JAWS - Modeling a Shark

This sequence shows you the process for modeling the shark

* The purpose of the "slight extrusion is to maintain a tight corner after the "turbosmooth" modifier is added. Without this, the radius will be too large.

Tight radius

Loose Radius

1. Box

2. Apply "Edit Poly". Inset top polygon.

3. Scale inset poly.

4. Extrude poly slightly.*

5. Extrude poly again

6. Extrude poly another time.

7. Adjust vertices to shape fin

8. Add a "Turbosmooth modifier.

This 2nd sequence is the same as the first but is done on the side of the shark.

9. Turn off the Turbosmooth and extrude the end of the mesh.

10. Inset the poly on the side.

11. Scale the poly and move down.

12. Extrude 3 times as in the first sequence.

13. Adjust the vertices toshape the fin.

14. Turn on Turbosmooth

15. Continue extruding and shaping towards the head and then the tail.
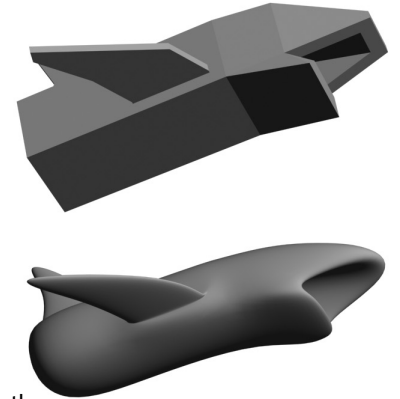
Now you'll model the head and mouth of the shark.

17. Select the 2 interior faces (a & b) and extrude them back into the head of the shark to form the mouth cavity.

16. Select both the upper and lower mouth areas and "Inset" them

16. Place your cursor on edge and pull out the lower jaw.

15. Select the underside polygon and click on "Hinge From Edge".

14. Make two bevels

The tail end of the shark is just a series of bevels, insets and extrusions followed by vertex level adjustments for shaping the forms.

Insert Vertex	
Extrude ☐	Outline ☐
Bevel ☐	Inset ☐
Bridge ☐	Flip
Hinge From Edge	☐
Extrude Along Spline	☐