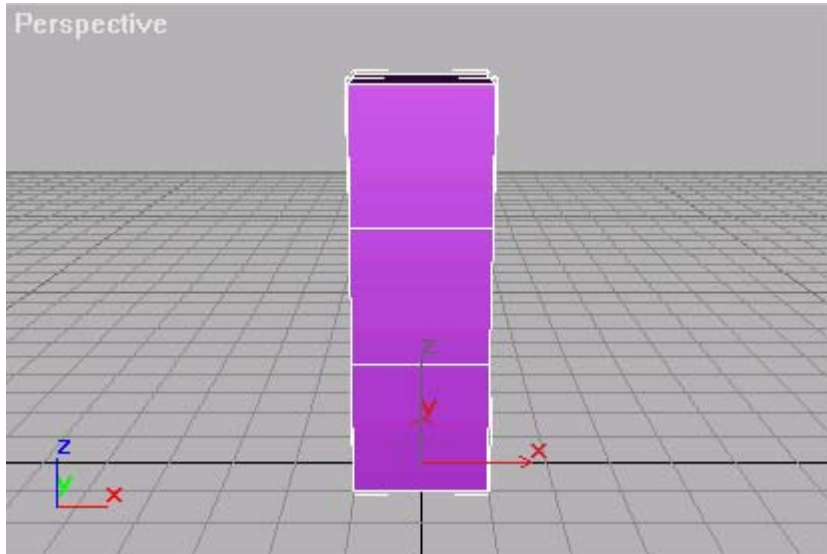


Creating the Torso

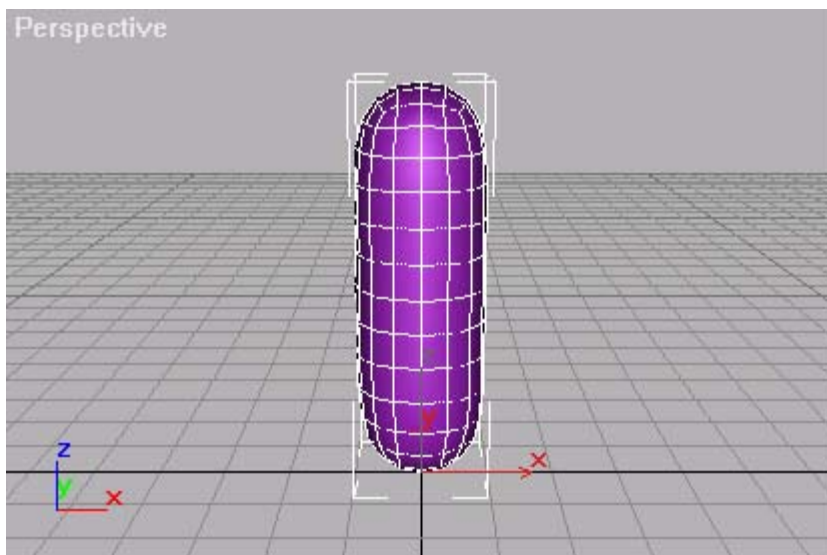
1

Create a box at (0,0,0) of size (20,20,60) in the top viewport. Change the number of height segments to 3.



2

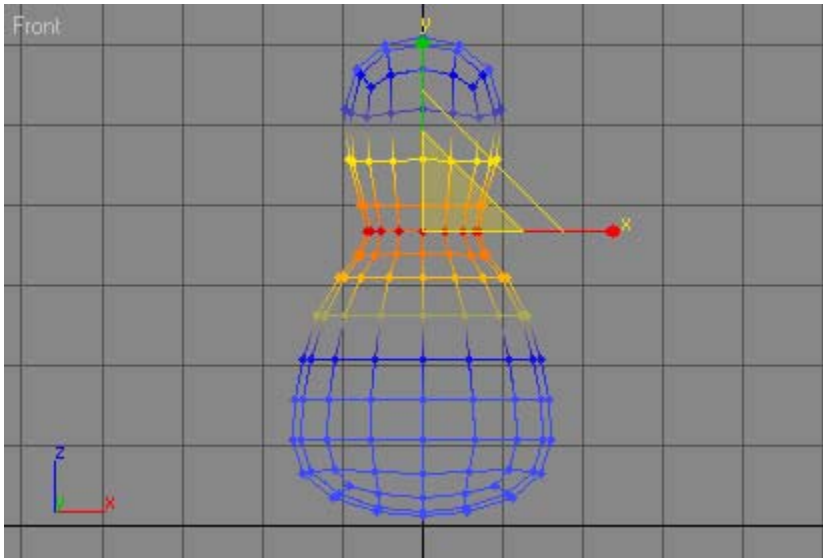
Go to the modifier panel and add a MeshSmooth modifier to the box. In the Subdivision Amount rollout, change the iterations value to 2. The box should now be a lot more rounded, like a sausage.



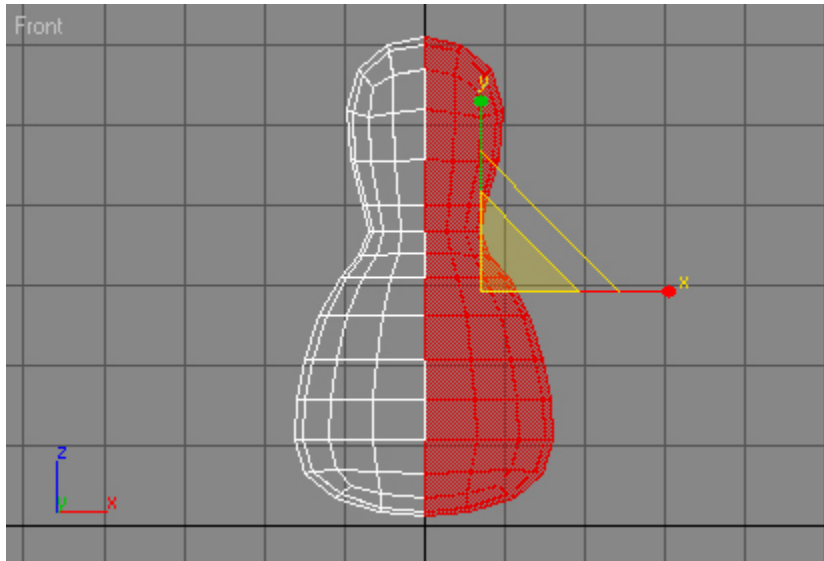
3

Right click on the Meshsmooth modifier at the top of the stack, and select the *Collapse To* option from the pop-up list that appears. You should be left with only Editable Poly on the stack.

- 4 Ensure that the character is selected. Click the plus sign next to the words Editable Poly on the stack to expand out the modifier. Select Vertex from this list. Open the Soft Selection rollout of the Editable Poly. Check the *Use Soft Selection* option. The default values in this rollout should be fine.
- 5 Select the row of vertices around where the Purple Alien's neck should be. Using a uniform scale, scale down the vertices to create the shape of the torso. When you are finished here, turn off the *Use Soft Selection* option.

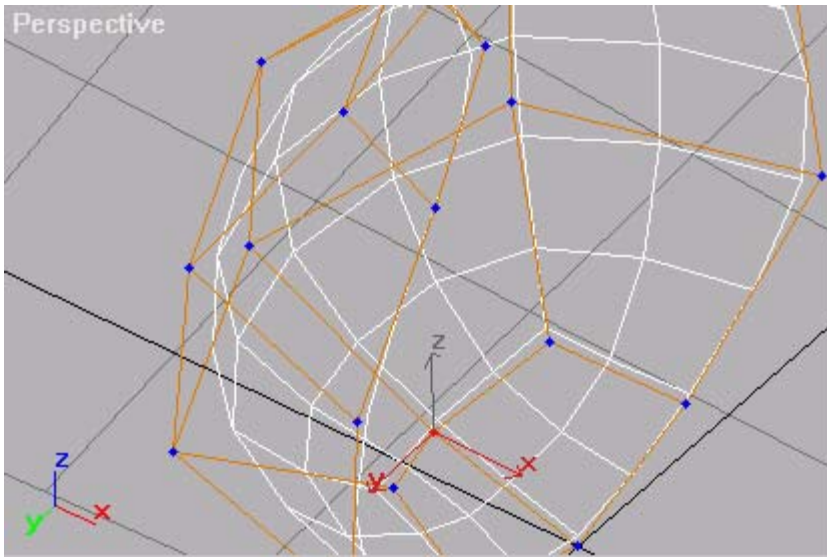


- 6** The Purple Alien character is symmetrical about the Y-axis, so it is appropriate that only half the model is worked on and then that result can be mirrored later on. To delete half of the alien torso, choose Polygon as your selection level. Highlight one half of the alien, and then press the delete key.

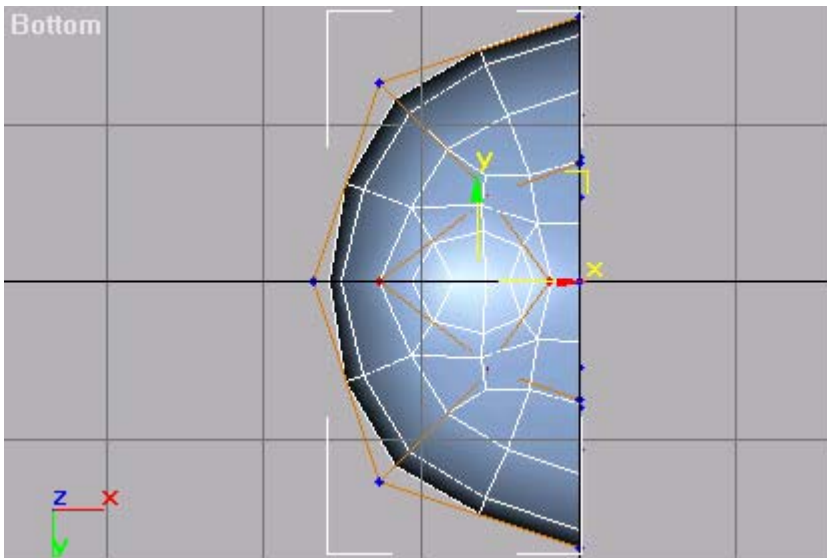


Creating a Leg

- 1** Select the vertex where the centre of the base of the alien's leg is to be. From here on to the rest of the tutorial, please ignore the orange cage around the Purple Alien's body. They are old max3.1 screen shots. Things will still work out the same :)



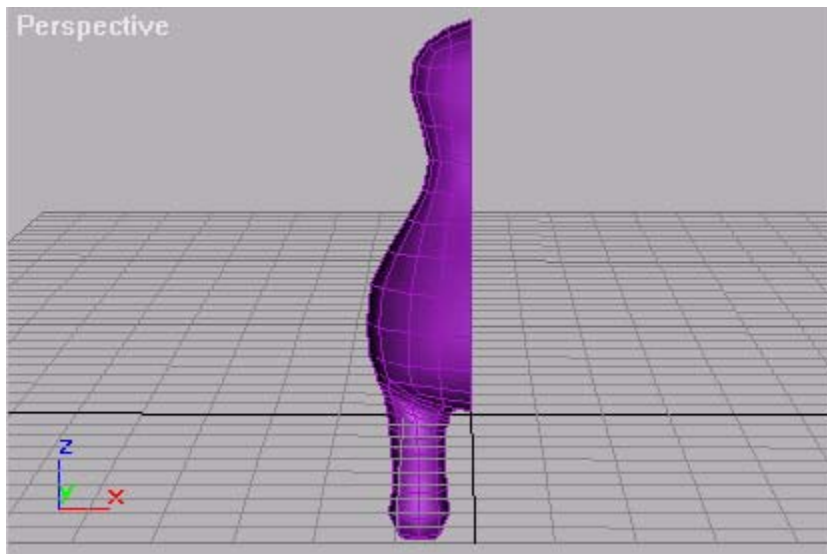
- 2** Right click on the vertex and select *Chamfer* from the pop-up quad menu. This creates some polygons that form the base of the alien's leg. Adjust the shape of the leg base by moving the vertices of the new polygons as required.



- 3** Switch to polygon selection mode, and select the new polygons created by the chamfer operation. Right click on the polygons and select *Bevel* from the pop-up quad menu. Repeat this operation several times to create the leg. The bevel operation will allow the leg to be basically shaped as well as extruding new polygons along the leg.



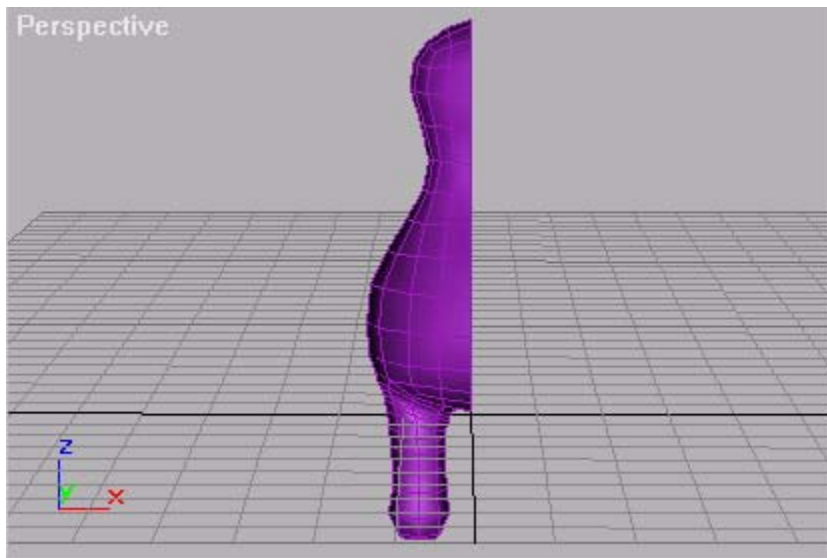
- 4** Switch to vertex editing mode and sculpt the leg as required.



Creating a Foot

1

Switch to edge selection mode, and select the edge at the bottom front of the character's leg. Right click on the edge and select *Chamfer*. This creates some polygons from which the foot can

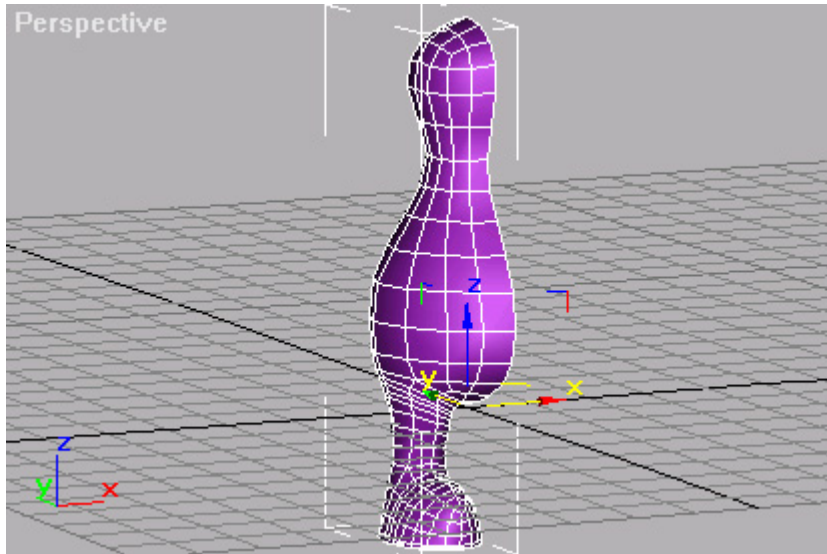


2

Select the polygons on the front of the character's leg where the foot will be built from. Right click on the selected polygons and select *Bevel*. Repeat this operation a few times as you did to create the leg.

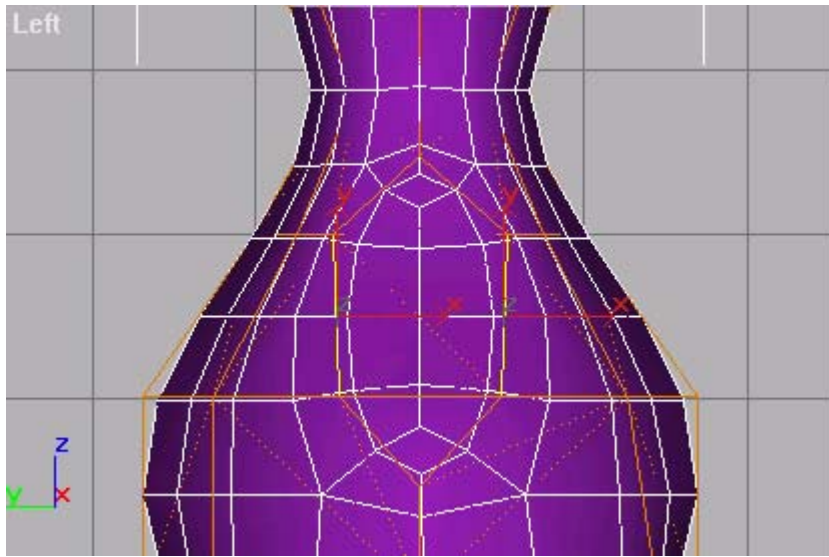


- 3** Sculpt the foot as required. When the shaping of the foot is complete, select the polygons that make up the sole of the foot. Right click on the polygons and choose *Extrude* from the pop-up quad menu. Extrude the polygons very slightly to make the sole of the character's foot completely flat.



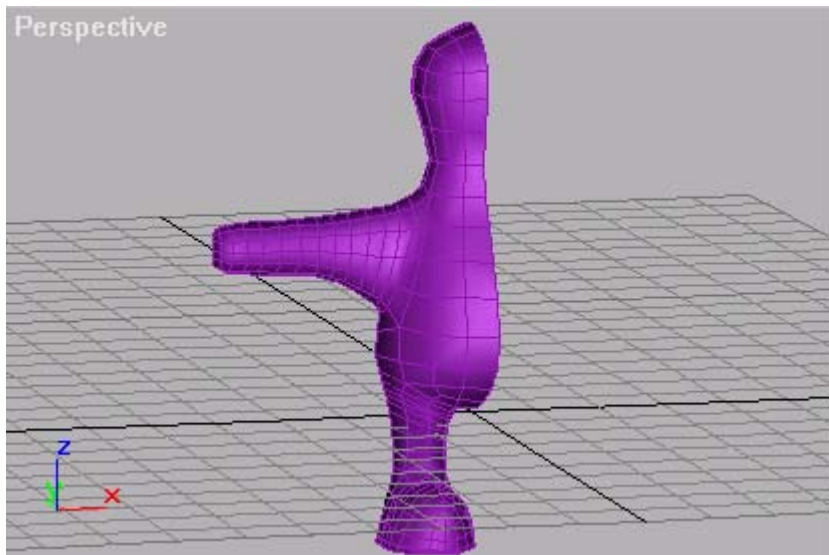
Creating an Arm

- 1** In edge selection mode, select an edge on the side of the character's body from which the arm will extend. Right click on the edge and select *Chamfer* from the pop-up quad menu. This creates some polygons which will form the base of the character's arm. Switch to vertex mode and shape the arm socket.



2 Select the arm socket polygons.
Right click on the selected polygons and select *Bevel*. Repeat this operation several times until the length of the arm is as required.

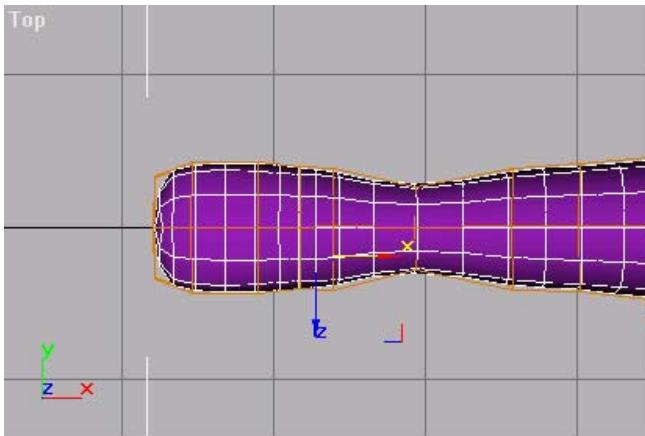
3 Switch to vertex editing mode and refine the shape of the arm.



Creating a Hand

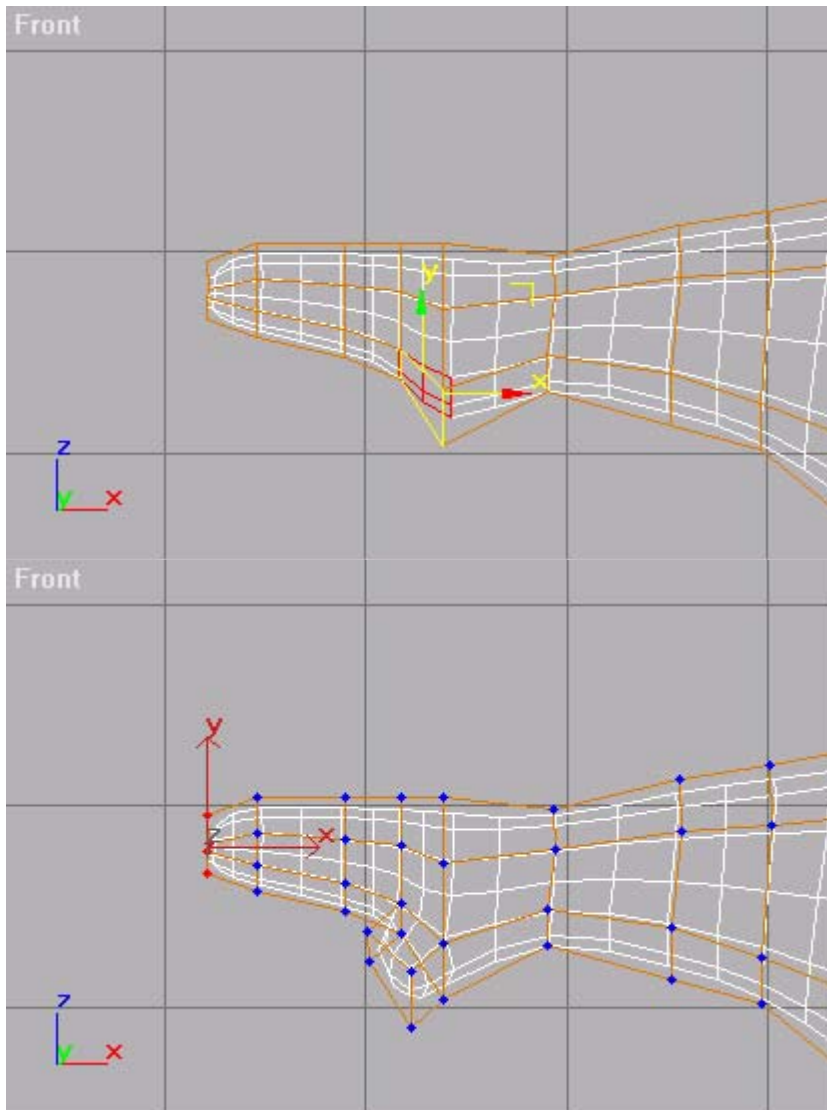
1

Select the polygons that make up the surface where the hand will go at the end of the arm.
Bevel those polygons out a few times to create the basis for your character's hand.
Switch to vertex mode and sculpt the hand as required.
Don't forget to put in a wrist. One way to do this is to select the vertices where the wrist is to go and uniformly scale them down.



2

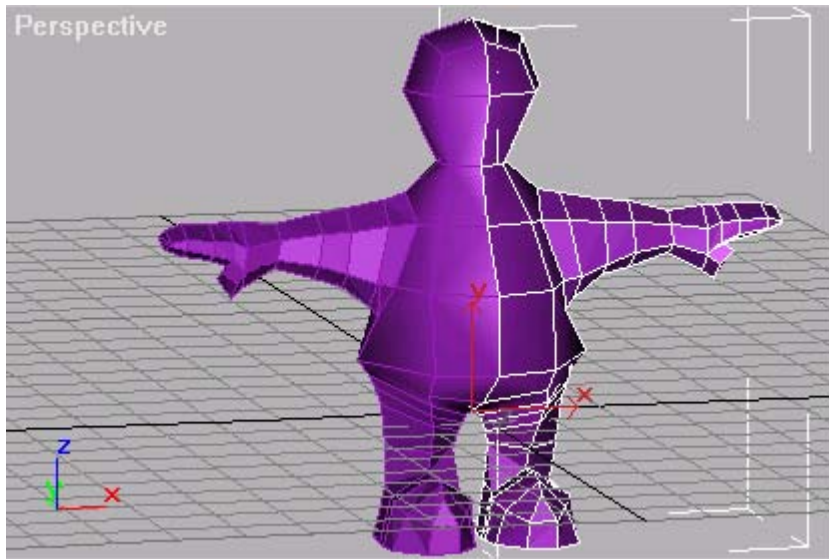
Select the polygons where the thumb should grow from.
A simple thumb can be created by extruding these polygons once.
To extrude, right click on the polygons and select *Extrude*.
Switch to vertex editing mode to shape the thumb as required.



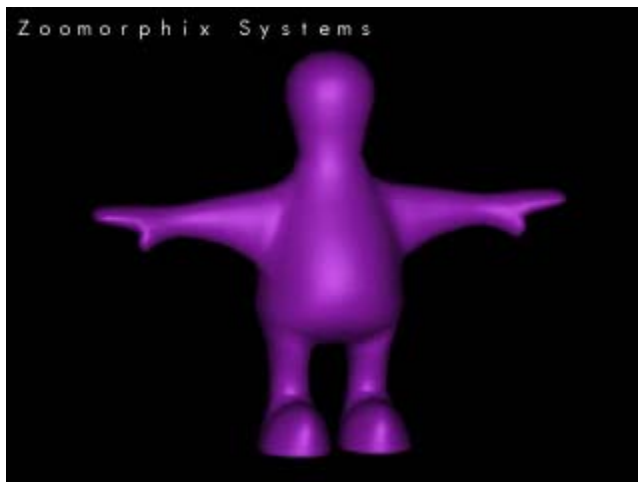
Joining the two halves

1

Select the completed Purple Alien Half. On the Modify Panel, select the Symmetry modifier from the Modifier List.



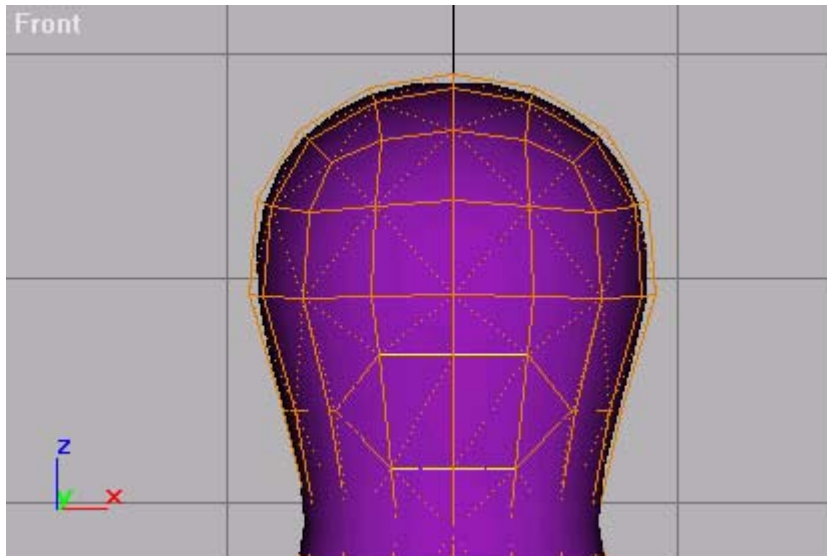
- 2** In the parameters rollout, select X as the mirror axis and check the *Flip* option. Make sure that the *Slice Along Mirror* and *Weld Seam* options are checked.
- 3** Select the item at the top of the stack (this should be the Symmetry modifier). Right click on this modifier and select *Collapse To* from the pop-up list. This will leave you with only an Editable Poly on the stack.
- 4** Add a MeshSmooth modifier to the Purple Alien object. In the Subdivision Amount rollout, check both boxes in the Render Values section. Increase the Render Values Iterations to 1, or higher if your model requires more smoothing at render time.



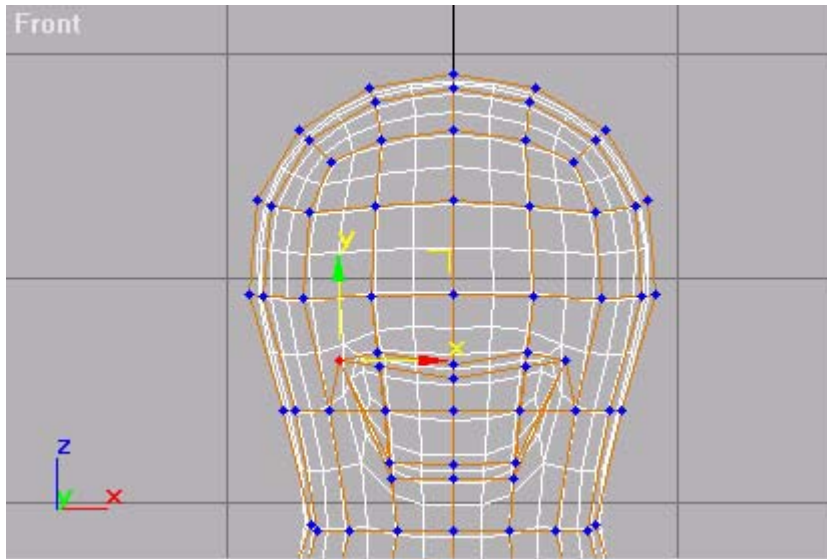
Creating a Face

Creating a Mouth

- 1** Select the Editable Poly on the stack below the MeshSmooth modifier. For the next few steps you will be working at the Editable Poly level. In edge selection mode, select a horizontal edge along which the mouth will be centred. Right click on the edge and select *Chamfer*.



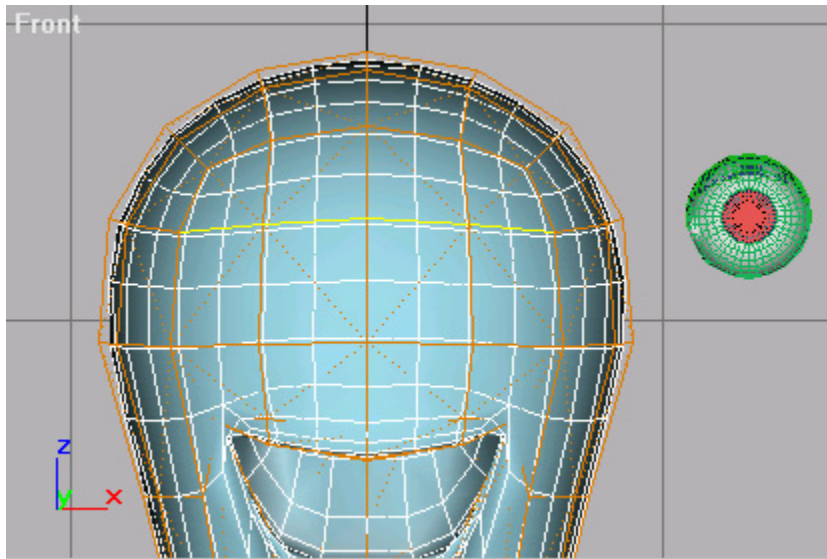
- 2** Move the vertices around the mouth to give more definition to the shape. The Purple Alien is basically a happy individual, so his mouth has been shaped into something of a grin.
- 3** Repeat Step 1 for the new edges of the mouth. This will create some basic lips. Chamfer the edges to increase the level of detail to work with.
- 4** Select the polygons inside the mouth and bevel them inwards very slightly, to give the lips some volume. Then bevel the mouth polygons inwards a couple more times to a greater extent to create the mouth cavity.



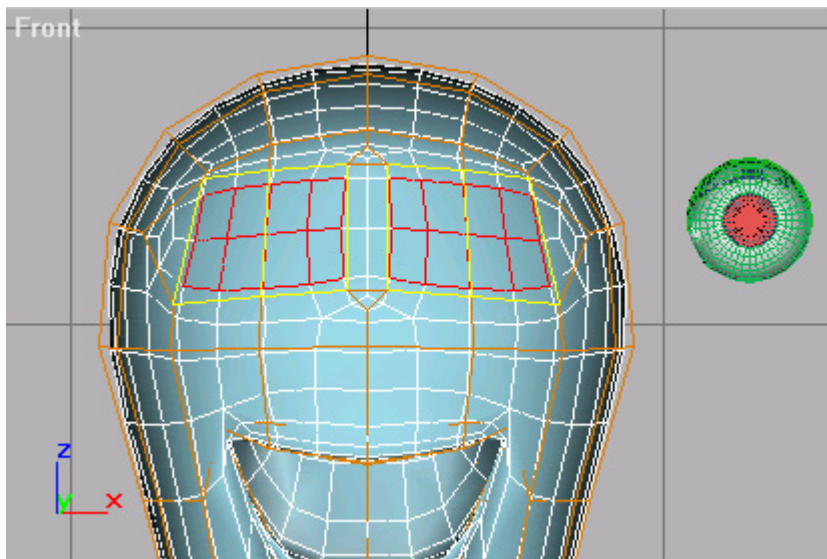
- 5** Sculpt the shape of the character's mouth in vertex mode to create the shape required.

Creating Eye Sockets

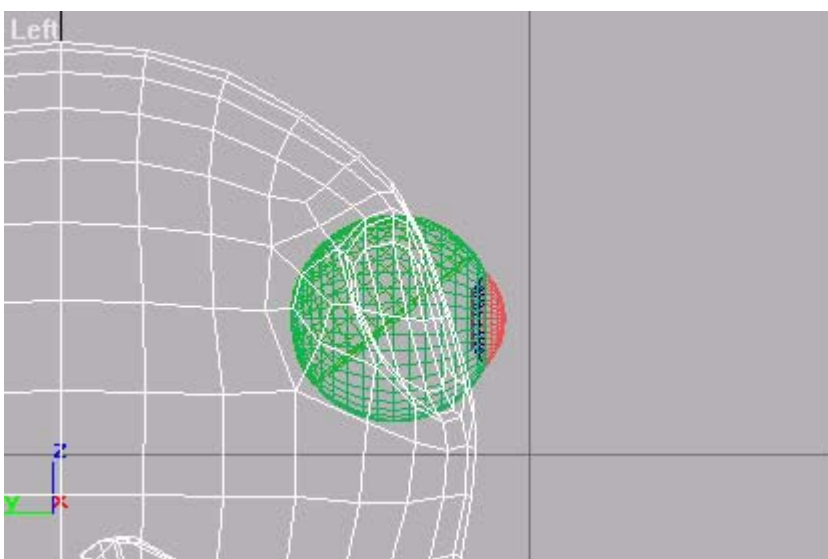
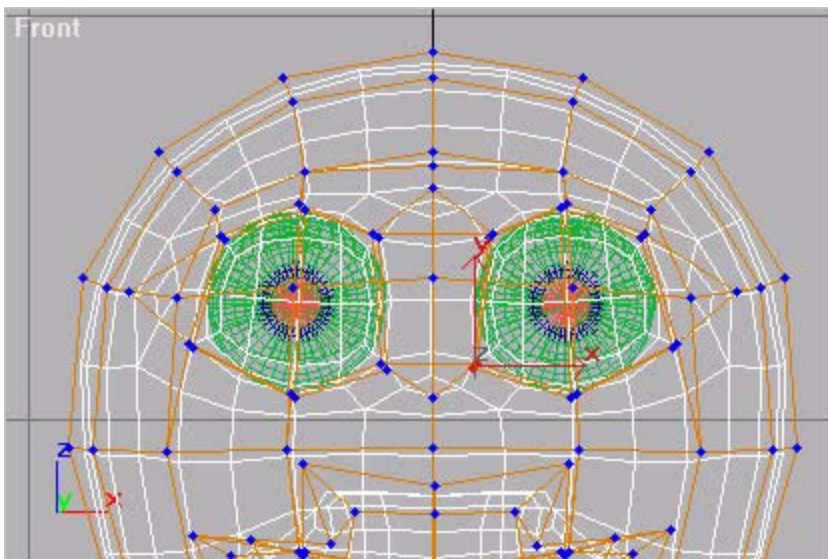
- 6** Create some eyes to suit the character and position them appropriately. An excellent eye building tutorial is located [here](#).
- 7** With the character's eyes in place, chamfer some sockets for them. Depending on where the eyes are positioned, it may be appropriate to either chamfer a vertex or an edge. In the case of this particular alien model, it looks like an edge chamfer will be the way to go.

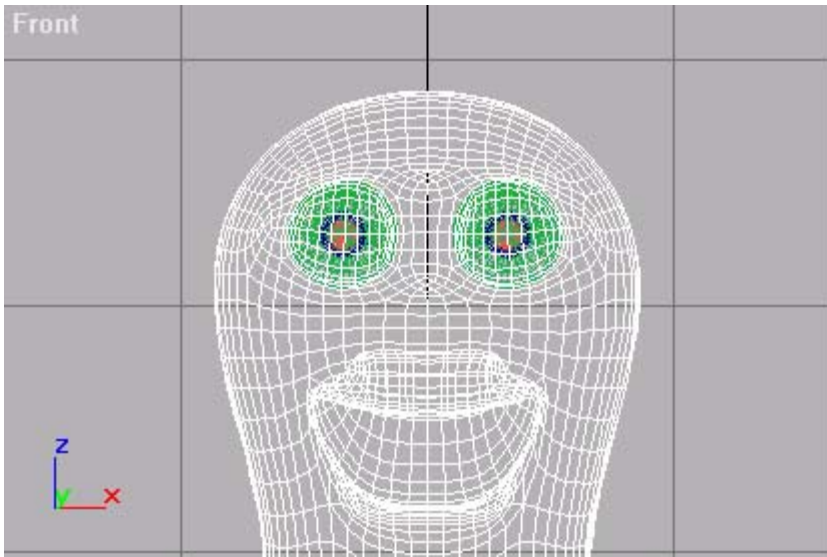


- 8** Select the edge that is most centrally positioned behind the character's eye. Right click on the edge and select *Chamfer*. When this chamfer is completed, select the edge in the middle of the new polygons, and chamfer out that edge as well. This will create 2 square sockets for the eyes.



- 9** Select the eye socket polygons as depicted above and bevel them slightly inwards. Switch to vertex mode and sculpt the eye sockets as required.



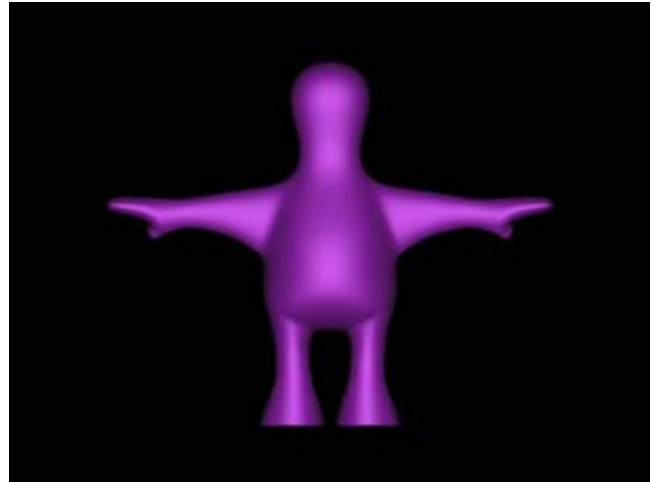


The completed Purple Alien

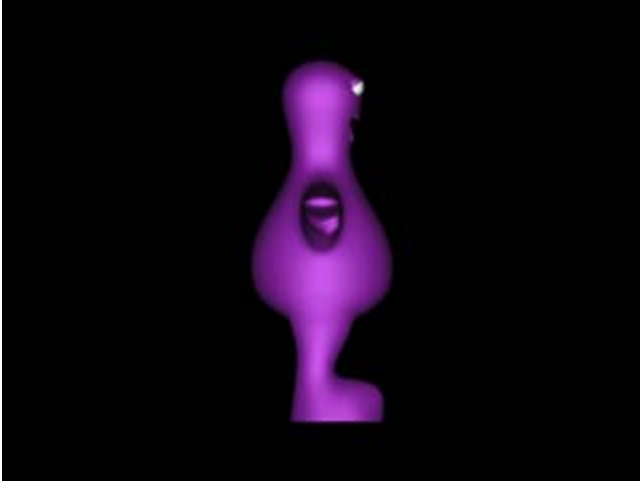
Some renderings of the completed character.



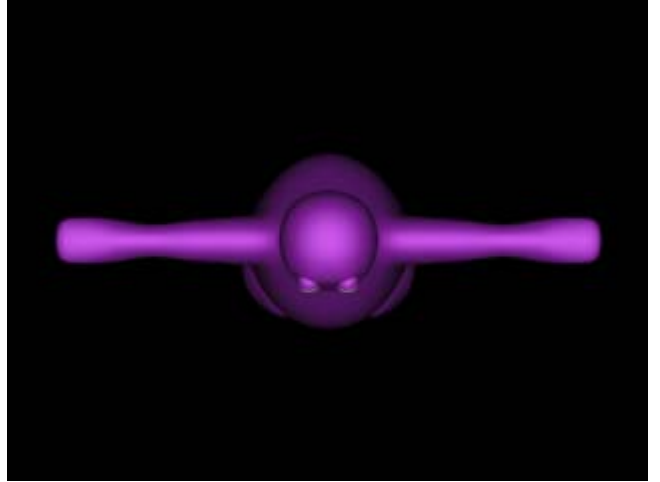
Perspective view



Back view



Side view



Top view