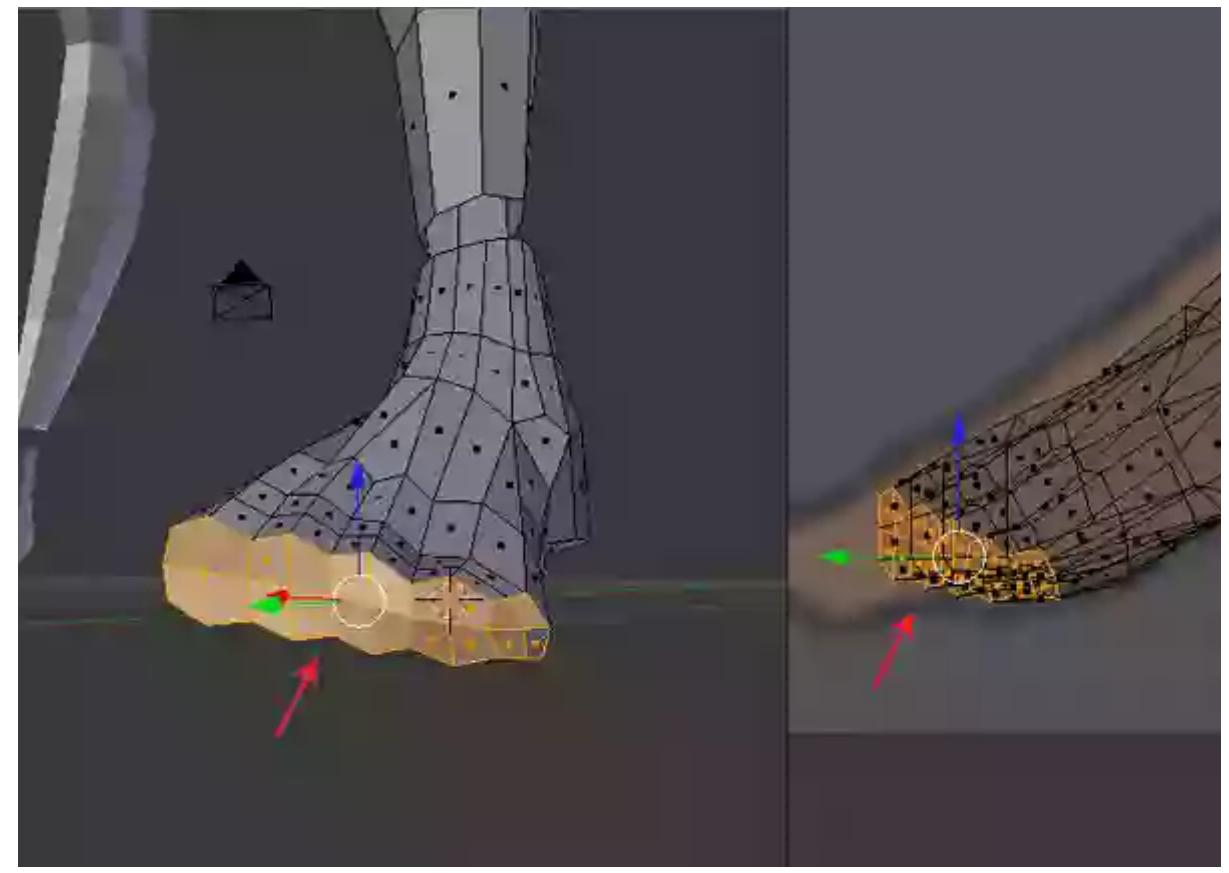
After removing the tri patches, adjust the foot vertices again to better match with the reference images.



Step 25

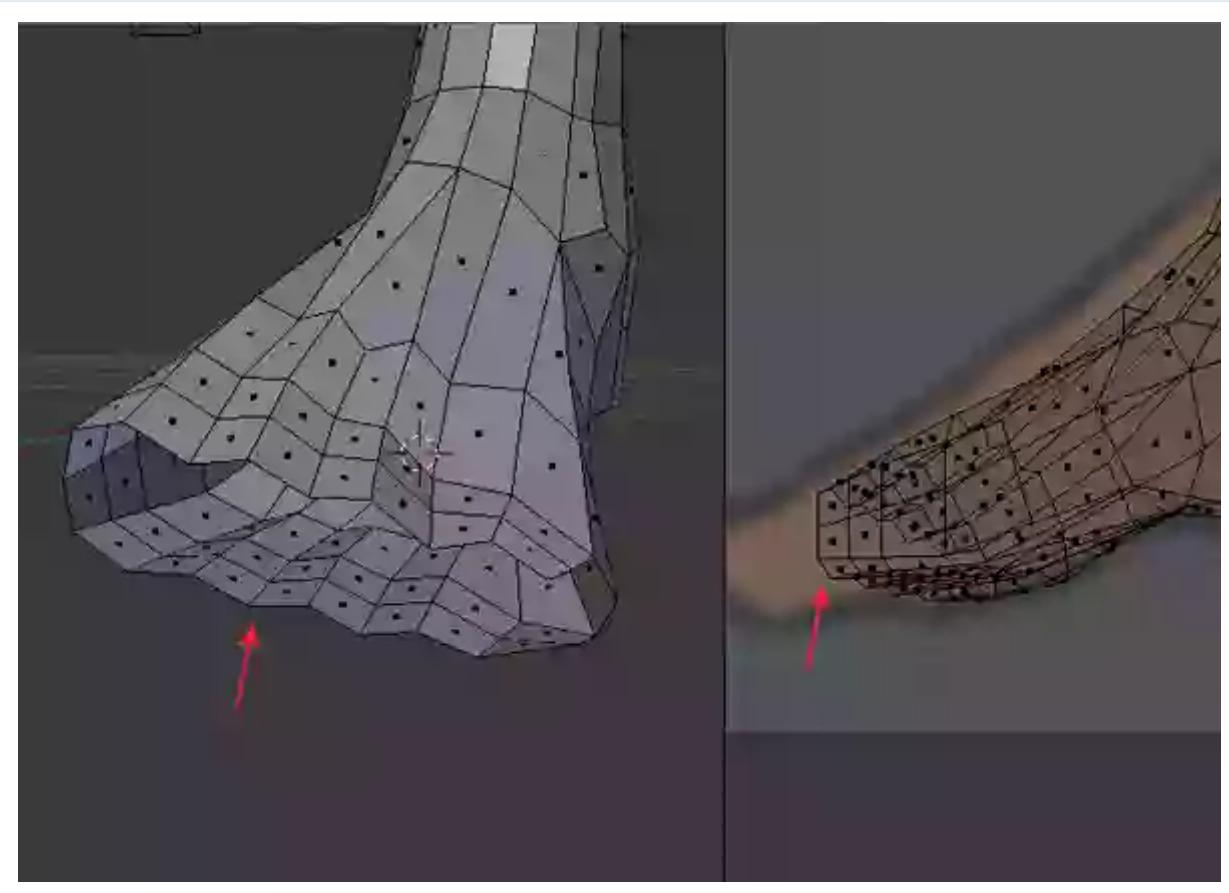
Now jump into **Face** selection mode and select all the toe faces.

Then press the **X** or **Delete** key to delete the selected faces.



Step 26

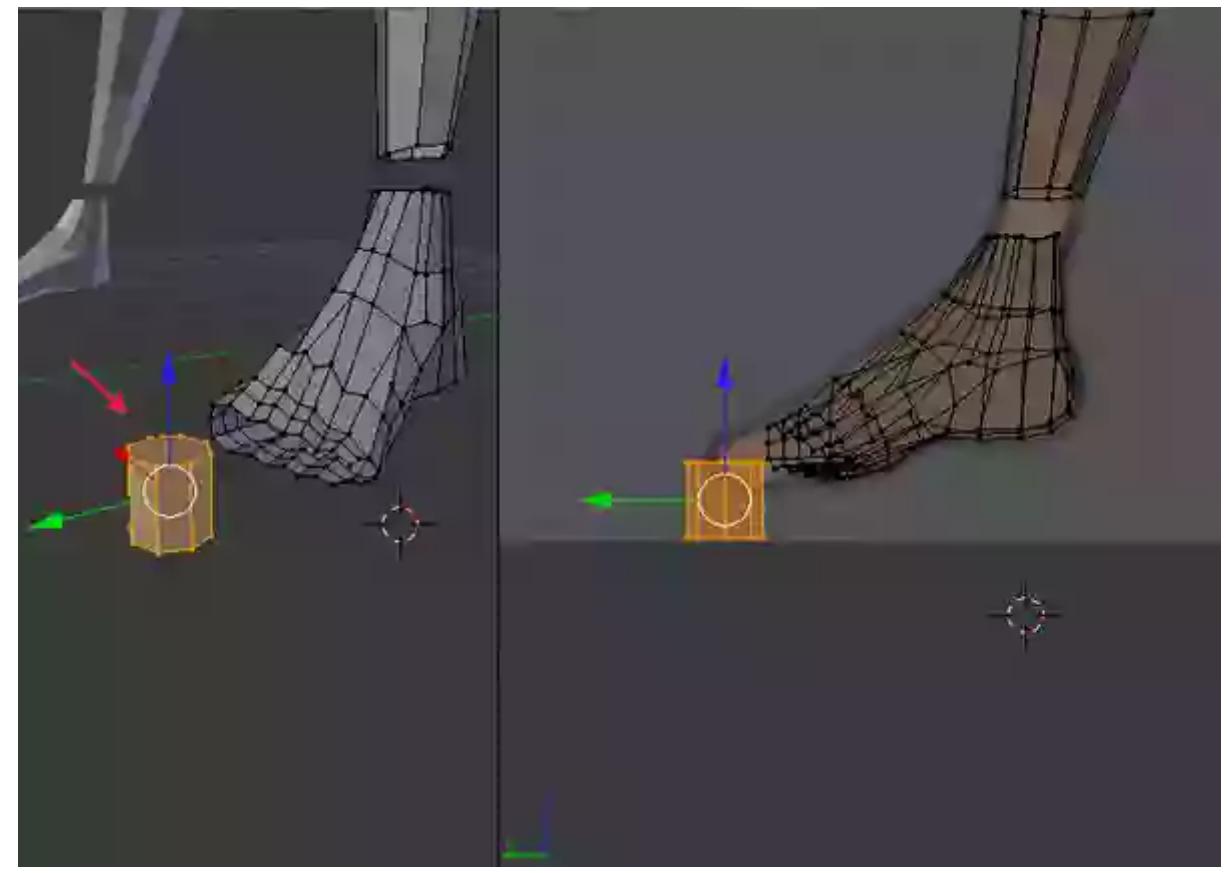
After deleting the faces the foot should look like this.



6. Blocking out the Toes

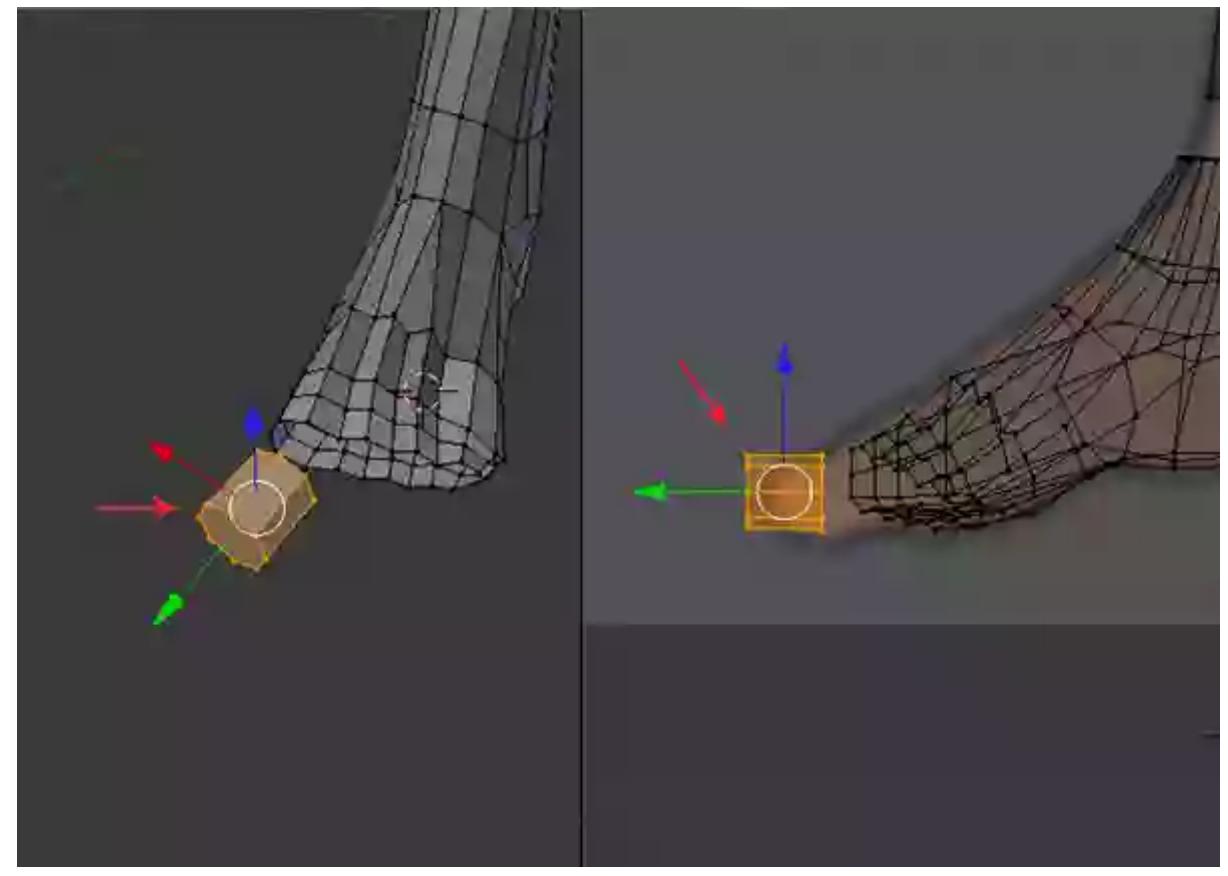
Step 1

Now we will create the toes. So create a new **Cylinder** with **8** subdivision edges.



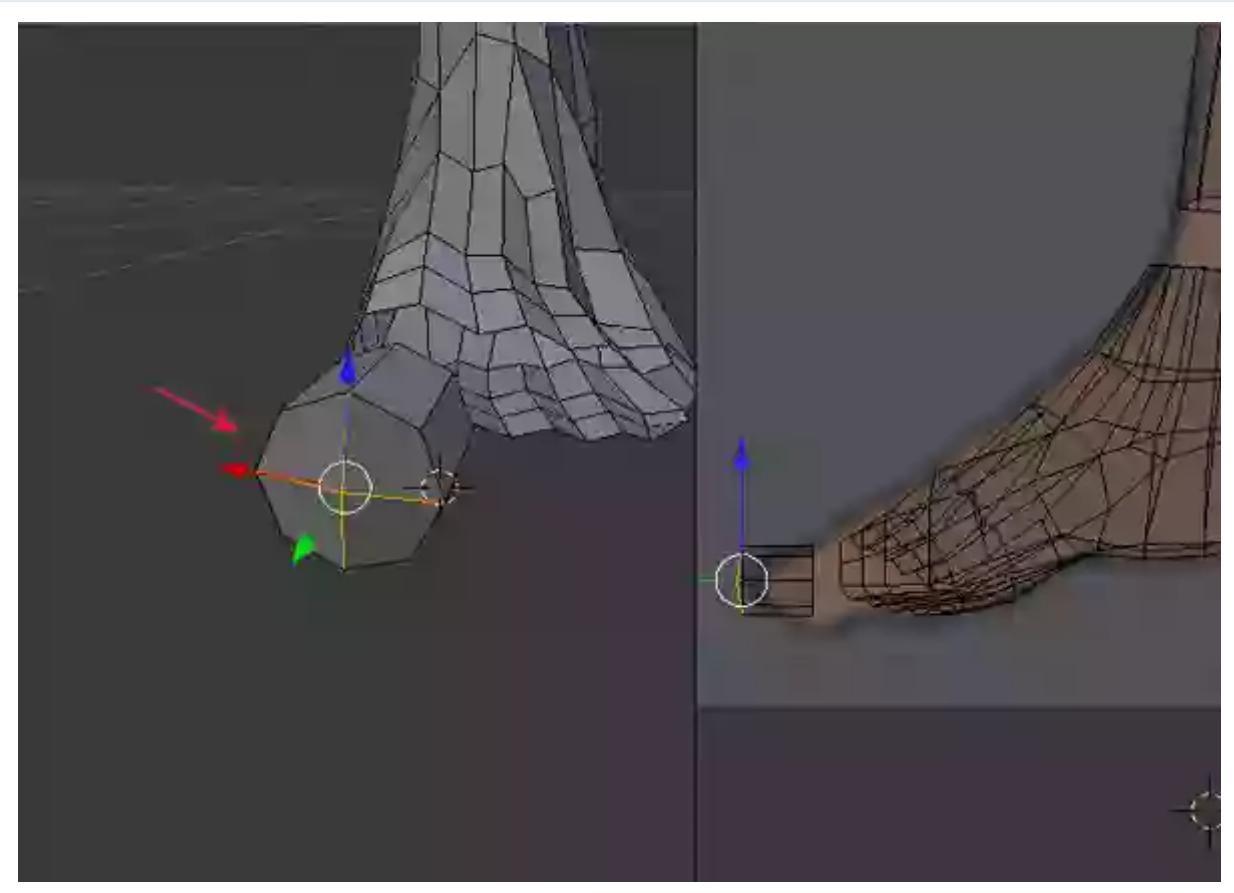
Step 2

Scale the **Cylinder** down and place it accordingly.



Step 3

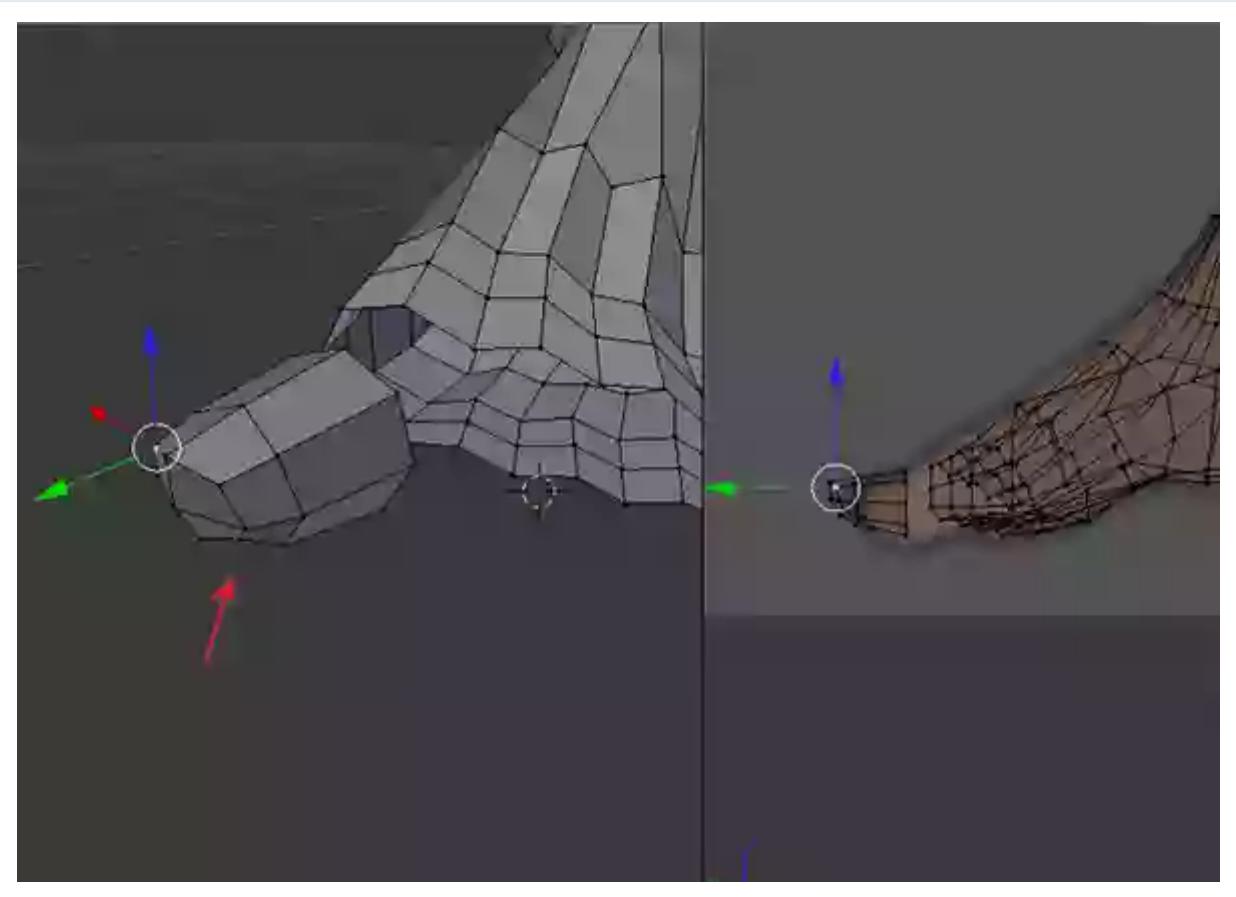
Split the front face of the **Cylinder** using the **Knife** tool, in both the horizontal and vertical directions.



Step 4

Extrude the front faces out a bit and then **Scale** them down.

Adjust the vertices to form the shape of the toe.



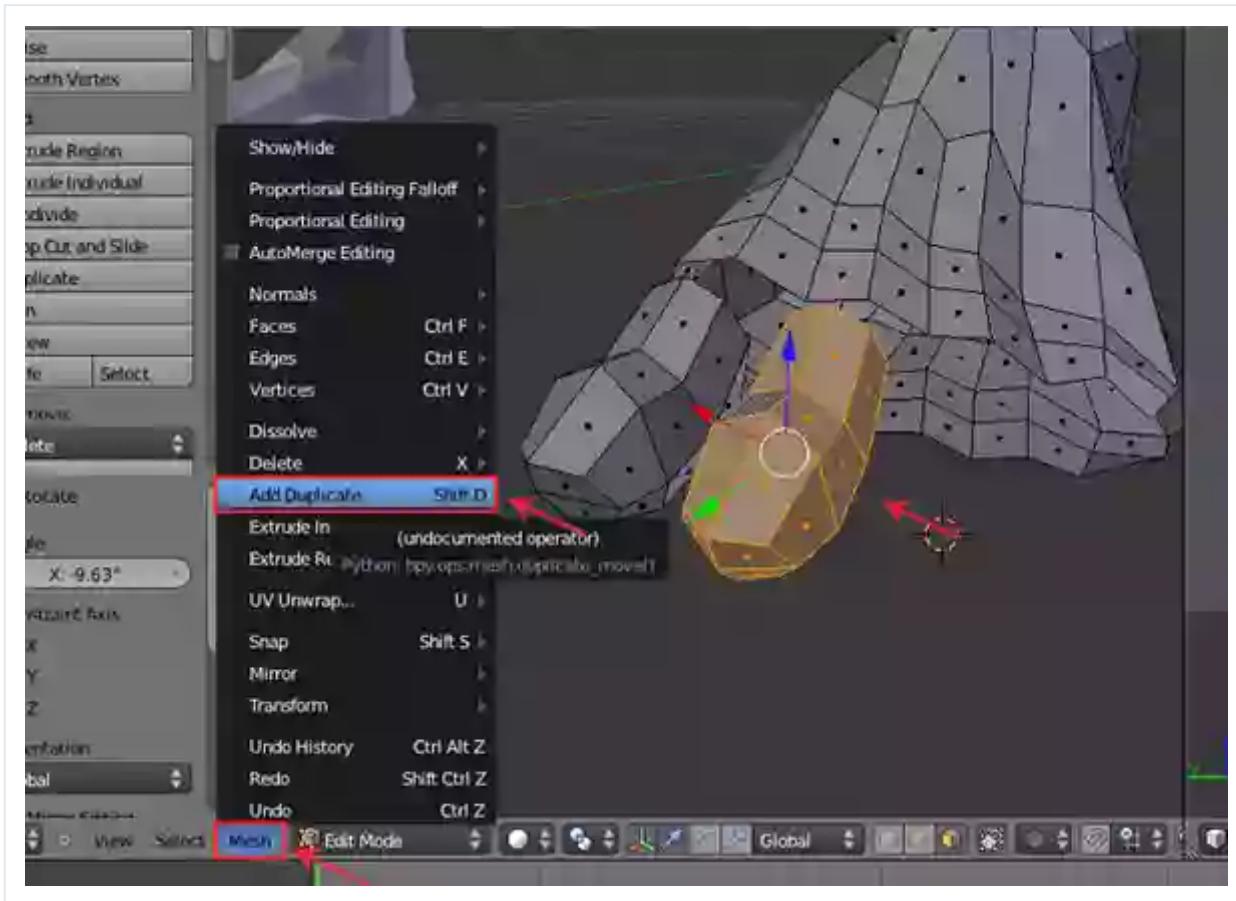
Step 5

To add more details, **Subdivide** the finger once more.



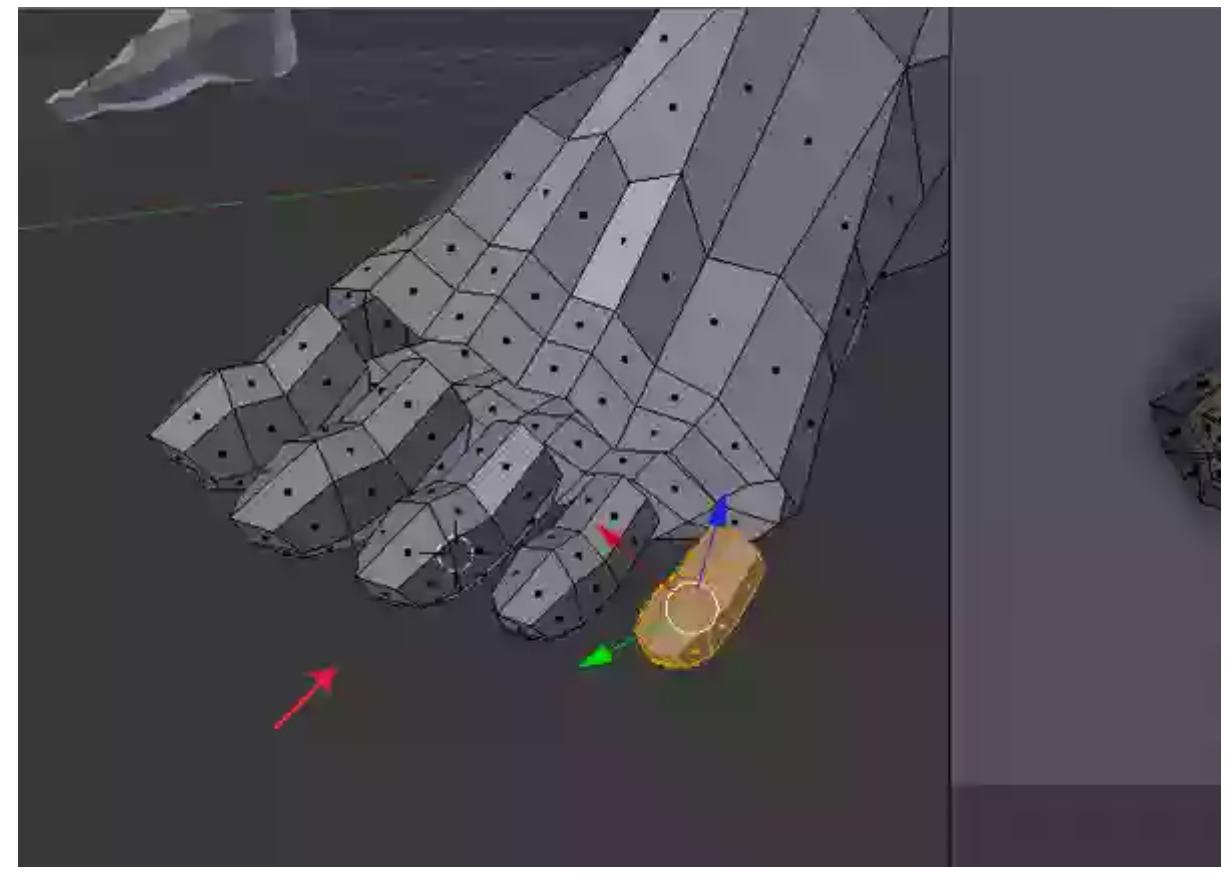
Step 6

With the entire toe selected, click on the **Mesh** menu in the bottom menu bar and select the **Add Duplicate** command (or press **Shift + D**) to make a duplicate copy of it.



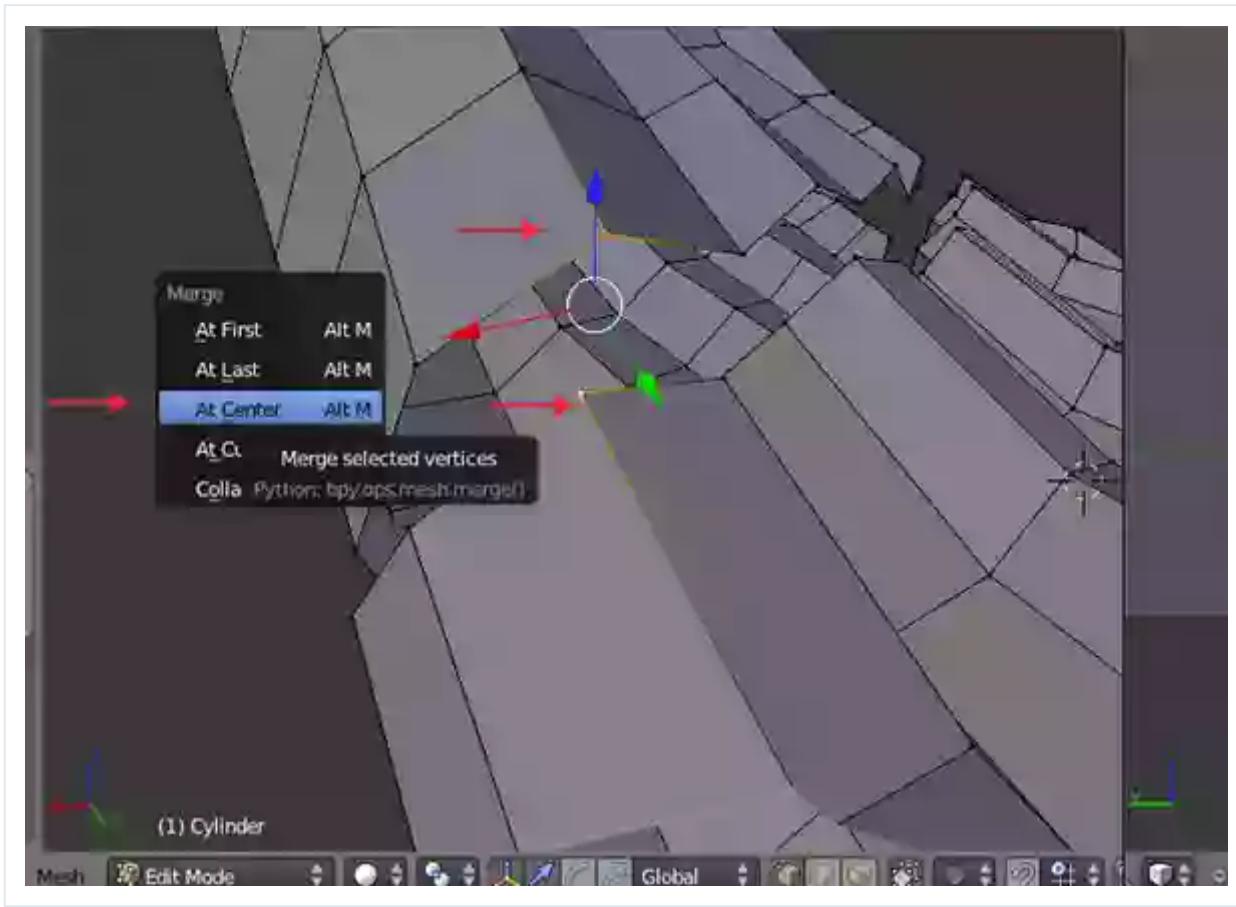
Step 7

Using the same process I have **Duplicated** and **Scaled** all the toe meshes according to their shapes, nature and positions.



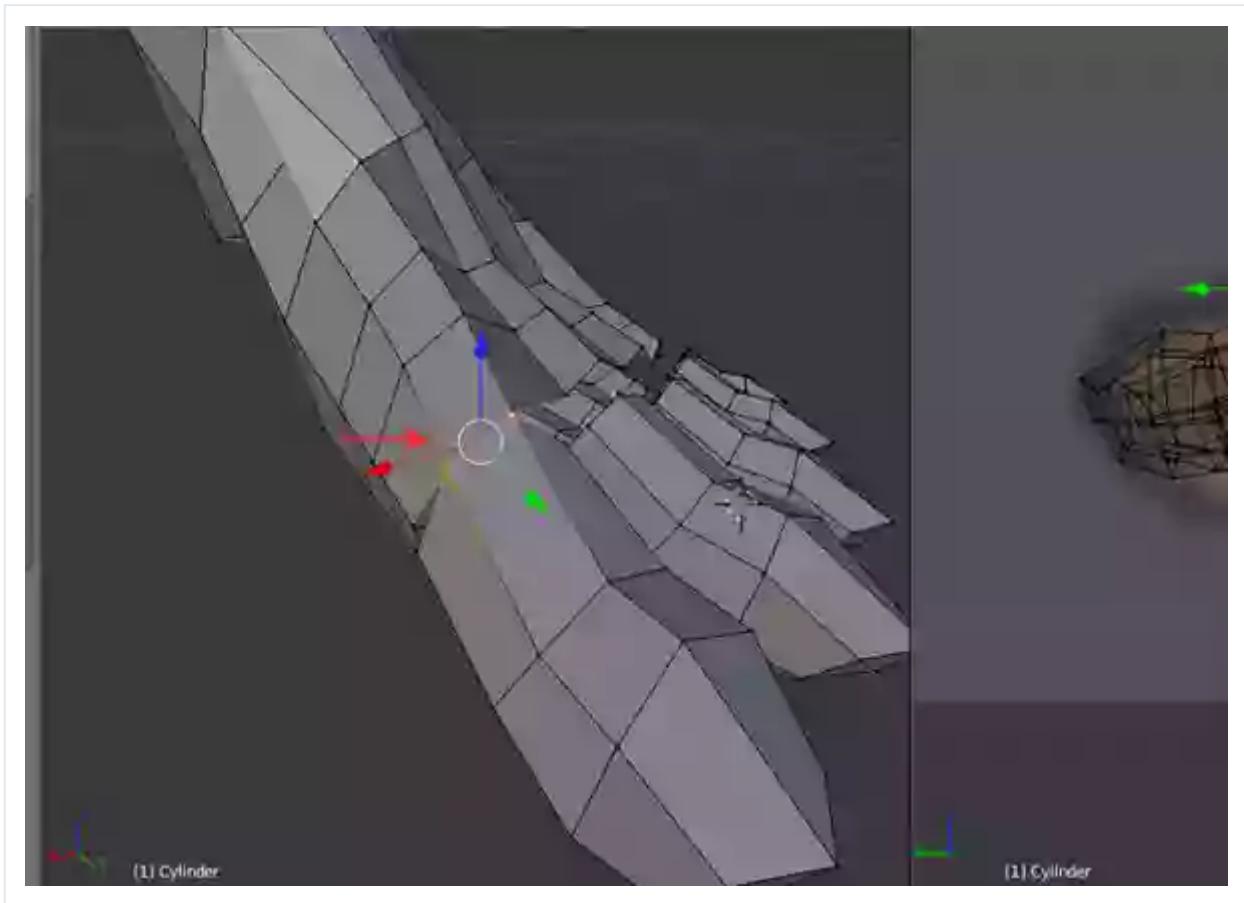
Step 8

Next we have to merge the toe's vertices with the corresponding vertices on the foot. So select each pair of corresponding vertices, press **Alt + M** and then select the **At Center** command to **Merge** them together.



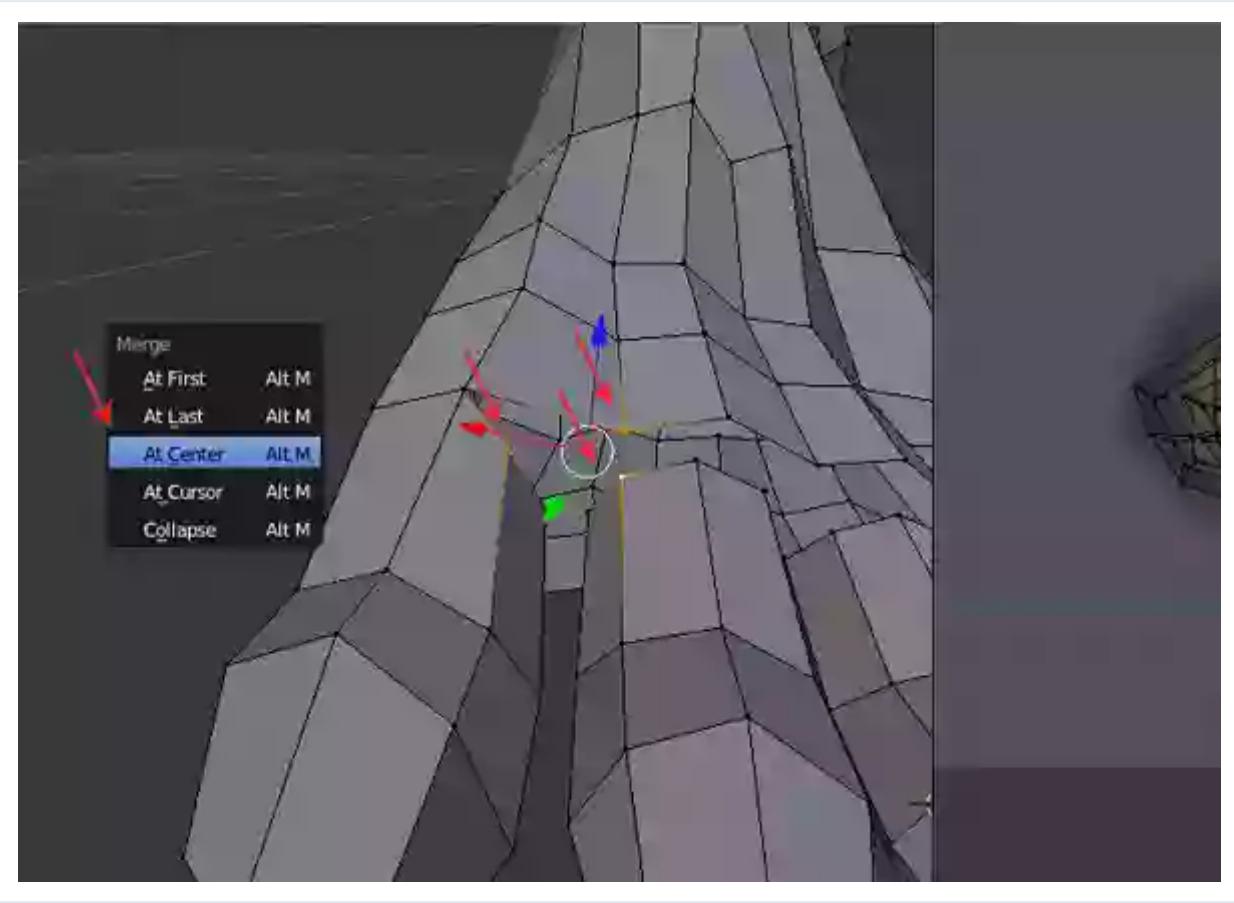
Step 9

Follow the same procedure with the other corresponding vertices also.



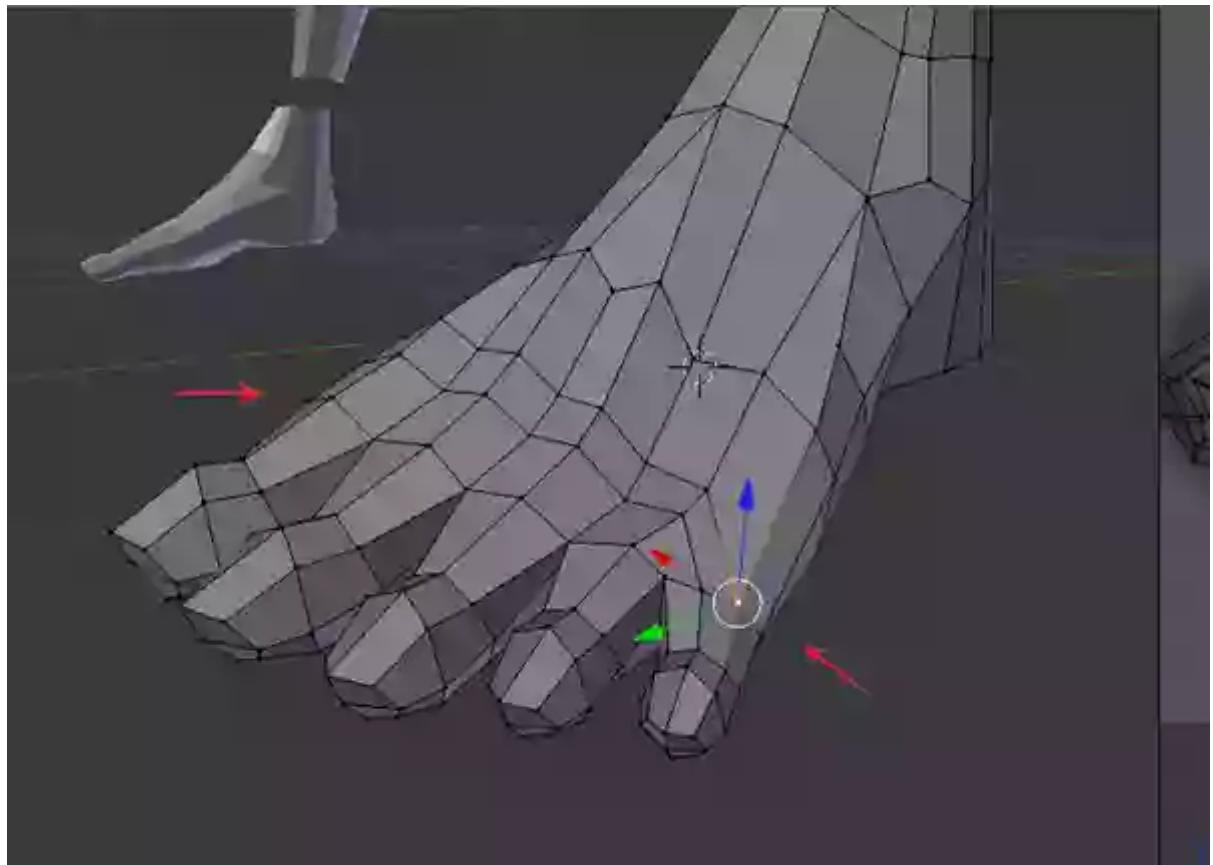
Step 10

To combine the second toe's vertices, select the **Three** indicated vertices and then follow the same process to merge the vertices together. Follow the same procedure for rest of the toes as well.



Step 11

Using the same technique, **Merge** all the the remaining toes with the foot.



Conclusion

We now have most of our character's body blocked out and have completed the foot mesh. In the next part of the series, we will begin work on the hands and upper body.



Soni Kumari

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

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