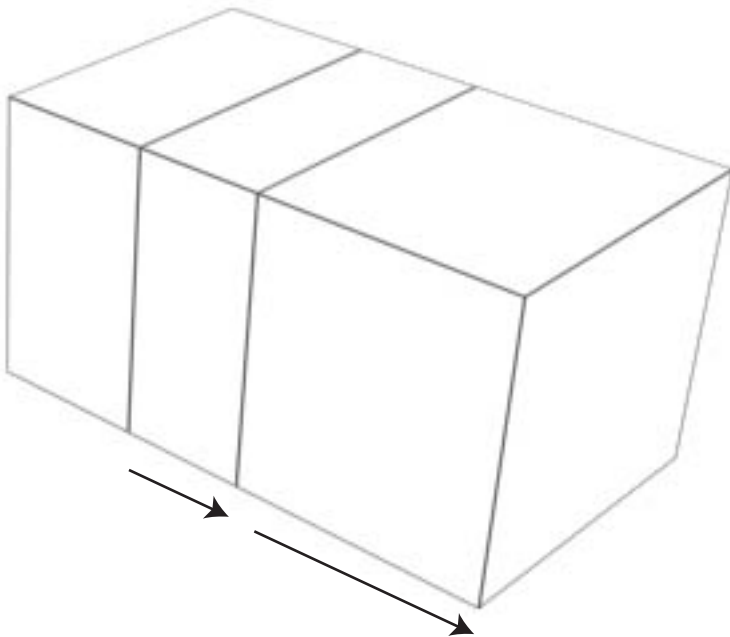
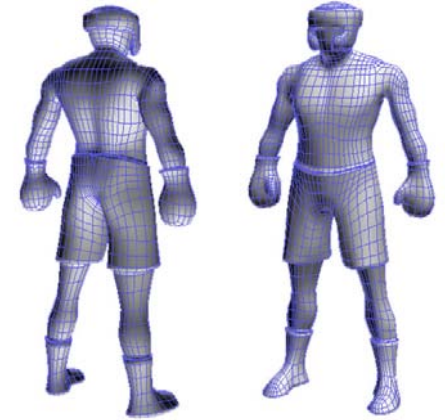
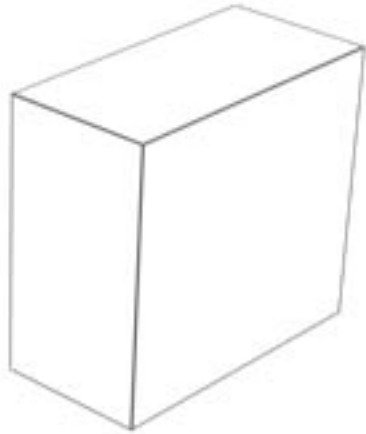


ADVANCED VIDEO GAME DESIGN

1. Begin with a box with 1 segment in all directions



2. Add the "Edit Poly" modifier and Extrude two times.

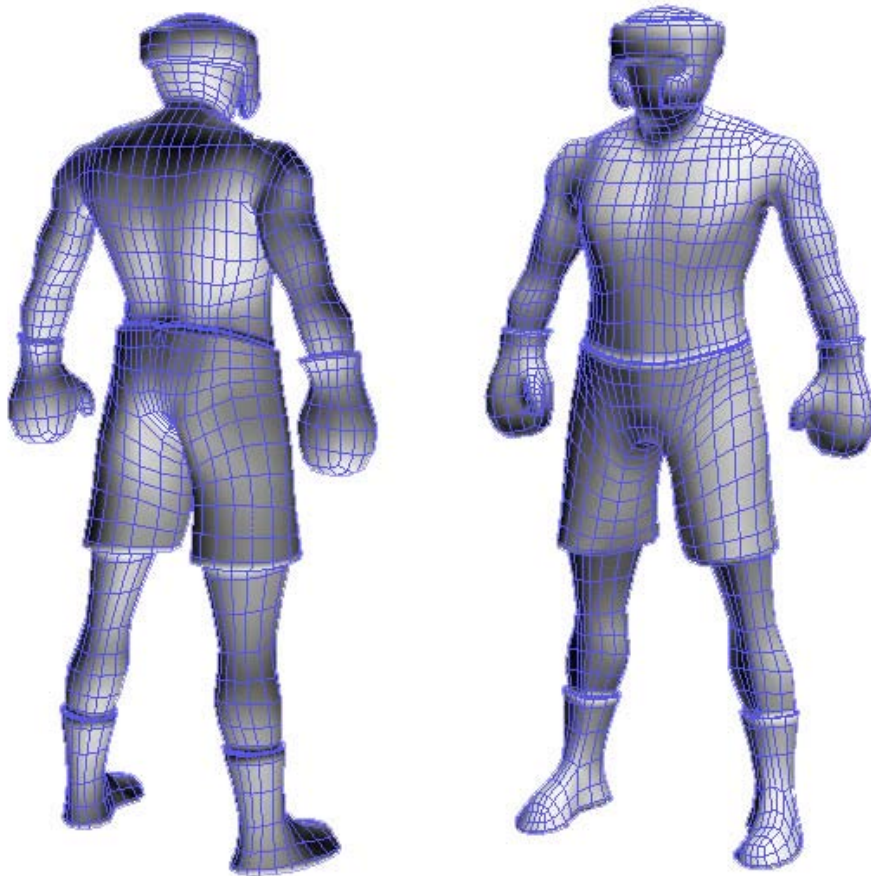
3. Extrude downwards seven times to form the leg.





ADVANCED VIDEO GAME DESIGN

The “Boxer” project contrasts with the “Mecha” project in several ways. First, the Boxer is “organic” in structure where as the Mecha is mechanical: Curved flesh rather than straight/flat metal. Second, the Boxer is a “Low Poly” model. In gaming, poly count is critical. The more poly’s on a model: the slower it moves. The Mecha had no restriction on the number of polygons.

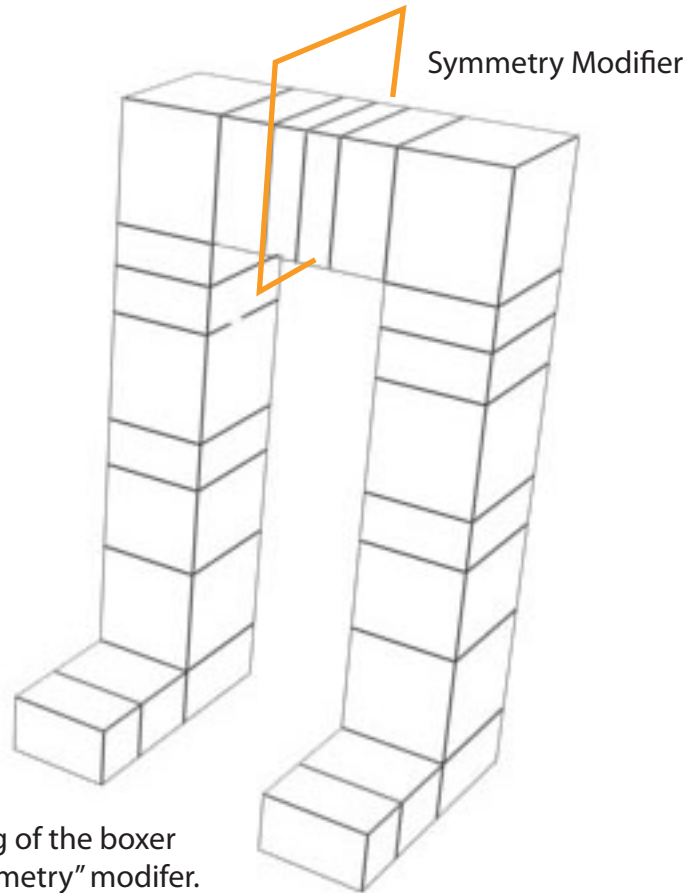
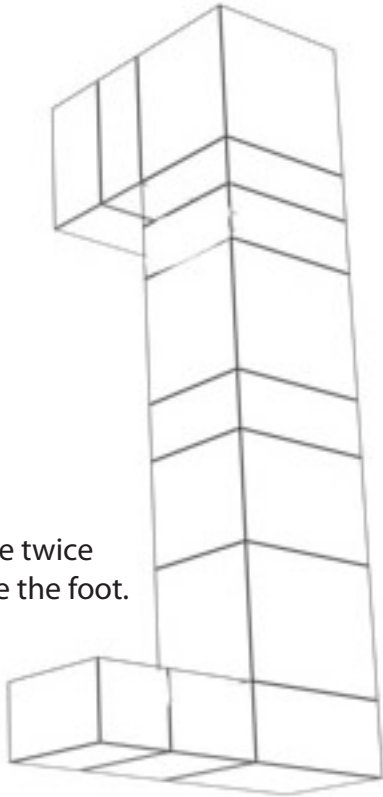


Third, the Boxer is modeled as one continuous mesh. There are no separate parts as in the Mecha. The Boxer is all “Box Modeling”, from the head to the feet.

As shown, you’ll start with a single box and through the processes of extruding, beveling, and chamfering build the entire character in one piece.

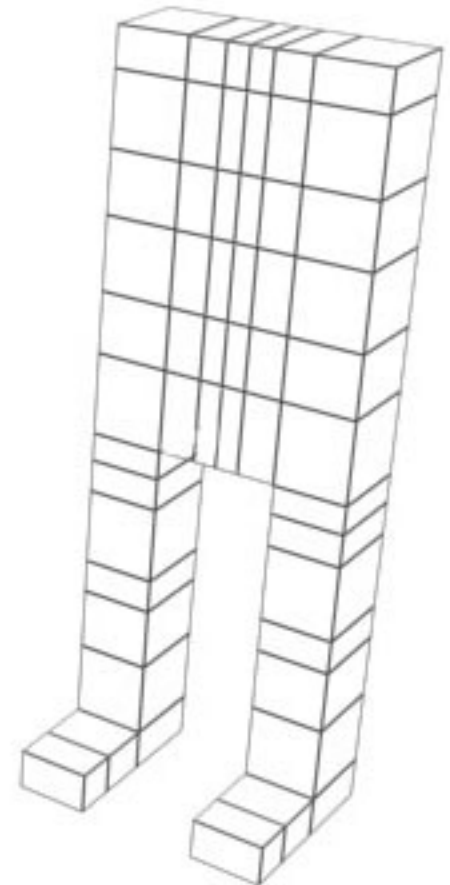
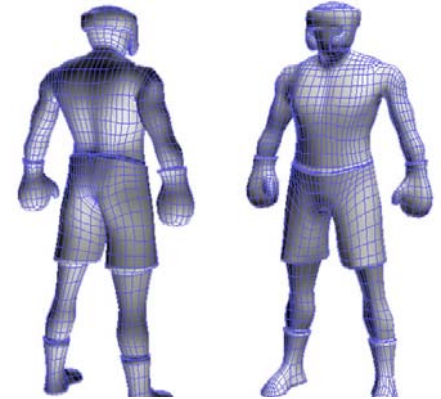
ADVANCED VIDEO GAME DESIGN

4. Extrude twice to make the foot.

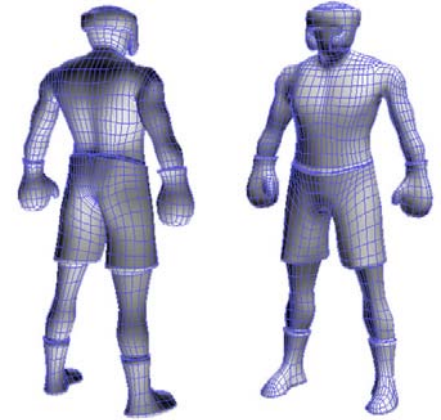
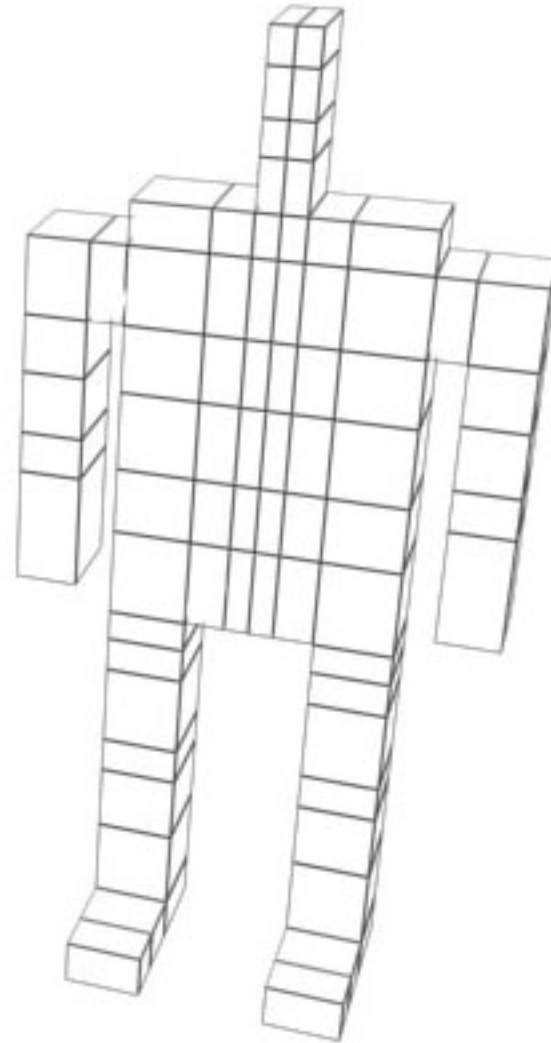
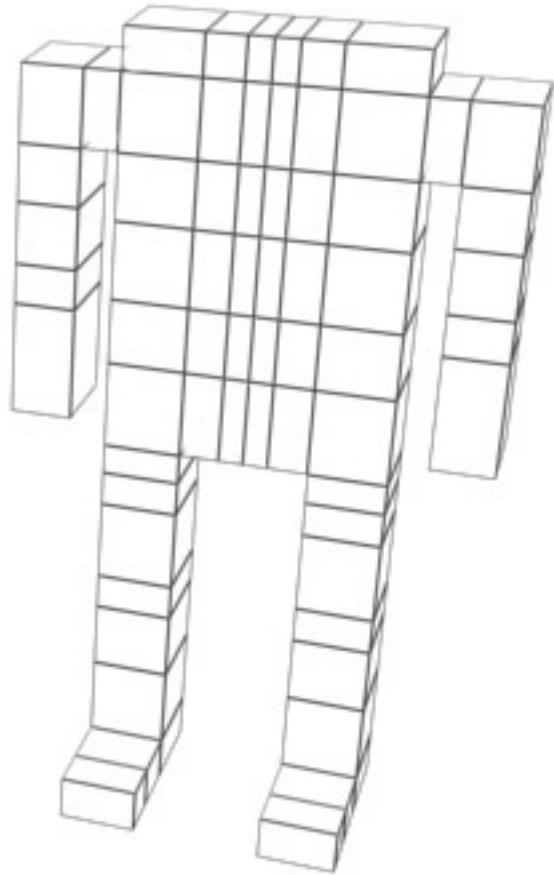


5. After modeling left leg of the boxer you can add the "Symmetry" modifier.

The "Symmetry" modifier makes a reflected copy of the left leg. Now all you need to do is model the left side of the boxer and the right side will automatically follow.



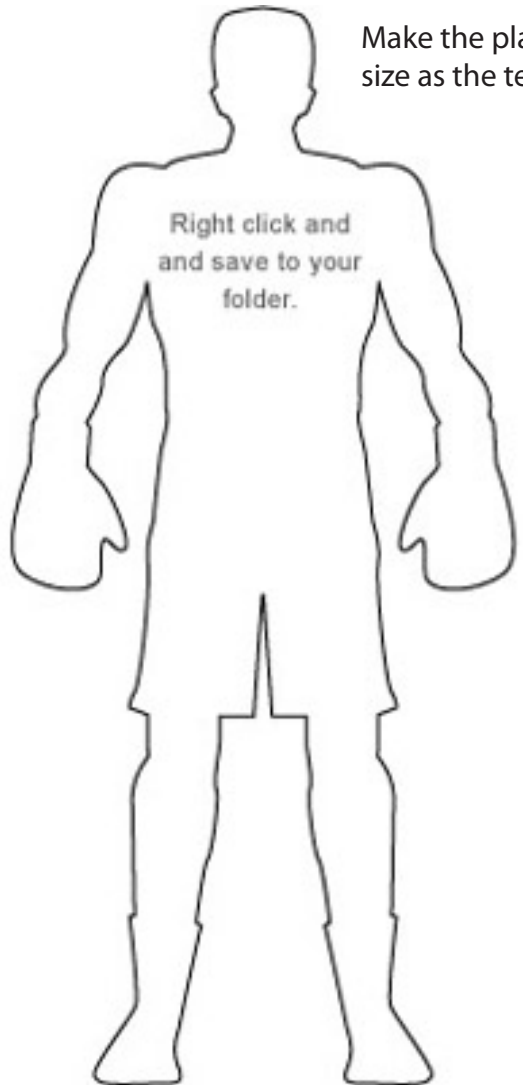
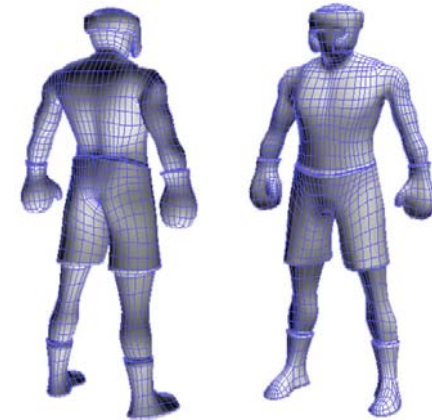
ADVANCED VIDEO GAME DESIGN



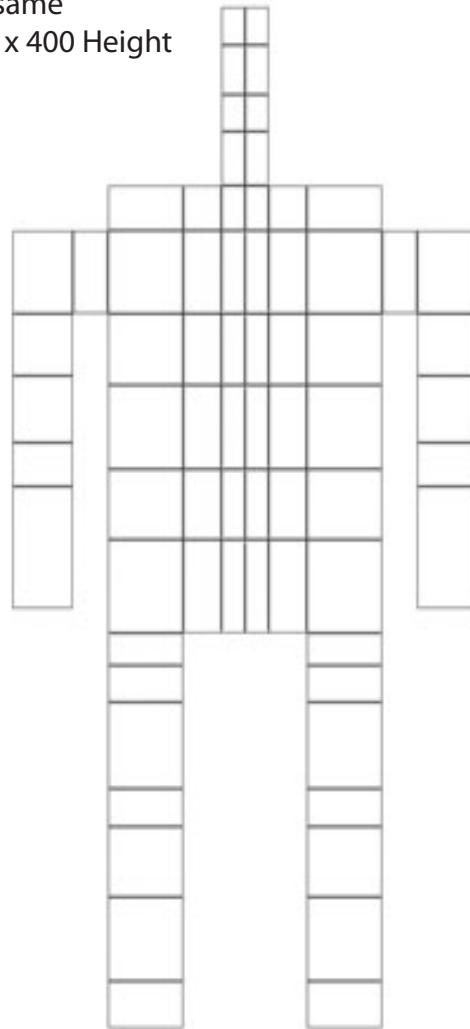
6. Continue extruding to create the body masses.

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Use the line template* below and place it as a texture on a plane in 3D Max. Use it as a guide to shape the boxer, changing it from a robot like shape into a natural looking human.



Make the plane in 3D Max the same size as the template - 300 wide x 400 Height

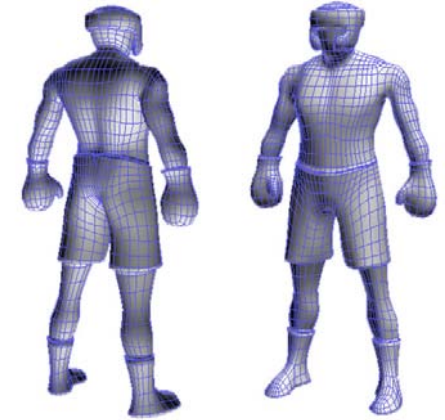


*The line templates for the front view and the side views can be found on our web site.

Place your model over the template plane and adjust it to match.

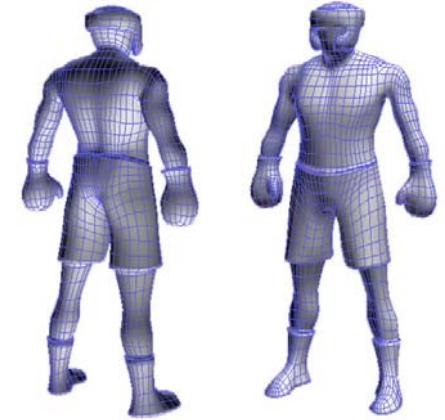
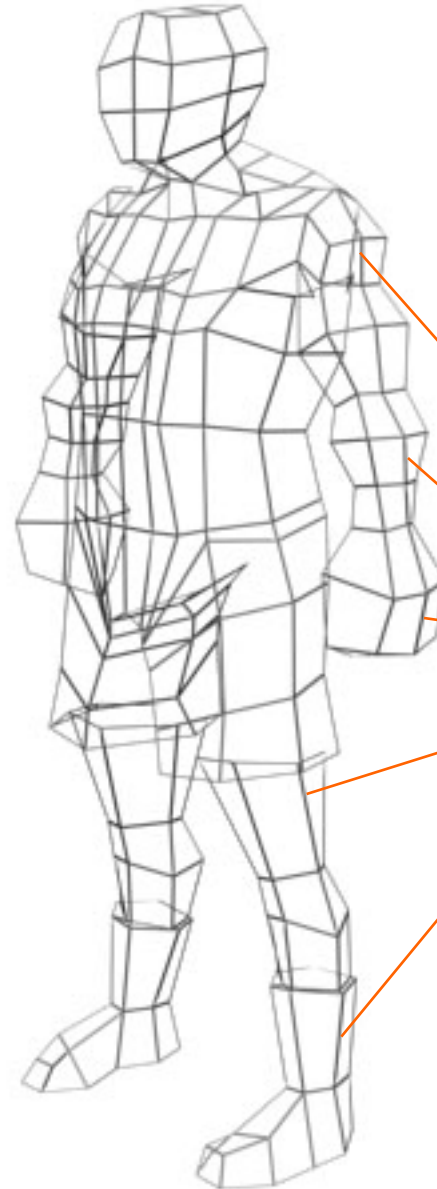
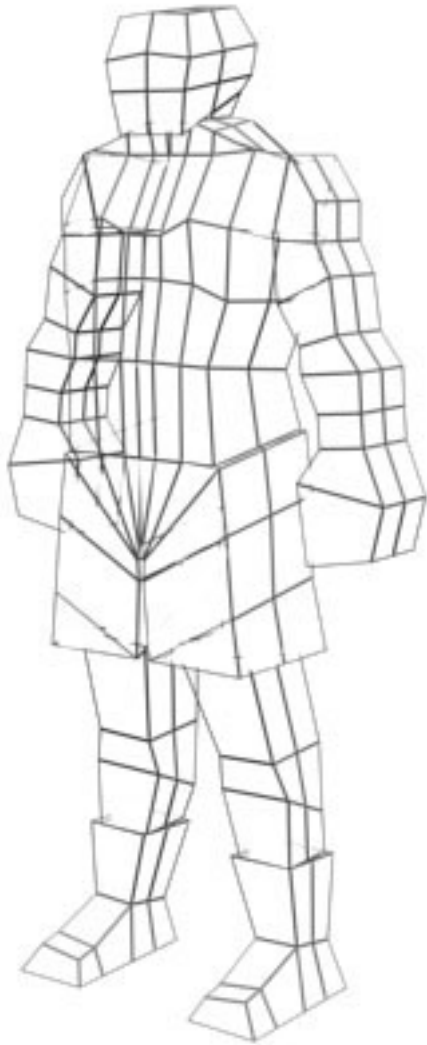
ADVANCED VIDEO GAME DESIGN

Copy the template below as you did the one on the previous page. Use it to shape the form of the boxer from the side view.



Your model should begin looking like that screen shot to the left.

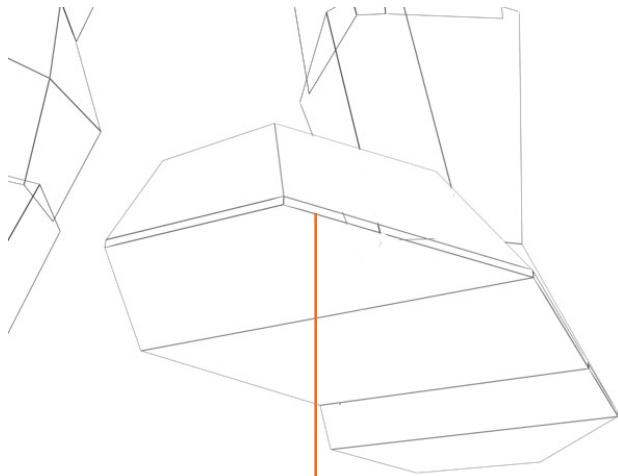
ADVANCED VIDEO GAME DESIGN



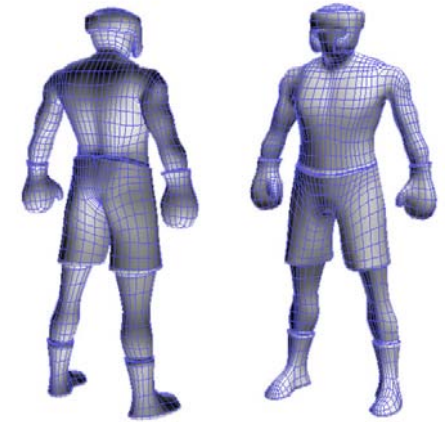
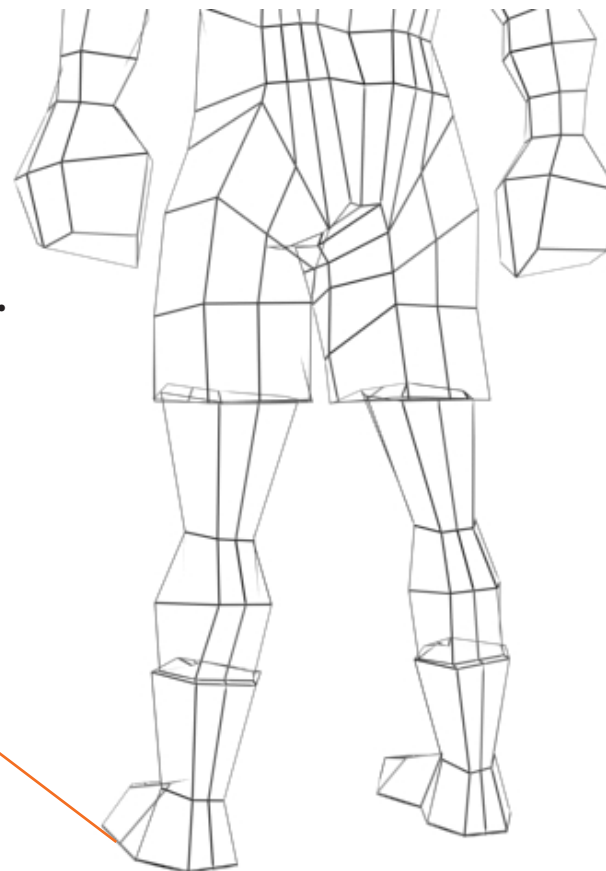
Now that the boxer is shaped in both profile and head on , begin to pull out the edges along the sides to “round-out” the form.



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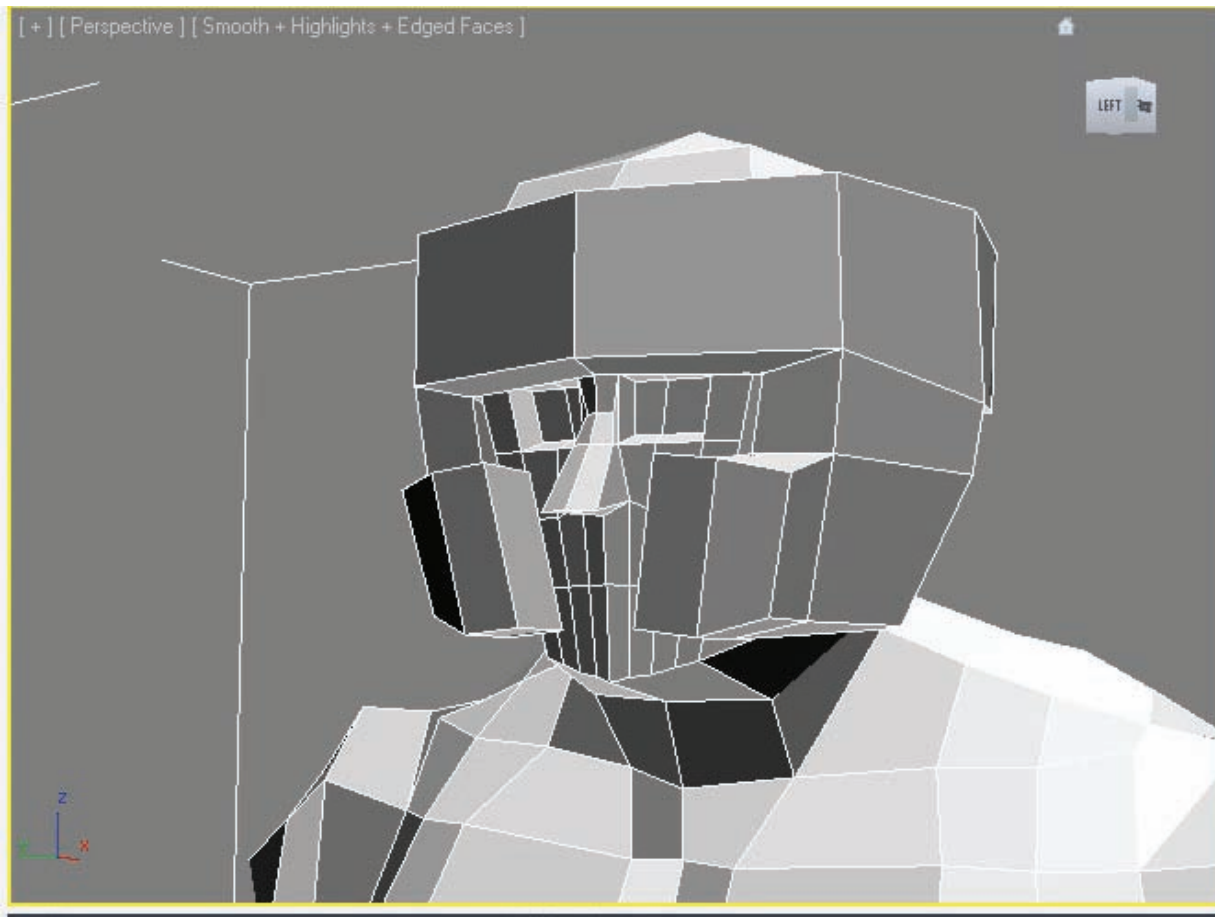
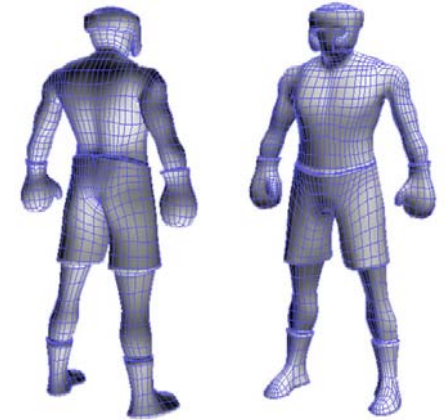
**Make a small extrusion at the base of the boots.
This will create a tight corner, allowing it to
sit flat on the floor.**



ADVANCED VIDEO GAME DESIGN

Select and extrude the headgear from the sides, top and back of the head.

Create a simple nose and eyes



Last, apply smoothing angles to the to the mesh and/or a Turbosmooth modifier, depending on how you're going to use the model, as low res character within a game or as a hi res model in a cinematic or box/splash art.