Code Name

Queen Anne

Modelling ToolTips

**Starting Out**

To start of the modelling process, create a new Maya scene file and import the reference images in their respective planes. (Front reference image in the front plane, side reference images in the side plane)

Once those are done, start by creating a total of **3** cylinders in the following order:

* Body:

Create a cylinder with the following attributes:

* **Subdivision Axis: 14**
* **Subdivision Height: 4**
* Arms:

Create a cylinder with the following attributes:

* **Subdivision Axis: 6**
* **Subdivision Height: 6**
* Legs:

Create a cylinder with the following attributes:

* **Subdivision Axis: 8**
* **Subdivision Height: 6**

Rotate the body by 90 degrees on the Y-axis to make it symmetrical to the plane and position it at where the body is based on the reference image.

Rotate the arms slightly to a 45 degree angle and position it near where the arms would be based on the reference image.

Position the legs based on the reference image.