

2.1 Character Step by Step



Ordu, 12.05 – 16.05 2025



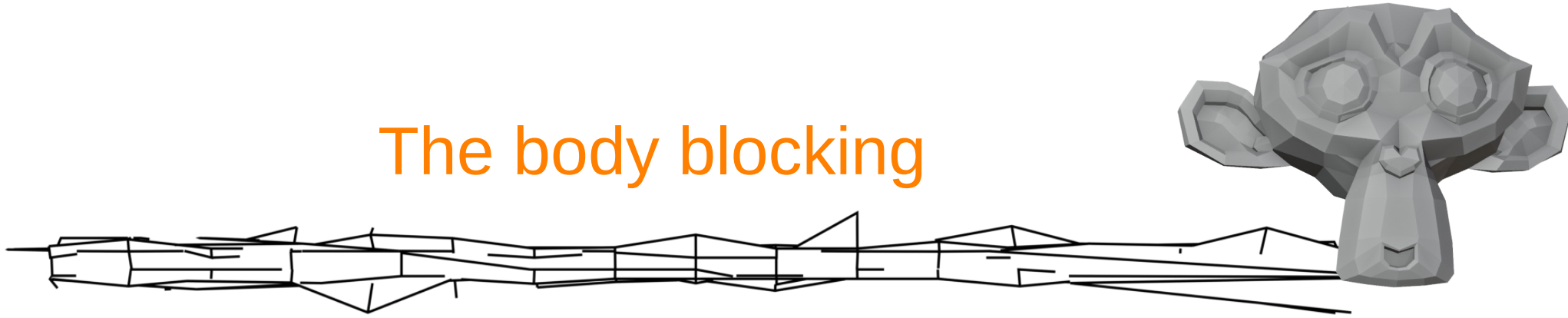
Outline



- Body blocking
- Details and polish
- Final steps

SAVE THE FILE OFTEN!

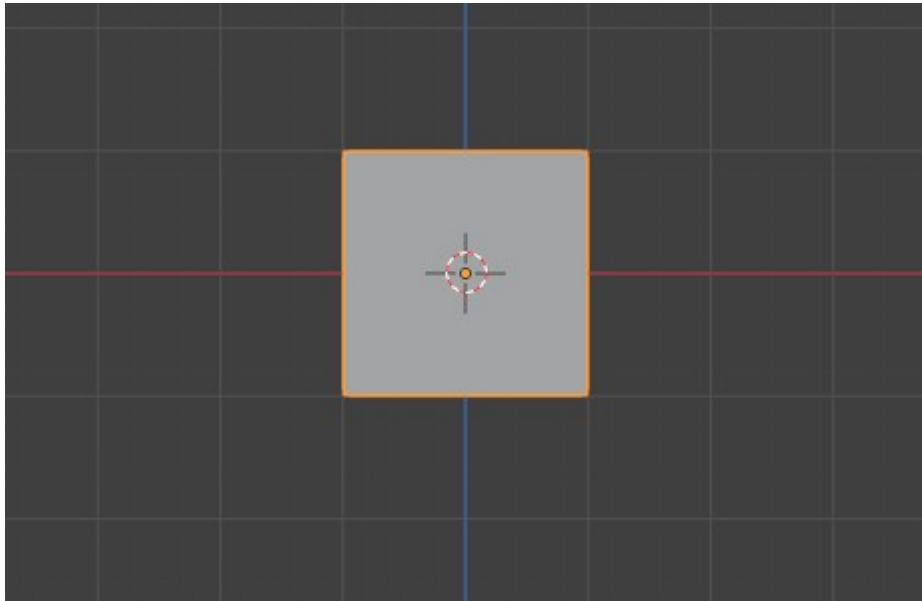
The body blocking



Let's start!



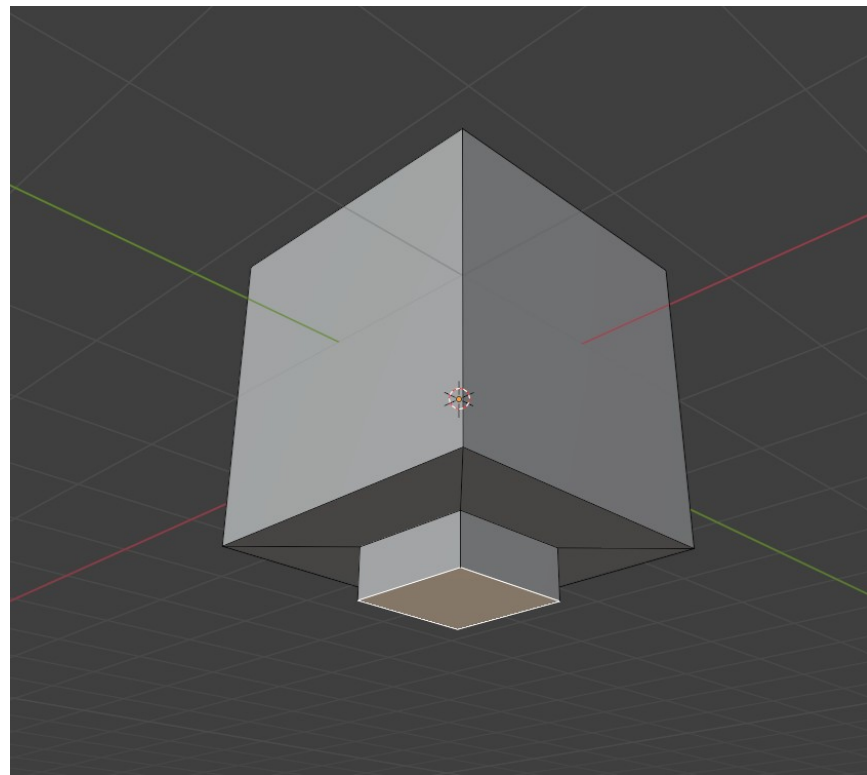
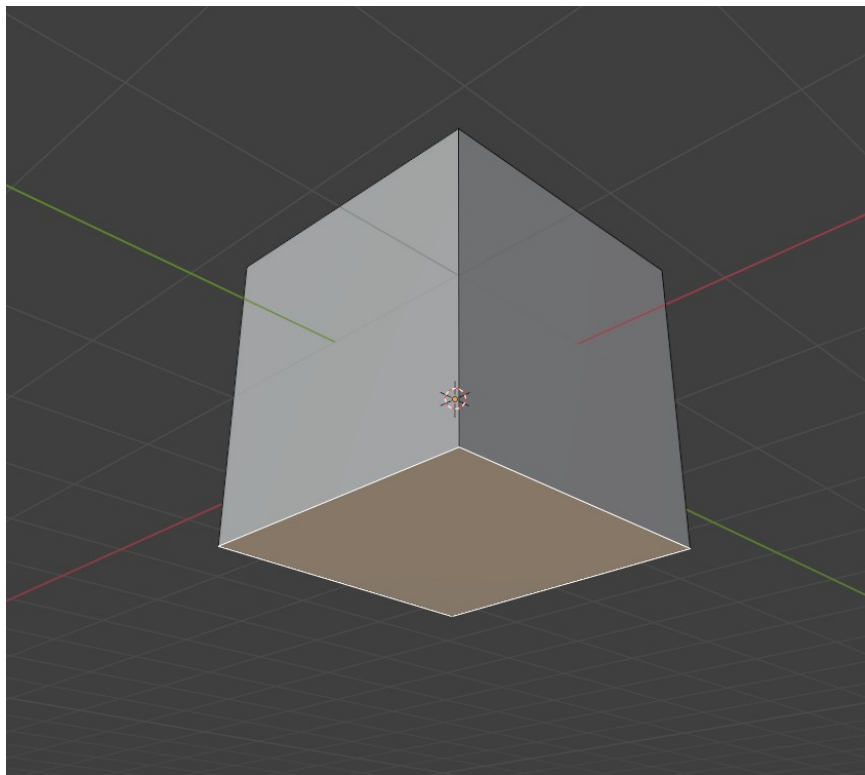
Front Orthographic
(1) Collection | Cube
10 Centimeters



- Set view to Front
Orthographic (**NUMPAD 1**)

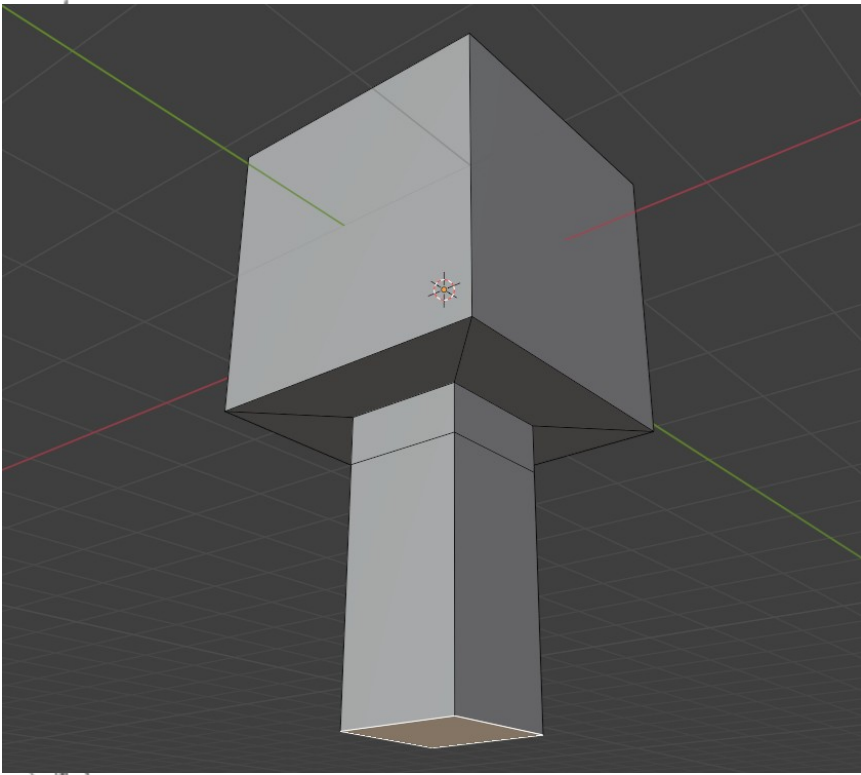
The red line is the X axis.
The blue line is the Z axis.

TIP you can press 1 and 3 to
alternate between Vertex and Face
select mode.



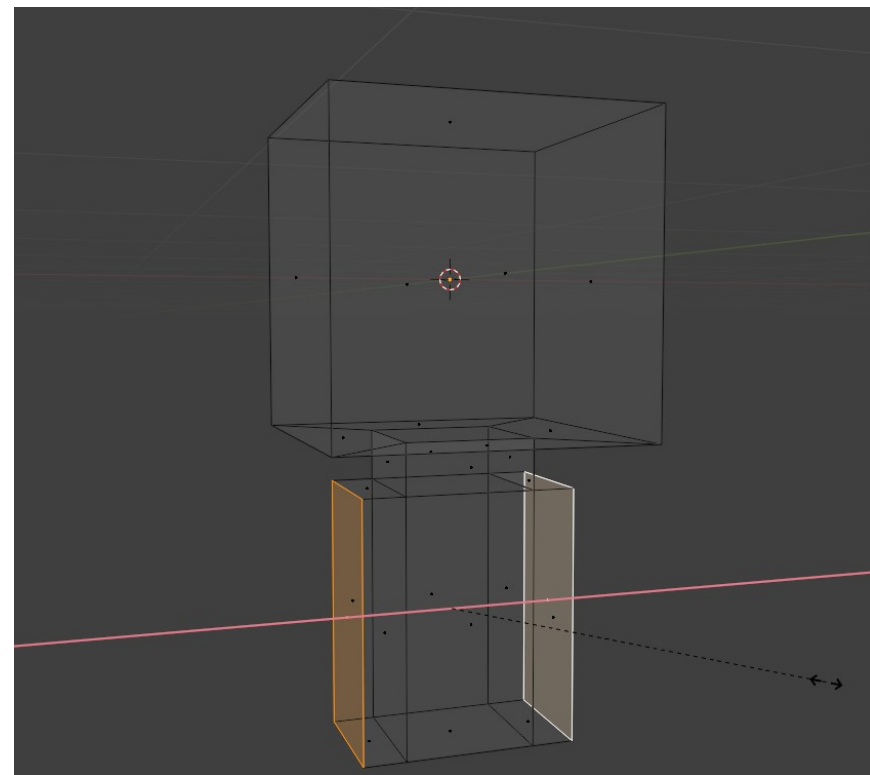
Let's create a neck

- Inset (move mouse slowly toward center)
- **Extrude** (move mouse down)

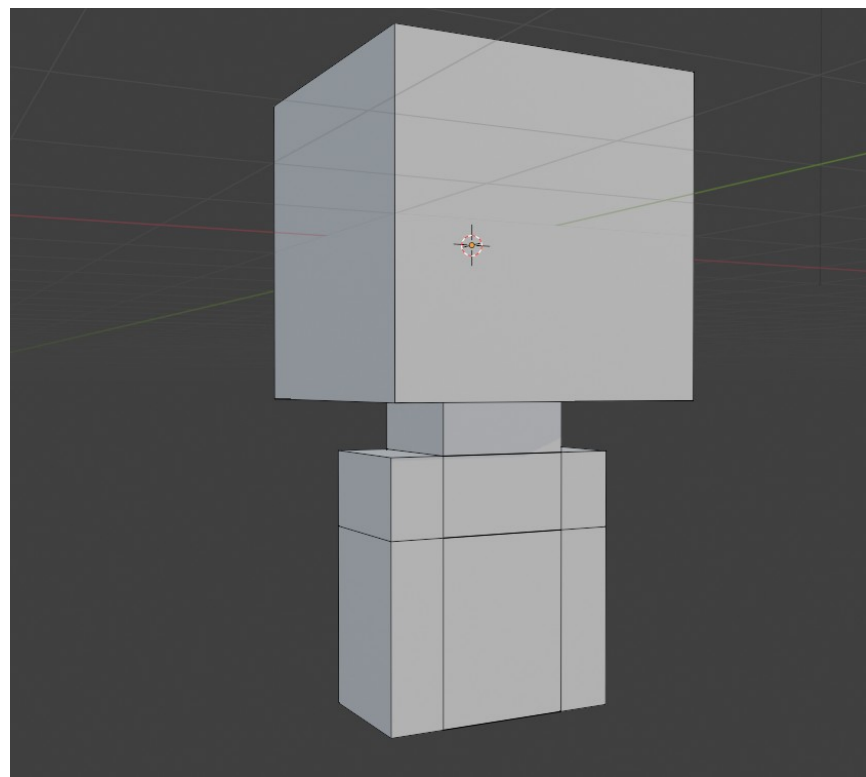
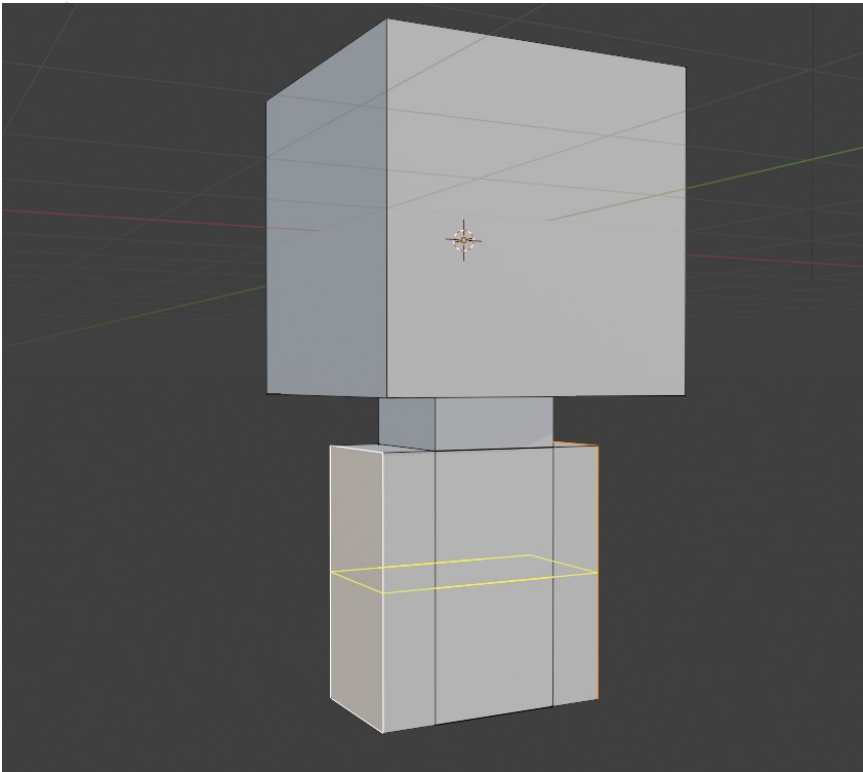


Let's create the torso

- **E**xtrude (move mouse down)

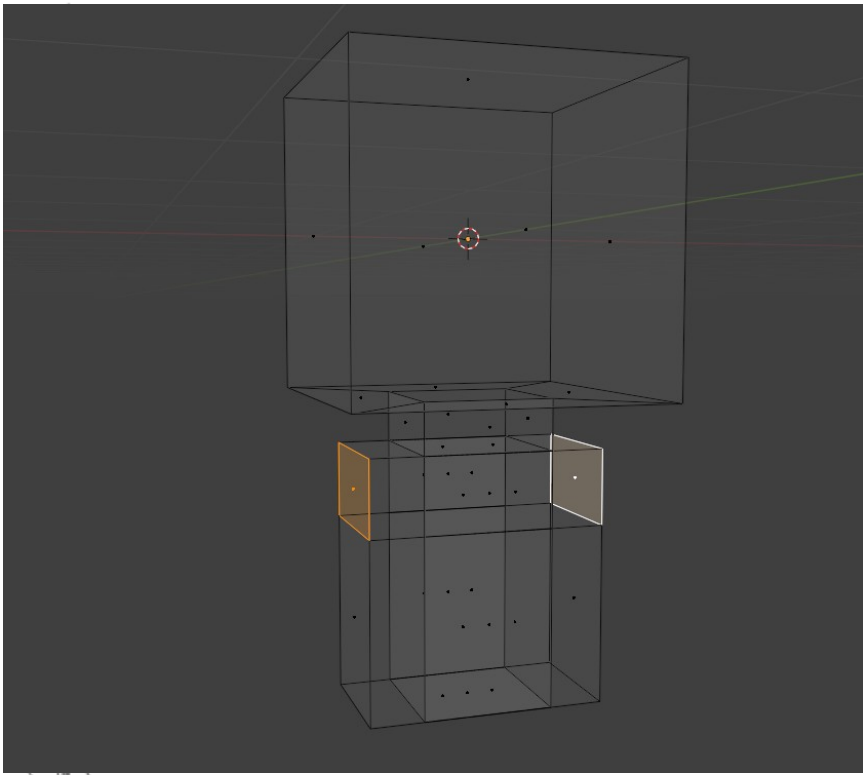


- Select 2 side faces (Shift)
- **E**xtrude (click to create but don't move mouse)
- **S**cale and lock on **X** axis



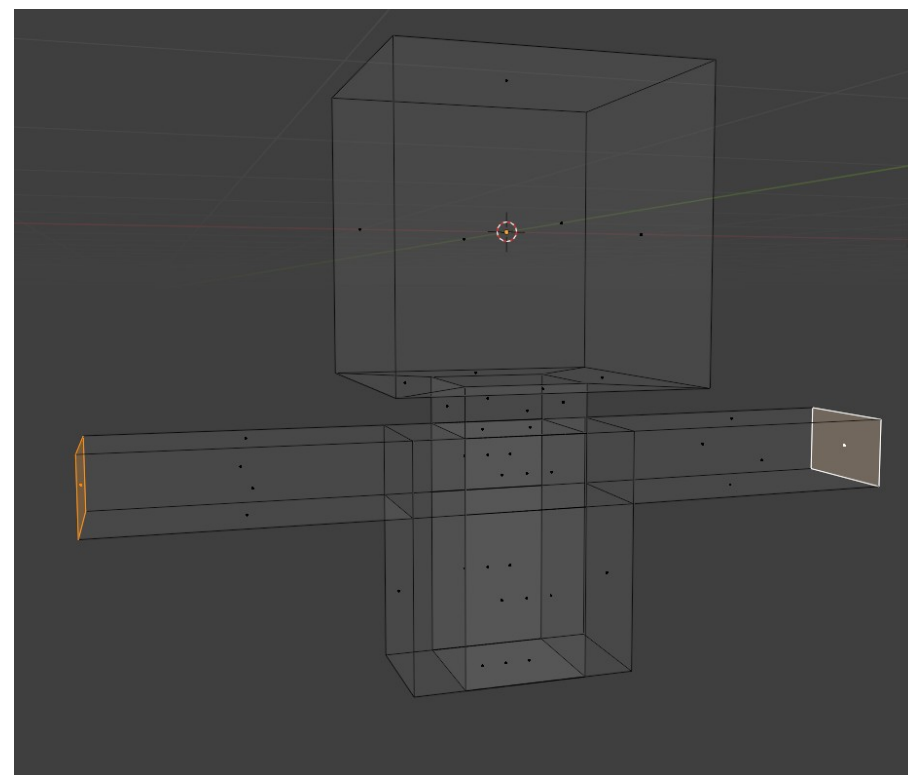
Let's create the shoulders

- **Ctrl+R** to activate loop cut tool
- Click to create loop cut and move a bit up



Let's create the arms

- Select 2 side faces (Shift)



- **E**xtrude (click to create but don't move mouse)
- **S**cale and lock on **X** axis



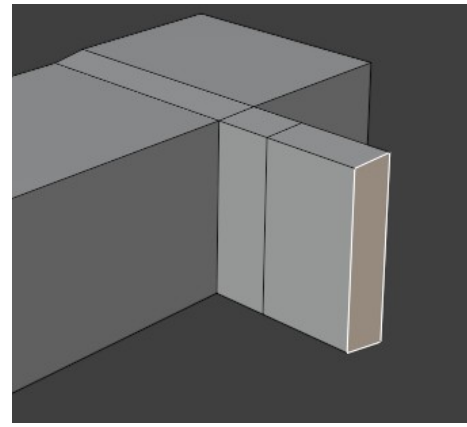
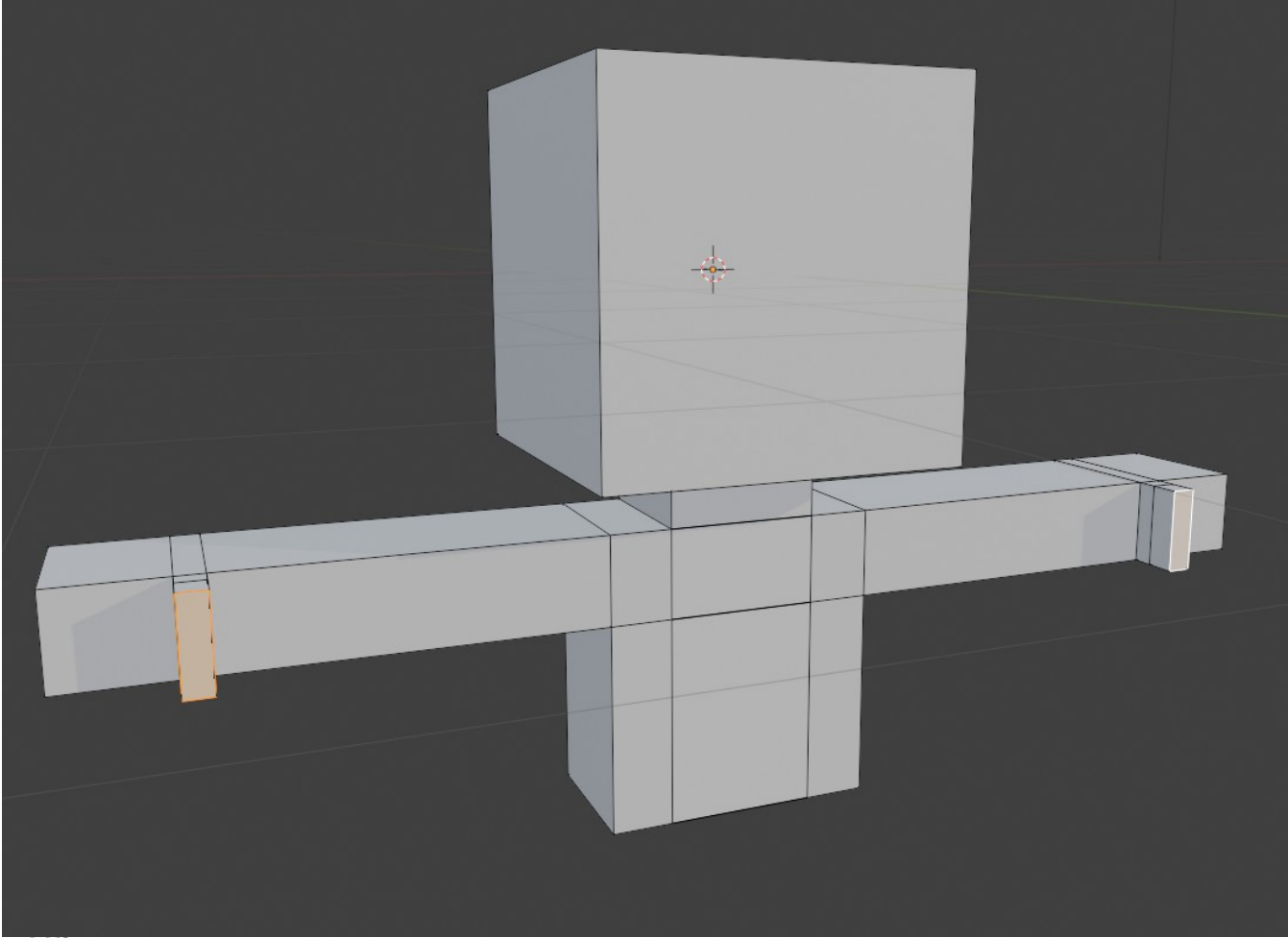
Let's create hands

- Repeat the extrude process 2 more times

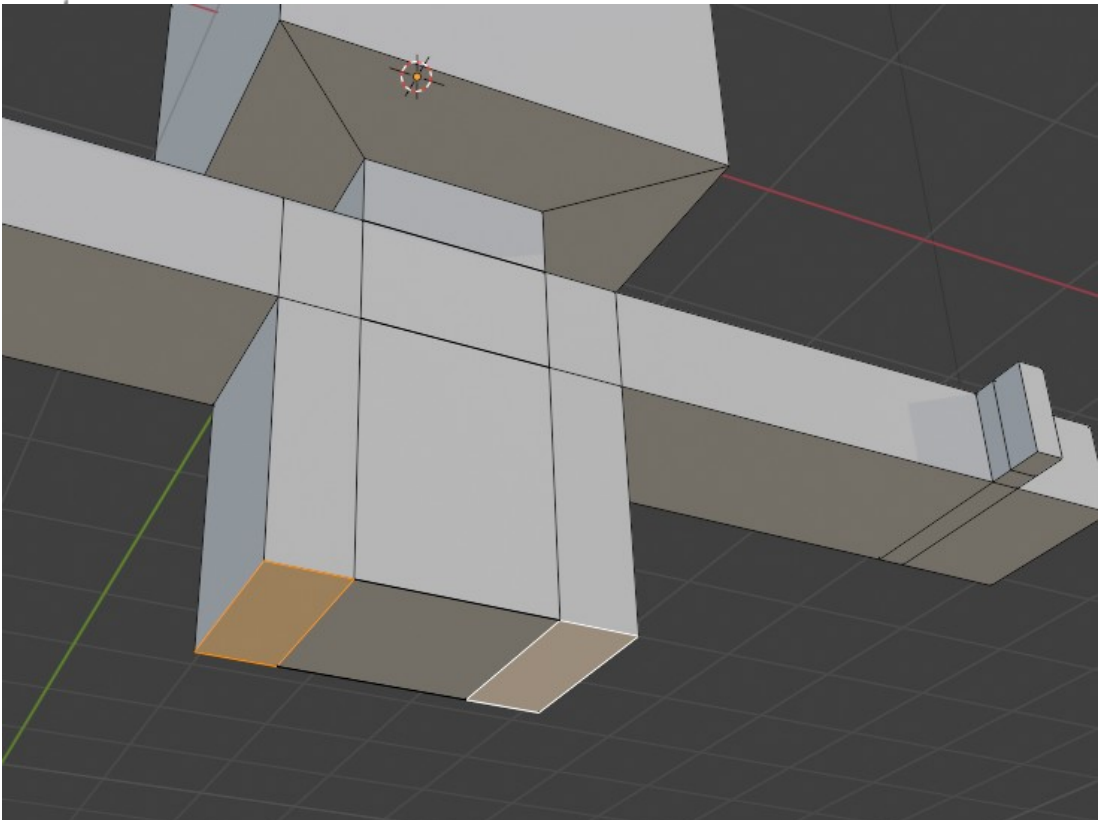


Let's create thumbs

- Select the 2 faces (Shift)

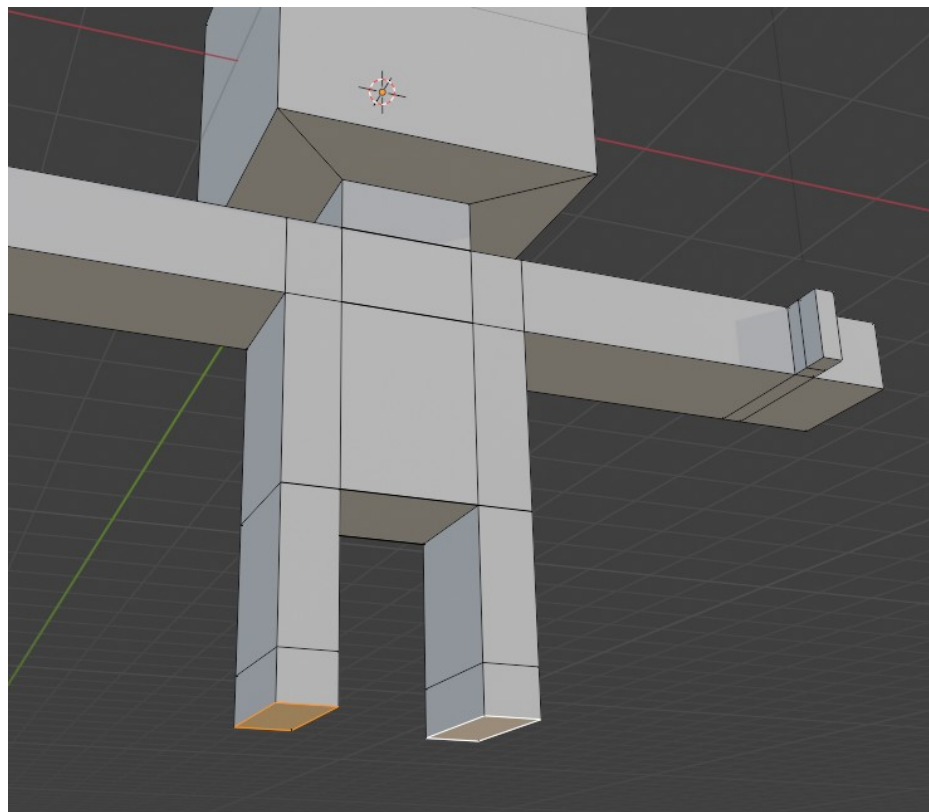


- **Extrude** a little and move mouse a little
- **Extrude** again and move mouse a little bit more



Let's create the legs

- Select 2 side faces (Shift)

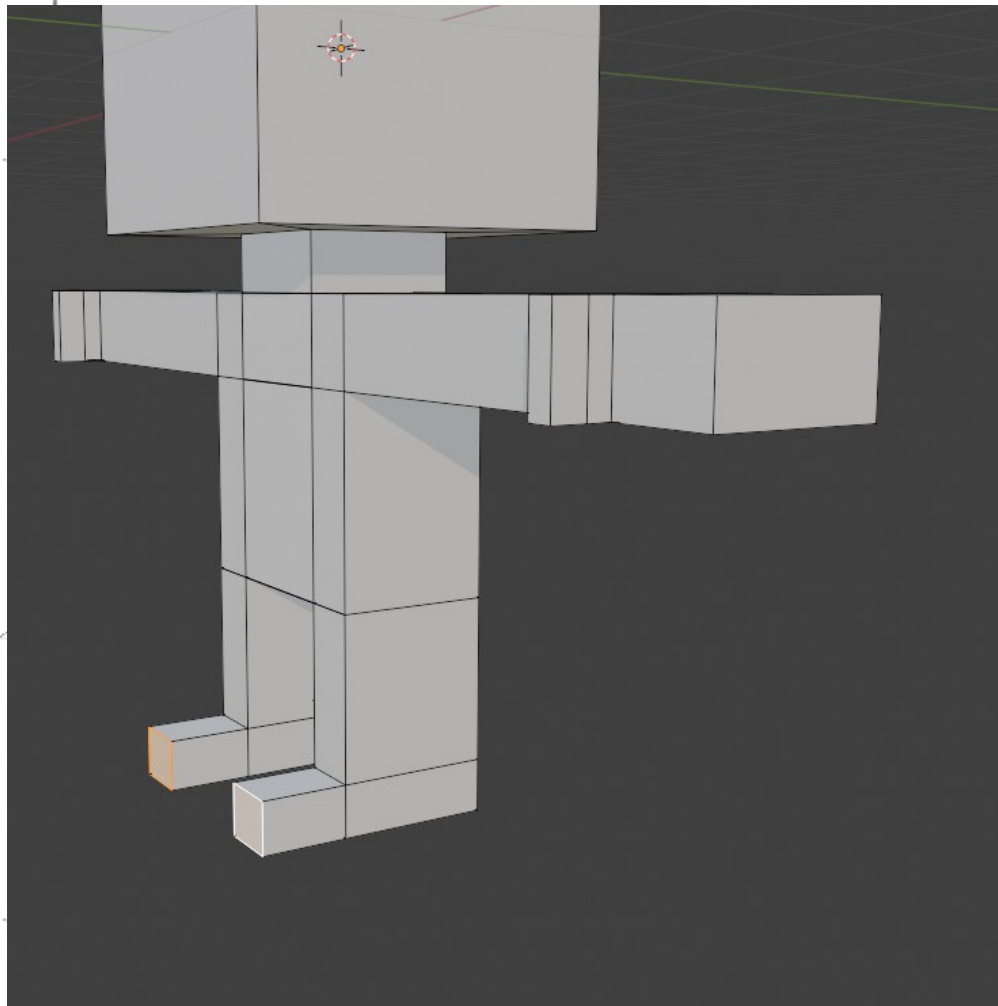


- **E**xtrude and move down a bit
- **E**xtrude again but move less

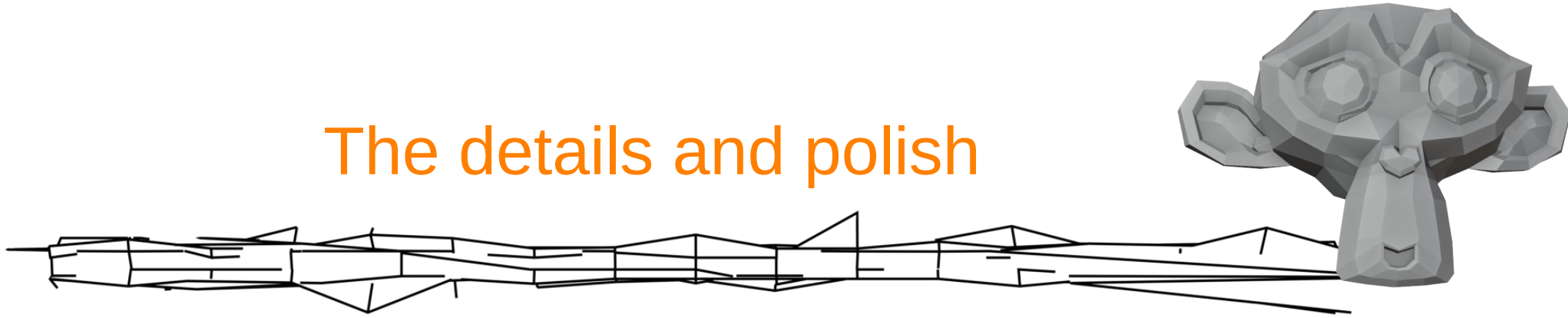


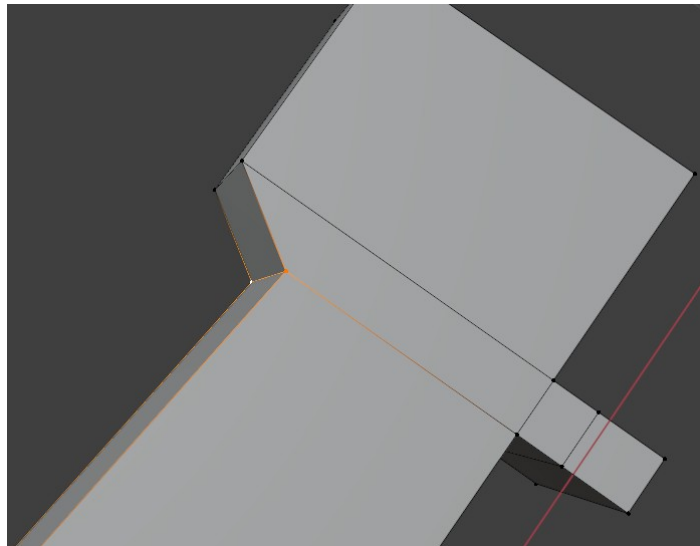
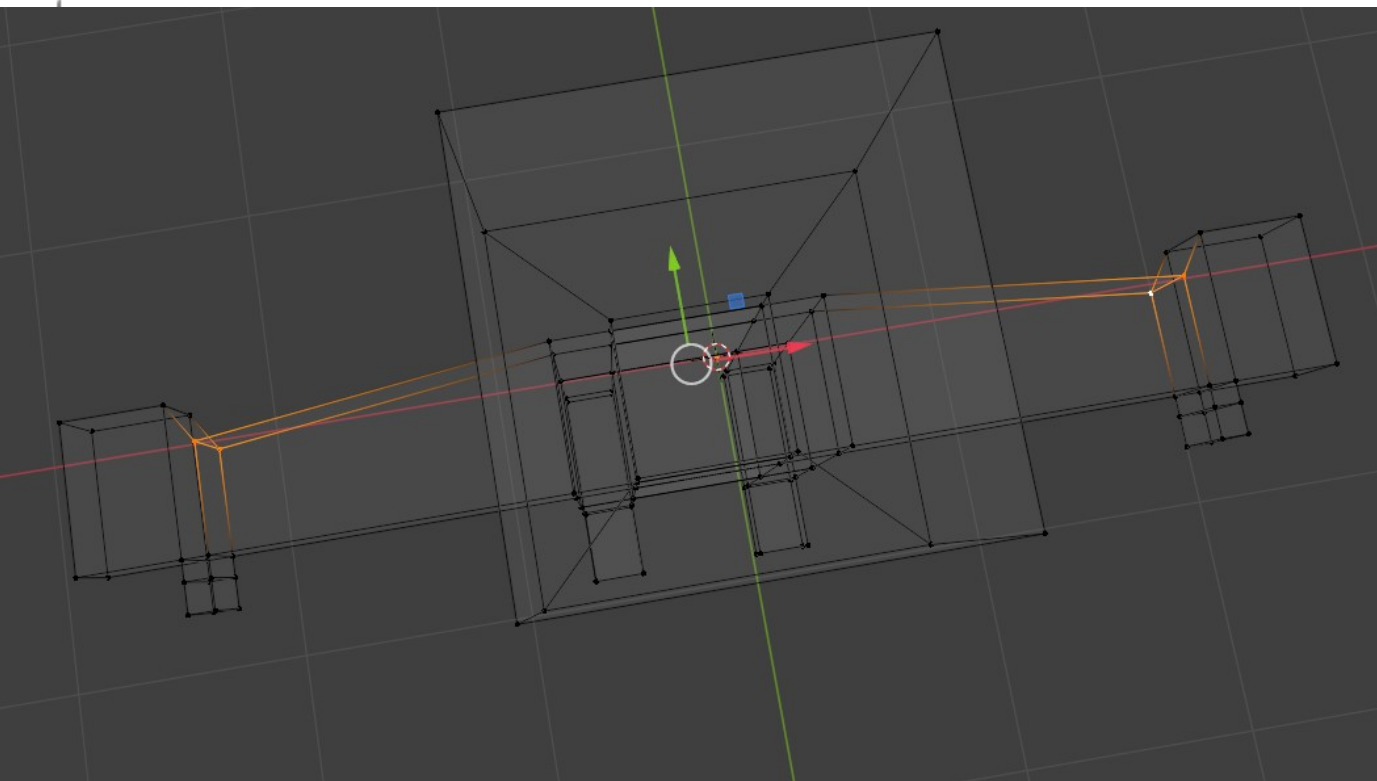
Let's create the feet

- Select 2 front faces (Shift)
- **E**xtrude and move mouse a bit



The details and polish





- Select the 4 vertices (back of the wrist)
- Move them a bit forward



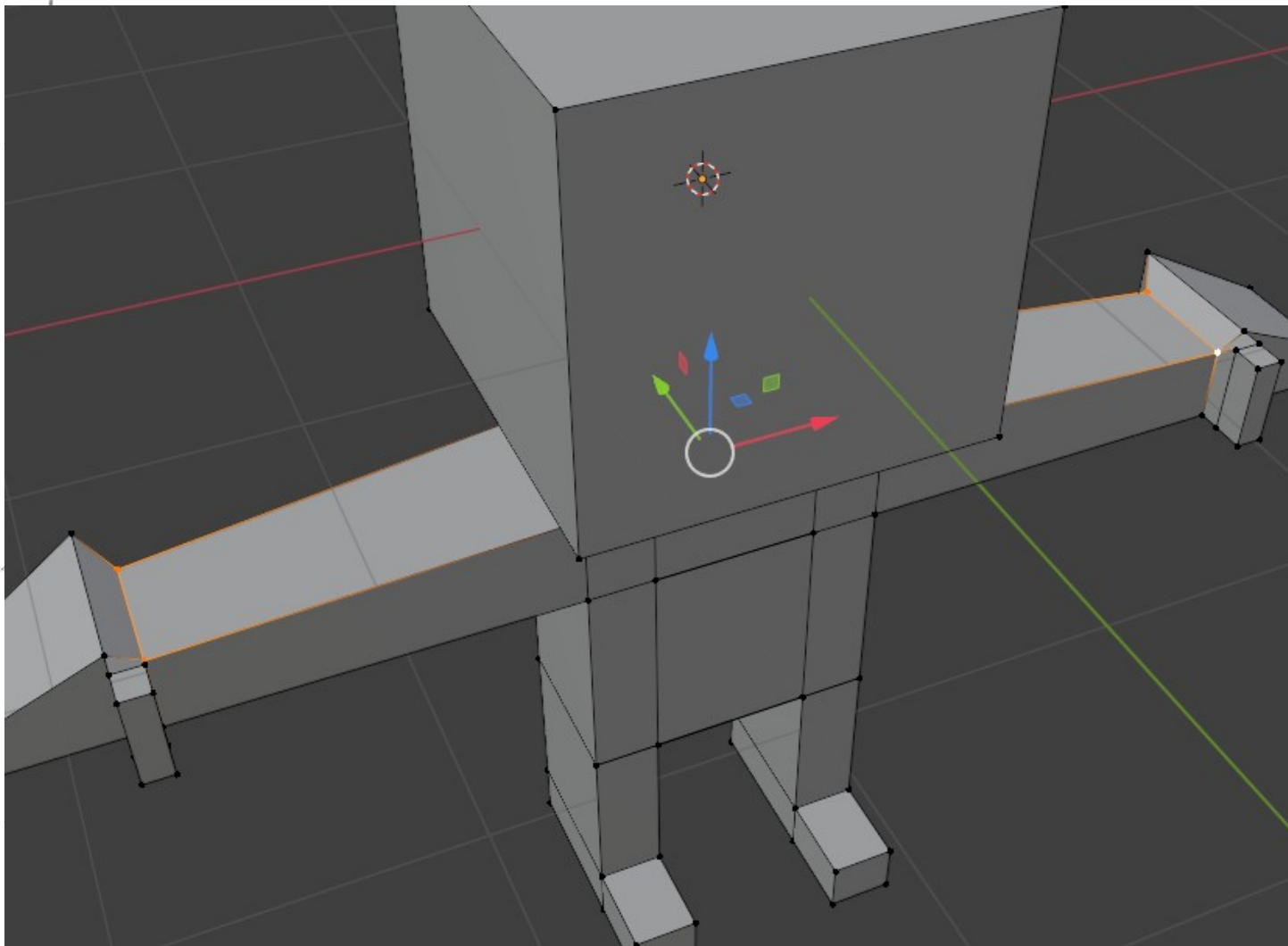
- Select the 4 vertices (back of the hand)
- Move them a bit forward

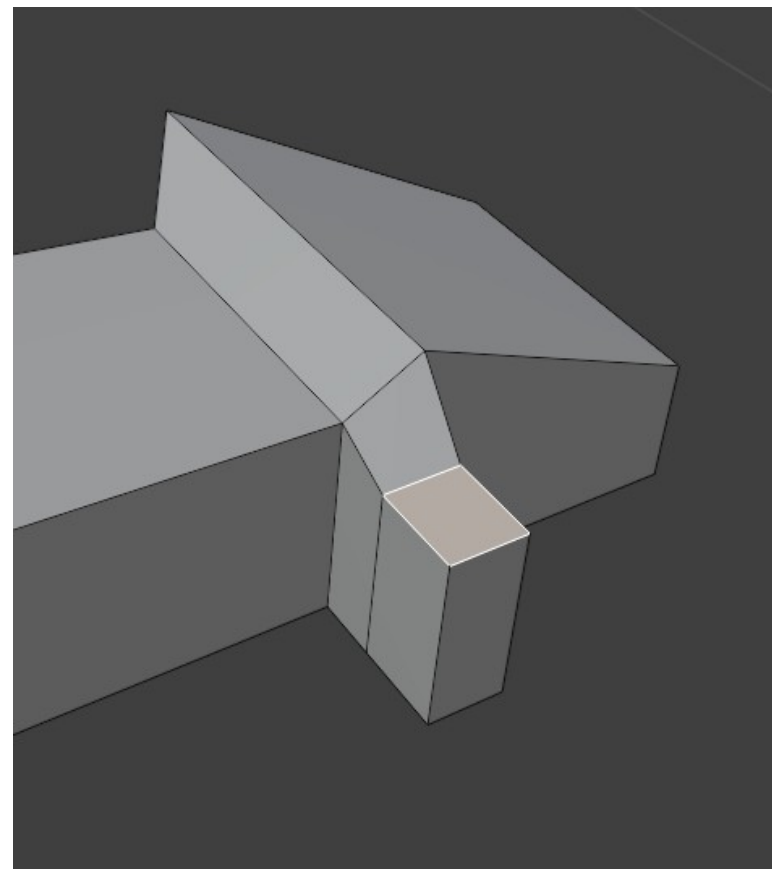
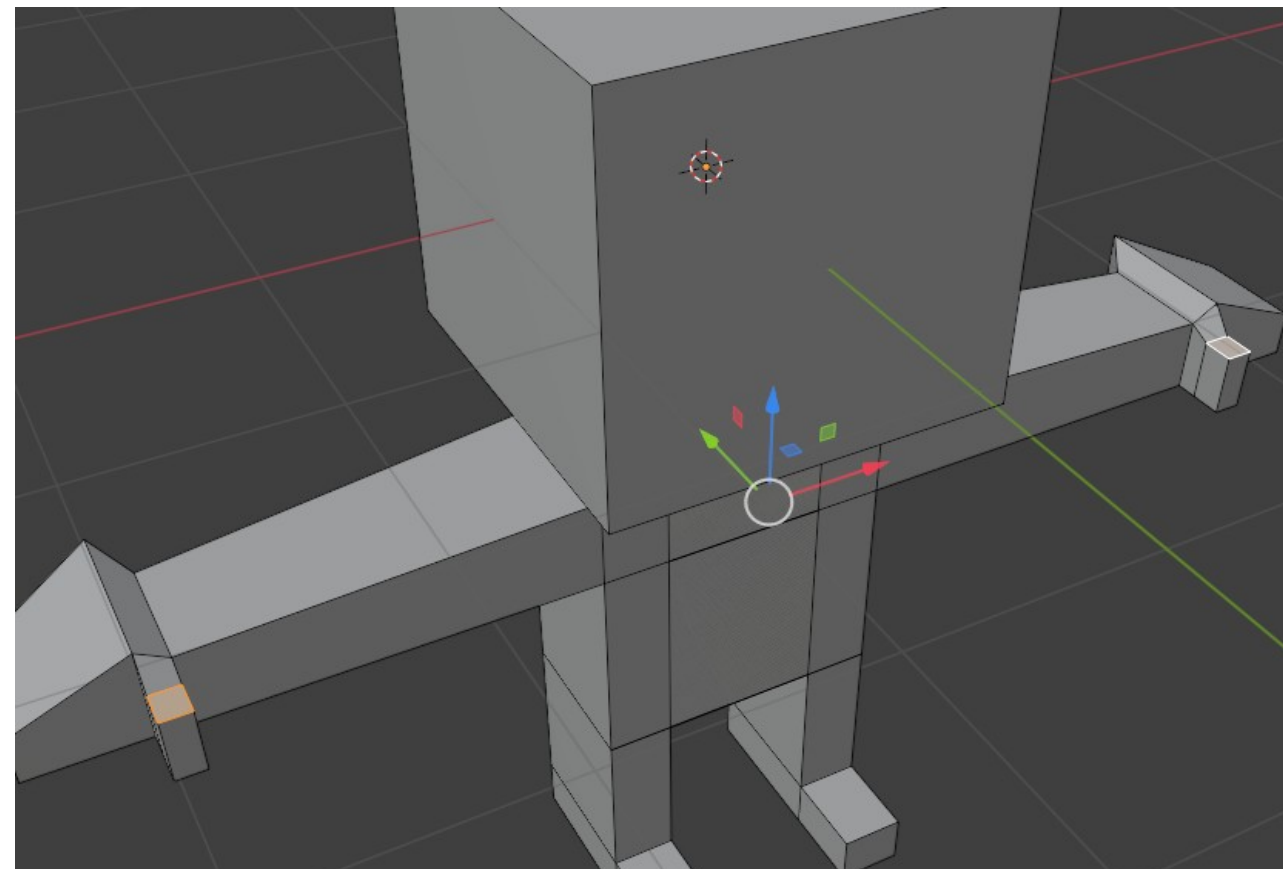


- Select the 4 vertices
- Move them a bit down

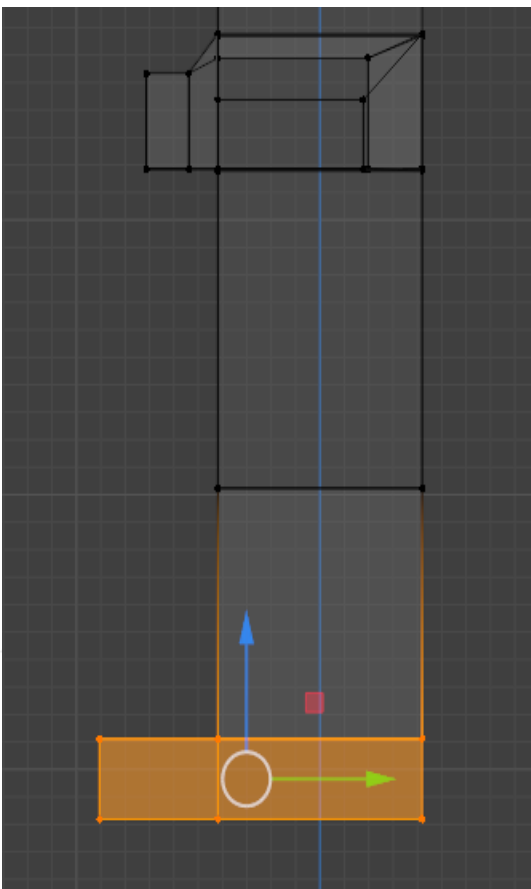


- Select the 4 vertices
- Move them a bit down

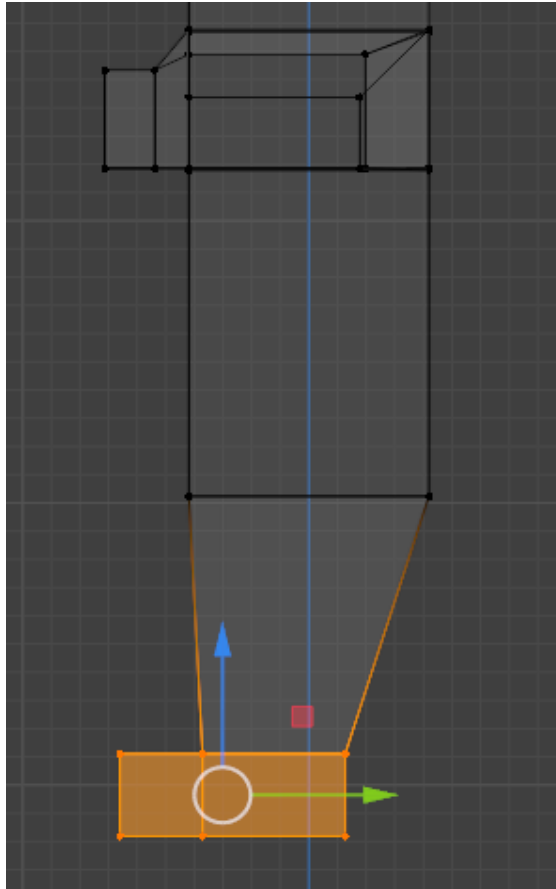




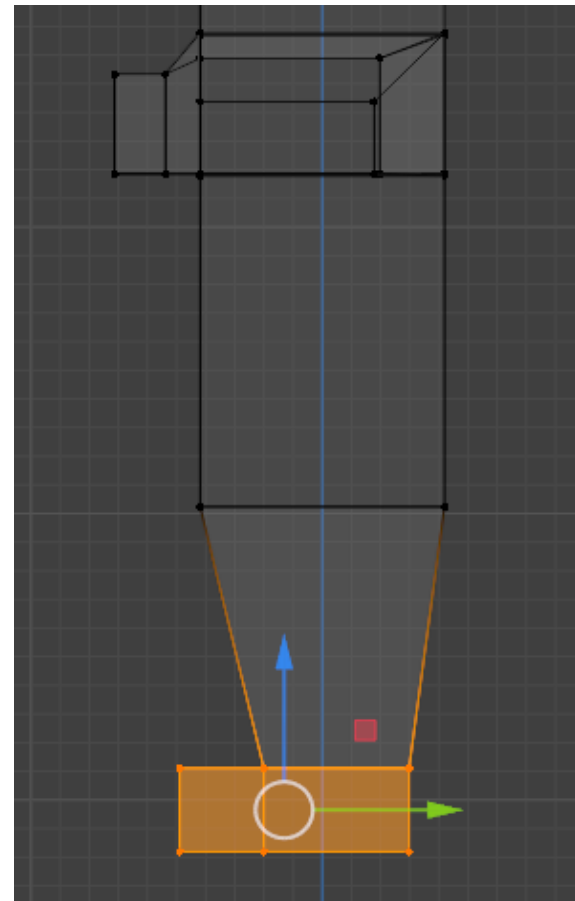
- Select the 2 faces
- Move them a bit down



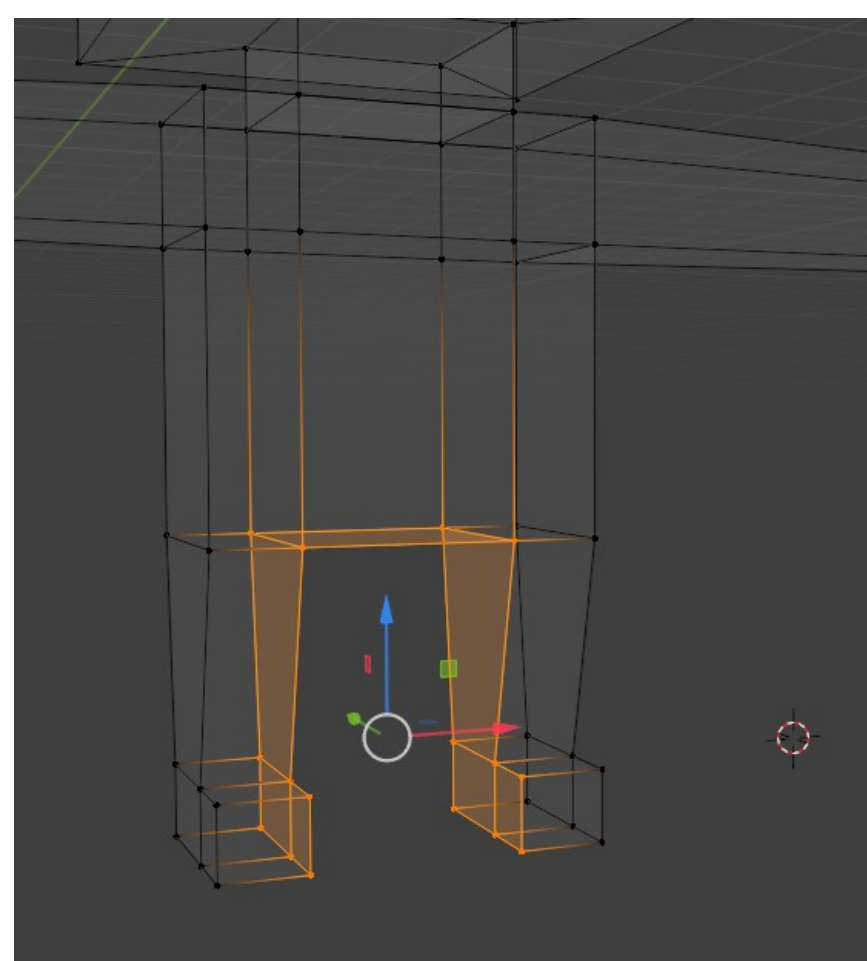
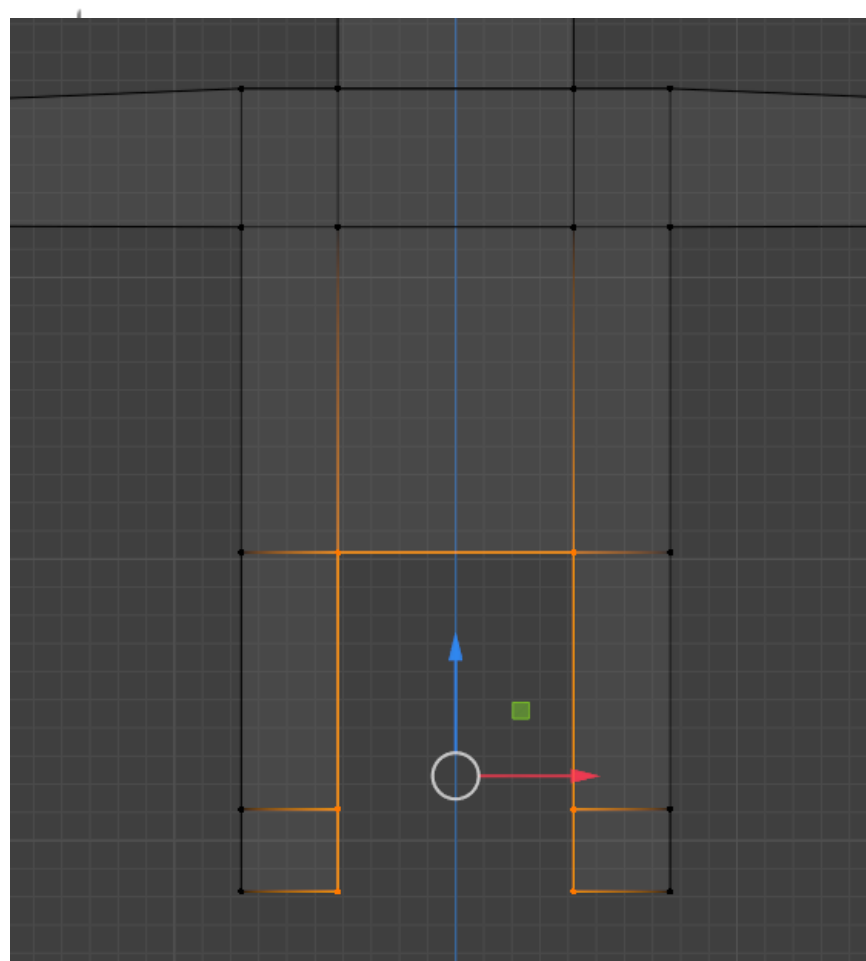
- Select the vertices from both feet



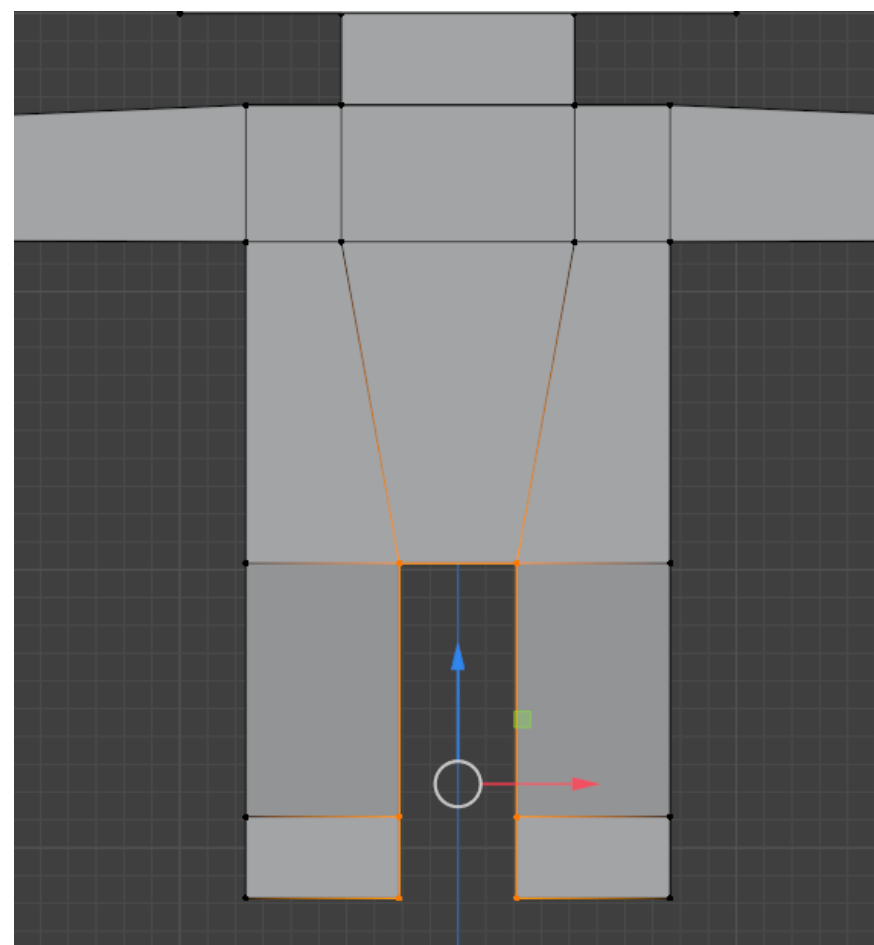
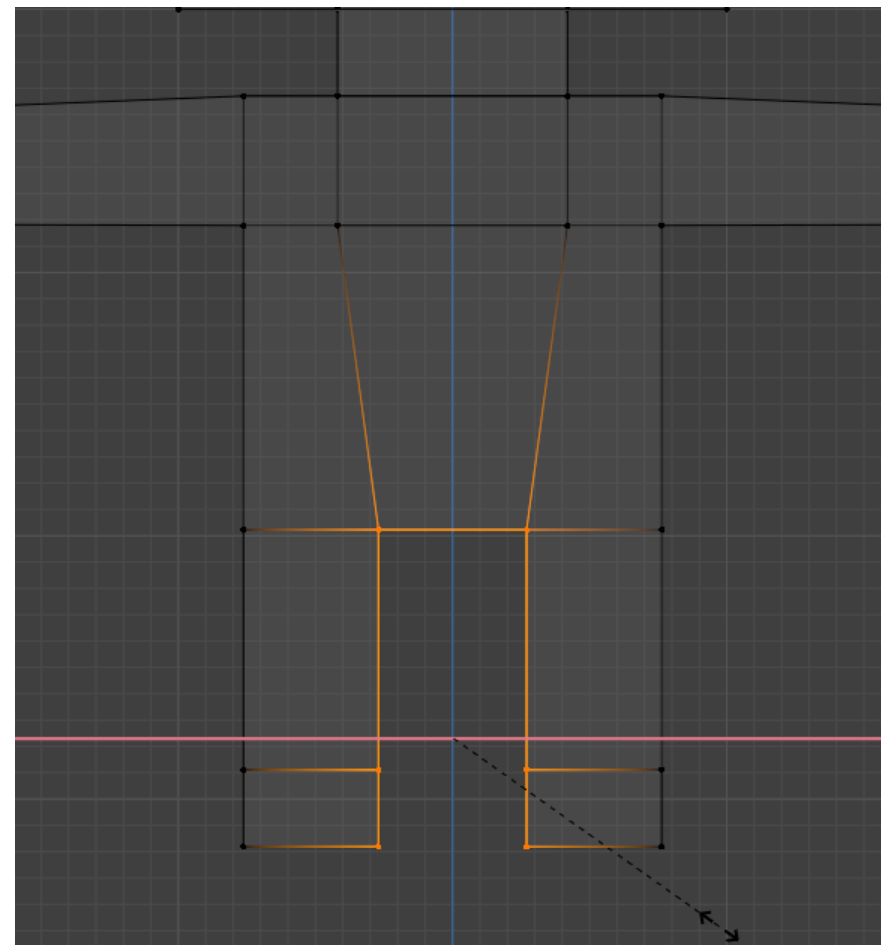
- **Scale** only on the **Y** axis



- Move them a bit to the back



- Select the vertices from inside legs and feet



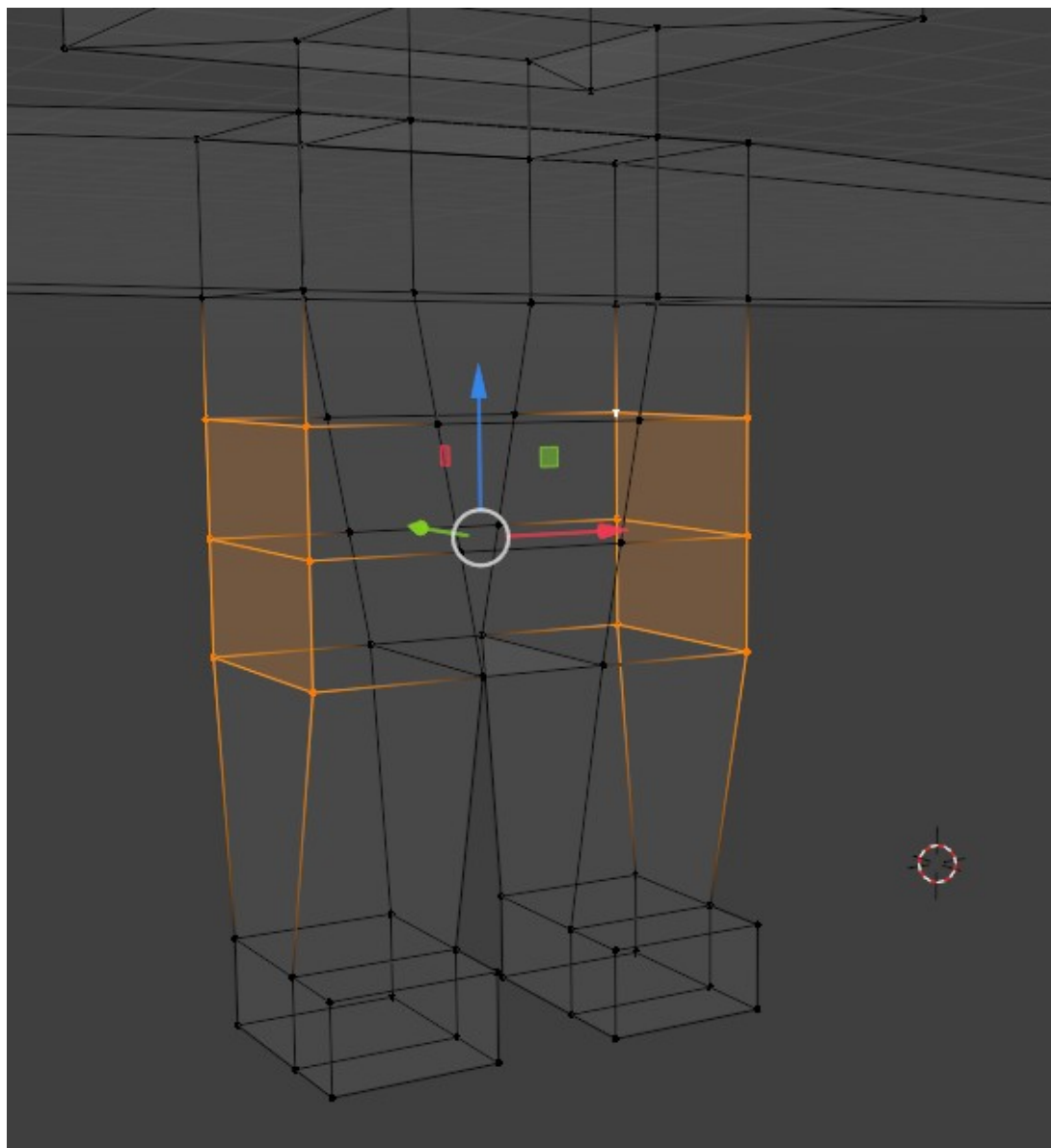
- **Scale** only on the **X** axis

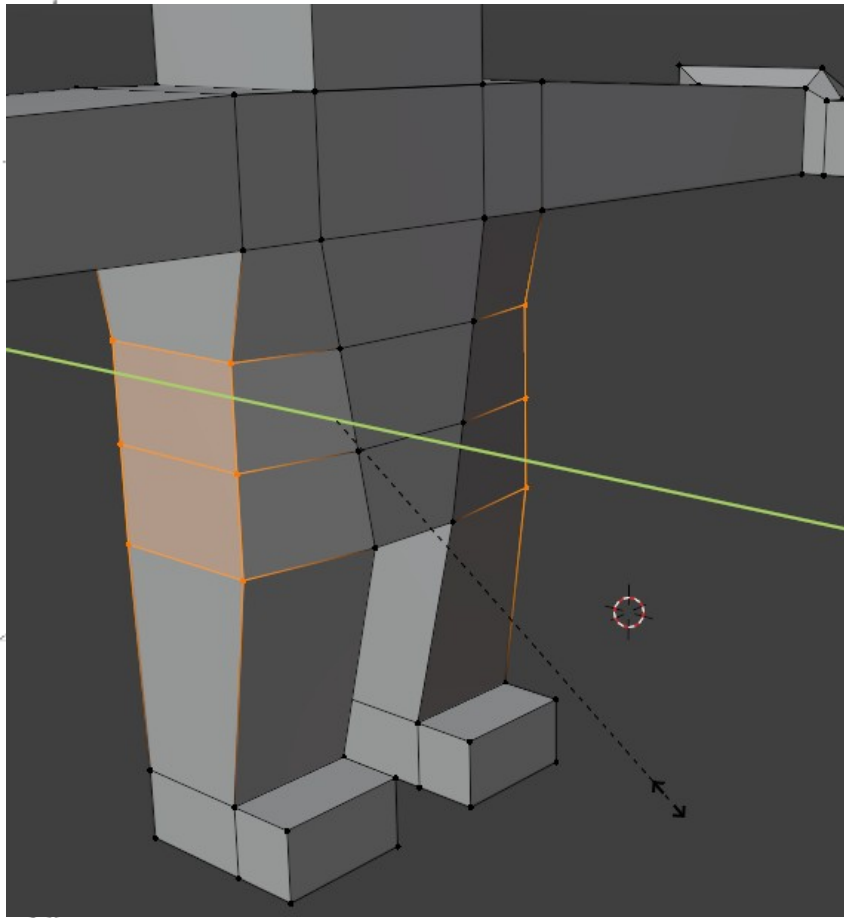


- **Ctrl+R** to activate loop cut tool
- Roll mouse wheel to create 2 loops
- Click to create loop cut and click again to fix them

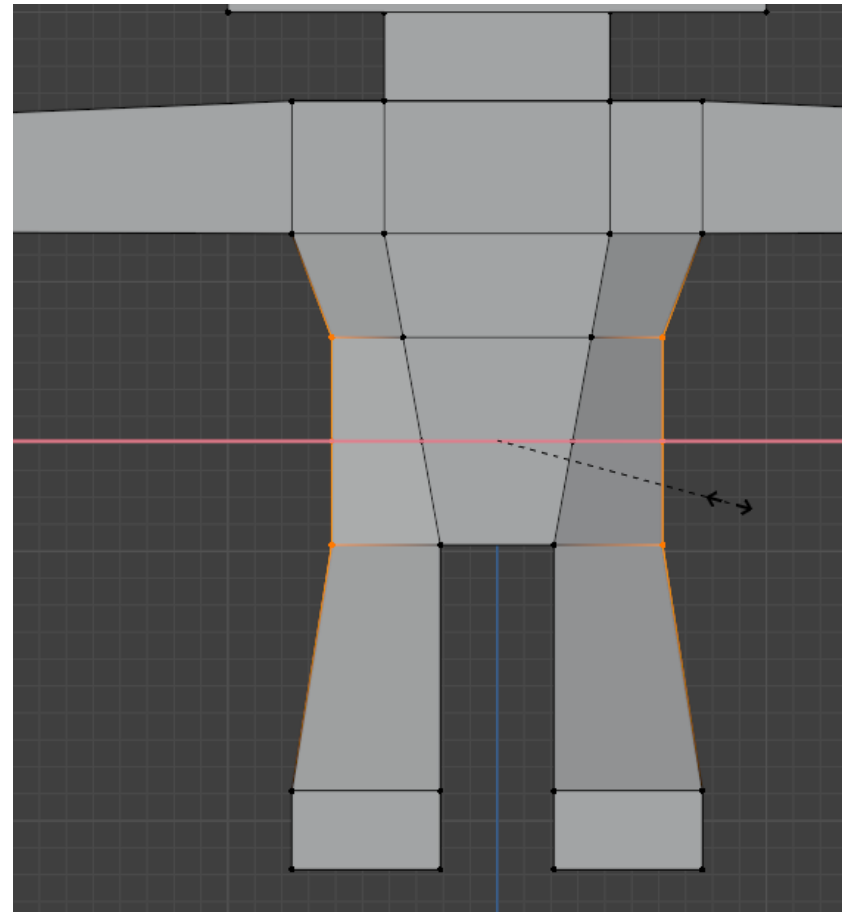


- Select the vertices from both sides like in the image.

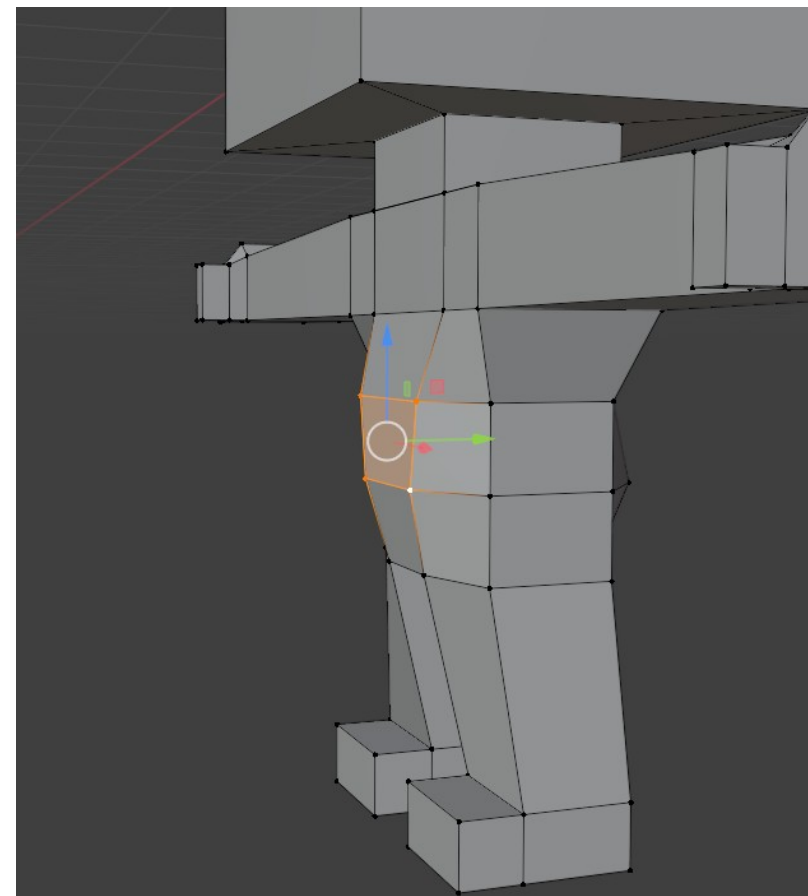
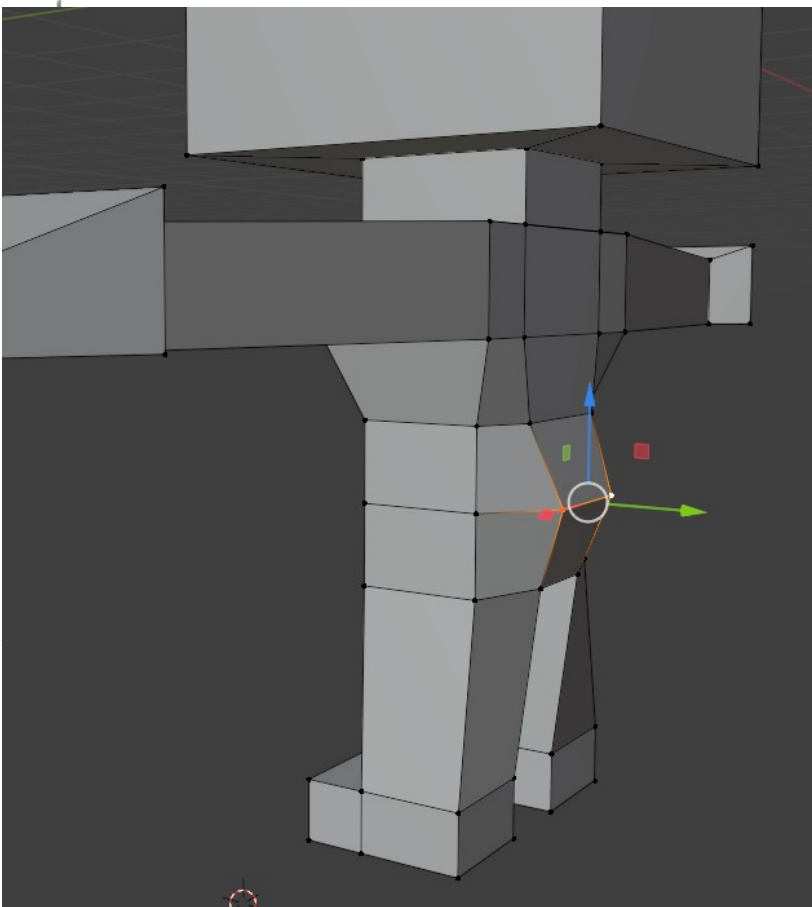




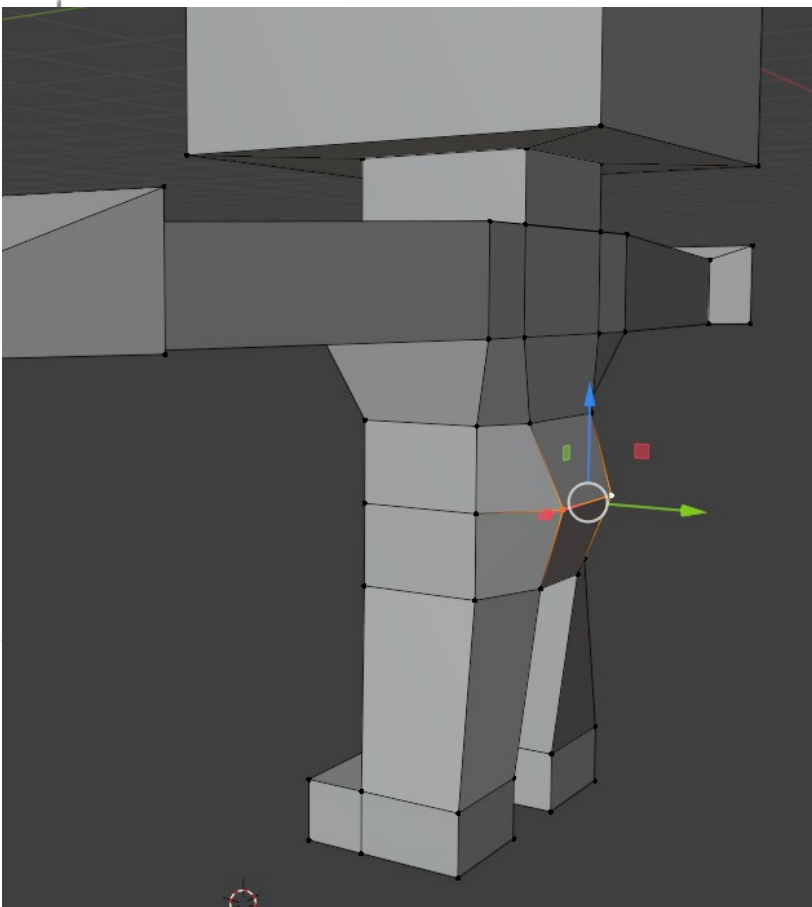
- **Scale** them only on the **Y** axis



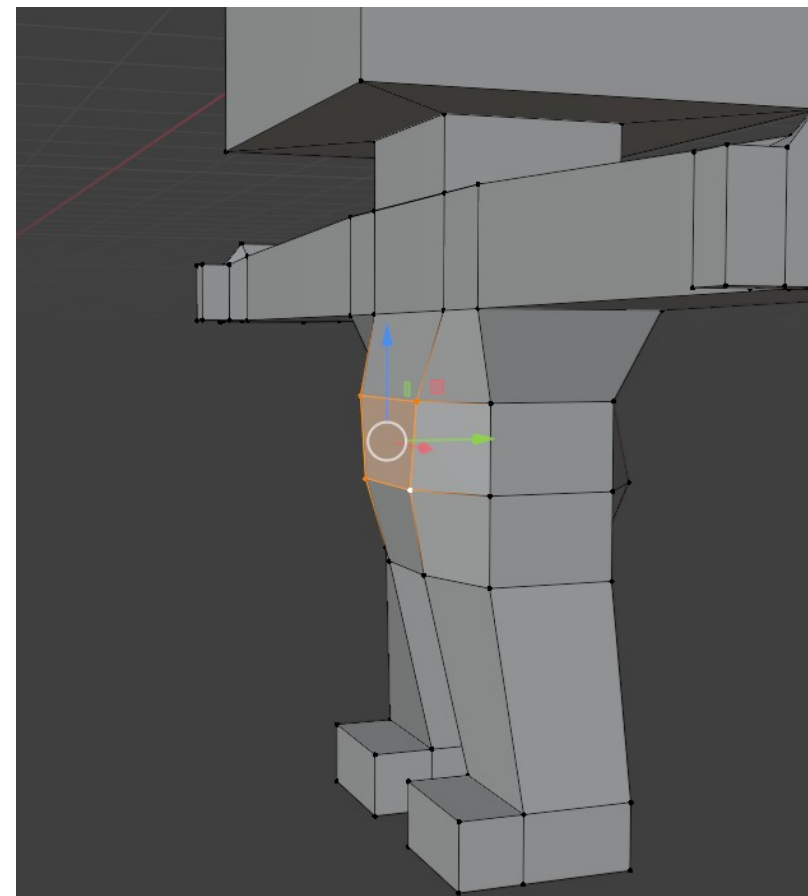
- **Scale** them only on the **X** axis



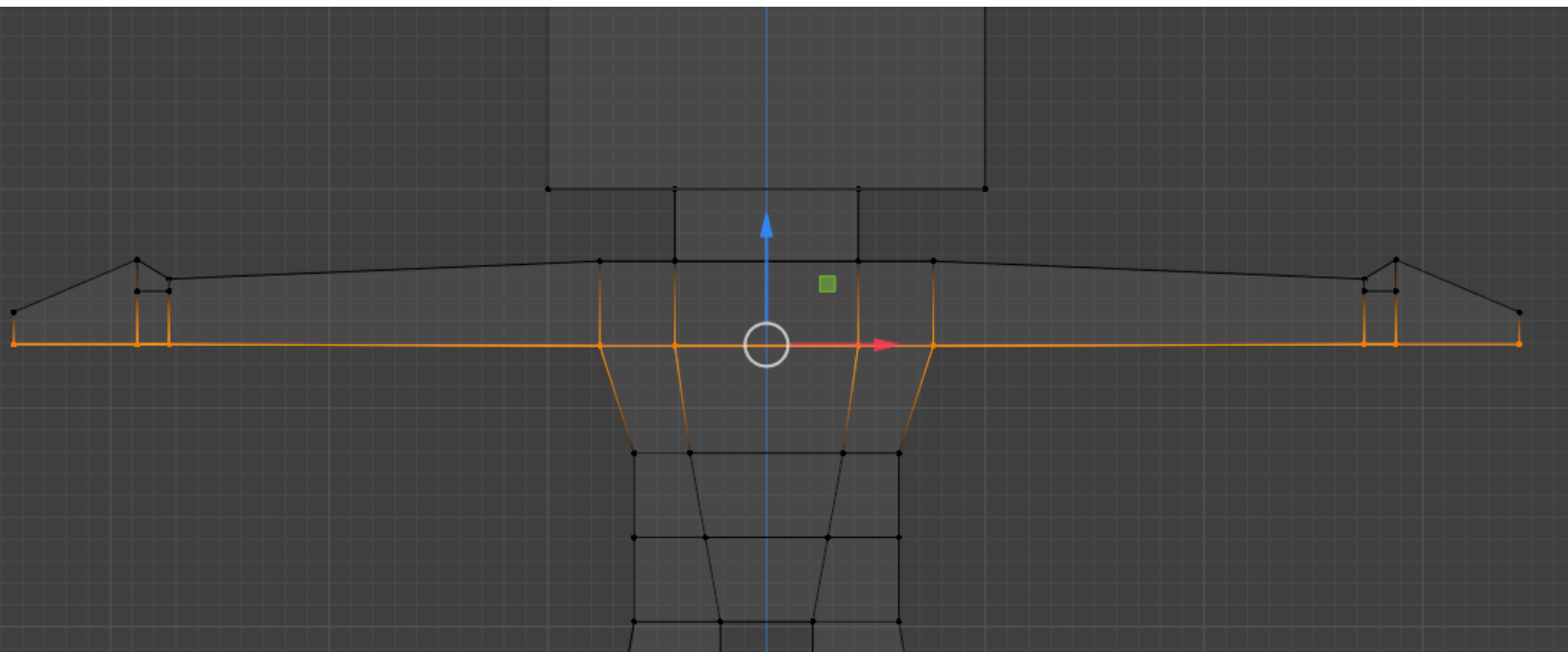
- **Scale** them only on the **Y** axis



- Select these 2 Vertices and move them to create the buttocks



- Select these 4 Vertices and move them to create a belly₂₇

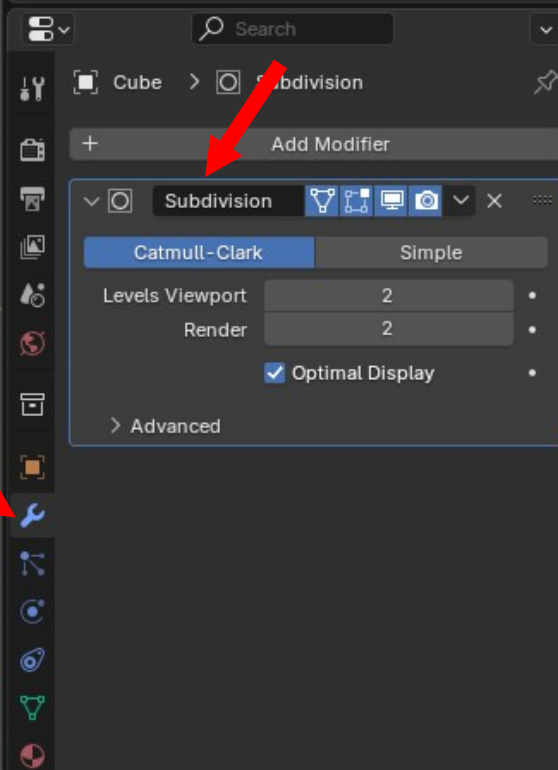
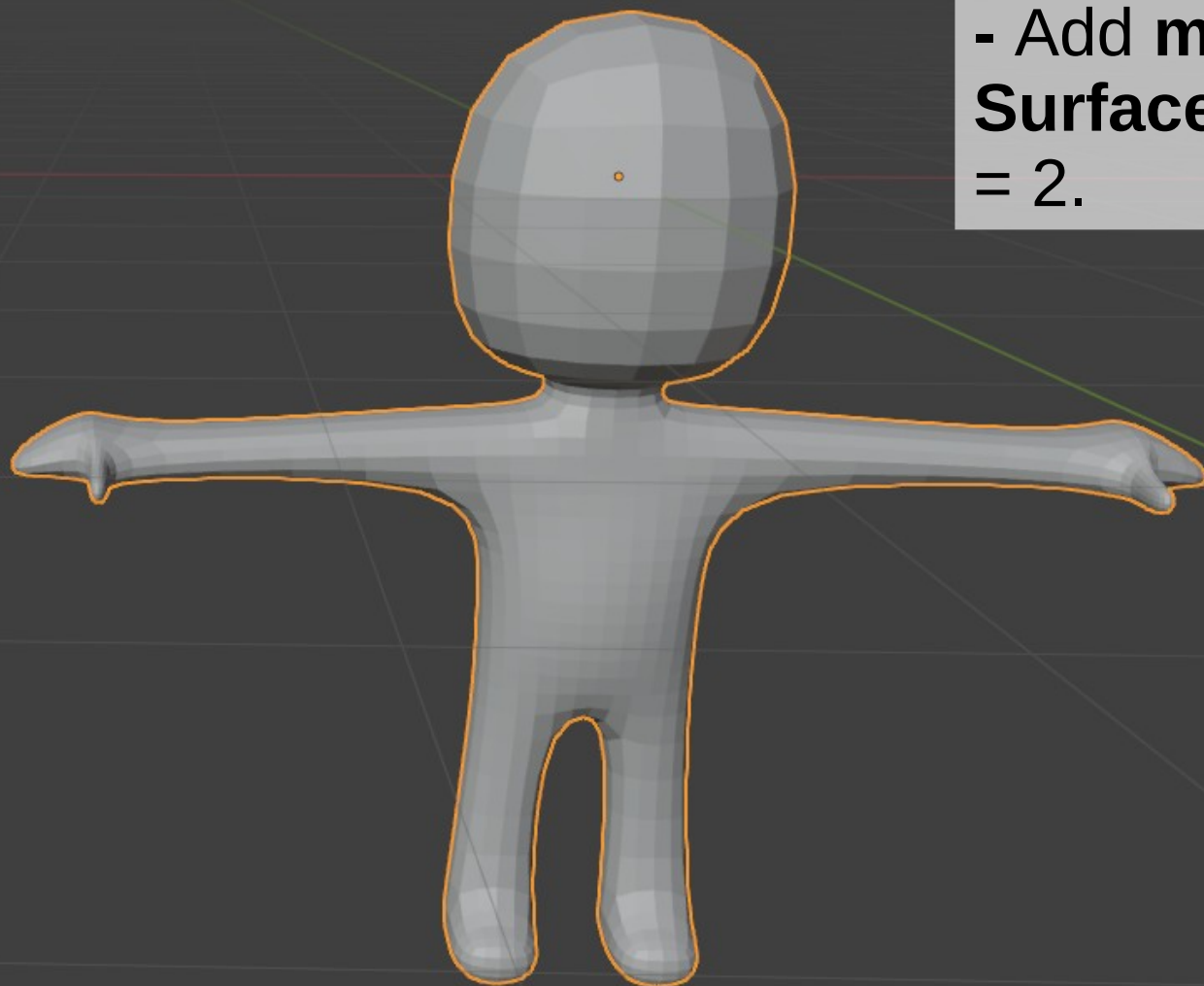


- Select all these Vertices and move them up to shape the arms a little thinner

Final steps



- Add modifier **Subdivision Surface** with Levels Viewport = 2.





- Use the context menu (Right Mouse Button) and select **Shade Smooth**

You can now try to customize a little bit more ;)

