**LESSON: CHARACTER**



**STEPS:**

1. Insert “Box” – change x, y, z values to 2
2. Double click to make editable – add spherify and collapse
3. Select half the sphere using select area then delete.
4. Click symmetry
5. Select bottom 2 polygons and select cover by pressing “C”
6. Click on white dot and drag
7. Click on red arrow to reconnect
8. Click on green box below arrow to flatten
9. Click on green arrow to lower neck
10. Press Command + Shift + X to select all part of neck
11. Click on red box arrow to shrink neck width
12. Click on blue box arrow to shrink neck width
13. Click on red arrow to reconnect
14. Click on blue arrow to move neck further back
15. Select dot/line (ie. Edge mode) polygon & highlight middle face line cut by holding shift and clicking lines
16. Click rotate tool and use green arrow to lower
17. Click on middle face divider then choose ring cut “X” and select along line….do not release button and raise right away.
18. Select dot mode then tools – polygon- optimize – ok
19. Select rotation tool and select auto mode on object
20. Press on dots and drag to give shape to head.
21. Select bottom 2 neck polygons and press “C” for cover and pull down an inch using green arrow. Repeat all pull down further to give length to body.
22. Widen body by selecting side polygons and pulling out using red arrow.
23. Add ring cut down middle vertically of right side and middle of body horizontally.
24. In point mode – click on center point at the bottom of body and pull inwards then click on outer point all pull outwards to give shape to leg.
25. Select outer 2 bottom polygons and press “C” and pull down for legs. Repeat cover and pull down a little bit more for foot.
26. Scale in bottom 2 polygons by clicking colored box and then on white dog and dragging.
27. Using loop select move horizontal body ring cut upwards enough to leave room for arms.
28. Select bottom 2 belly polygongs and pull out a bit.
29. Select polygon for foot and press “C” and pull forward with blue arrow. Scale down with green box.
30. Correct foot edges by clicking and dragging out.
31. TIP: Flatten foot by selecting all bottom polygons and pull down on green scale box.
32. Using point mode - give form to arms before selecting 2 polygons for arms. Press “C” and pull out using red arrow. Scale down using green and blue boxes.
33. Press “C” and pull out again. Scale as you go on green and blue axis.
34. Repeat step 33
35. Add a ring cut horizontally down the leg. Use loop select and pull knee forward.
36. TIP: Holding Alt + shift in auto mode allows you to transform and move points, edges, and polygons.
37. Select outer 2 hand polygons and press “C” and pull out for hand
38. Select thumb polygon and press “C” and pull out.
39. Add subdivision.
40. Optimize points. Click ok.