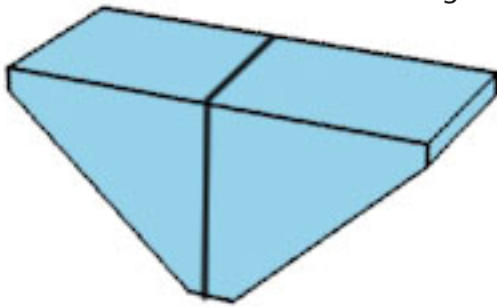# How to Model a Simple Low Poly Character with Two Basic Edge Loops

Step1

You'll begin with pre-constructed set-up file located on the computer hard drive and labeled "Creature".

This set-up includes a box with an "EditPoly" modifier, a Symmetry modifier, and two reference images.
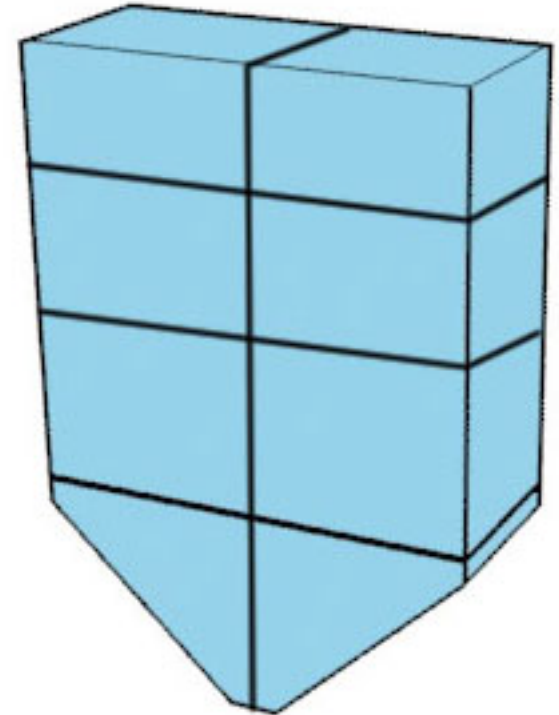
What You Need To Know To Complete This Tutorial

Select Polygons, Edges and Vertices

Extrude Polygons

Hinge Polygons

Use the RIng and Loop selections

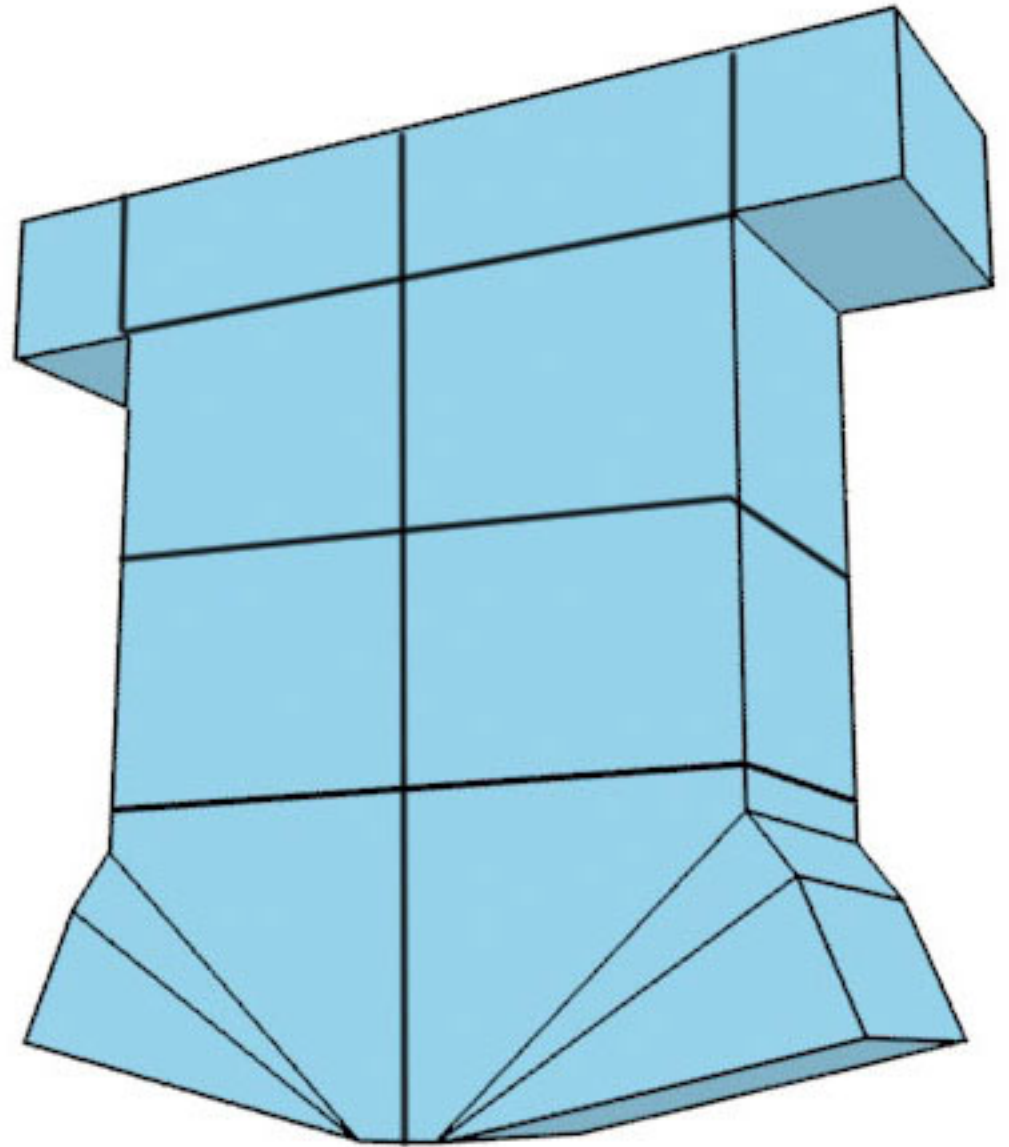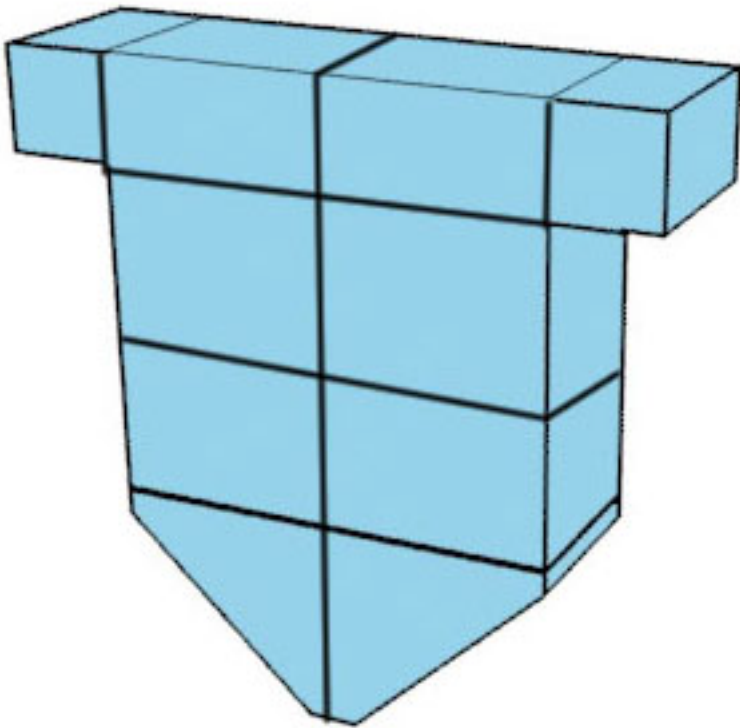Connect edges

Marquee Selecting
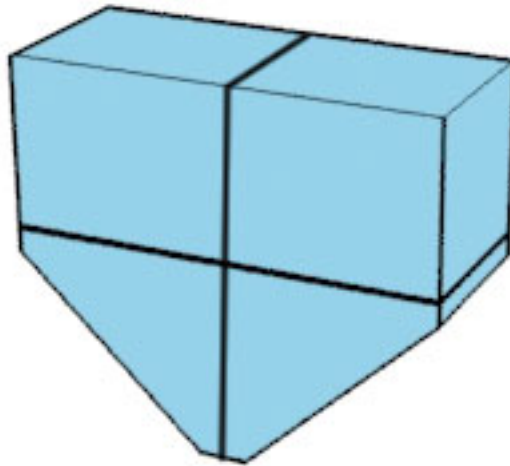
Use the "Extrude" tool to build up towards the creatures chest area.

Extrude "3" times as shown.

Step2

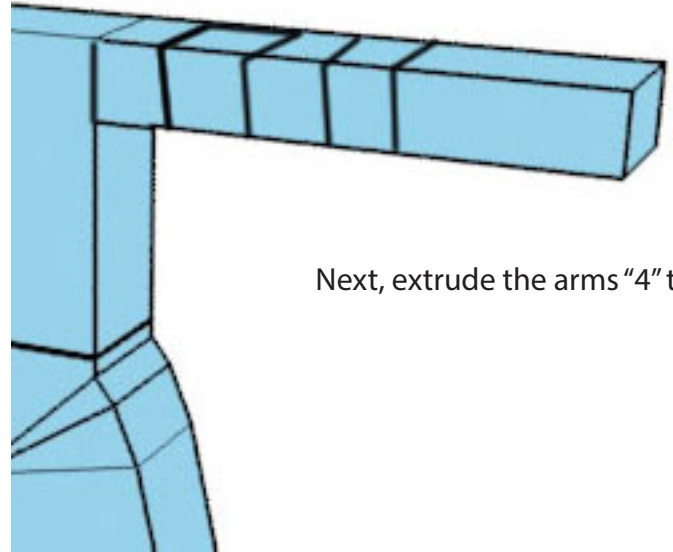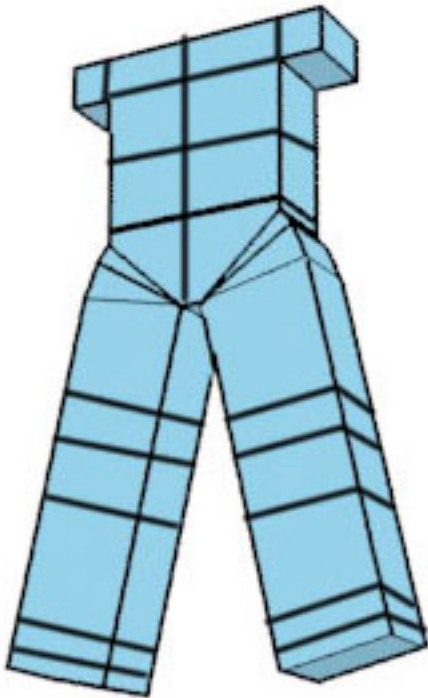Extrude "1" time to create the shoulder.

Using the "Orbit" tool in the right corner of your viewport, position it to see the bottom of the torso.

Use the "Hinge From Edge" tool, twice, to form the hips.

Step3

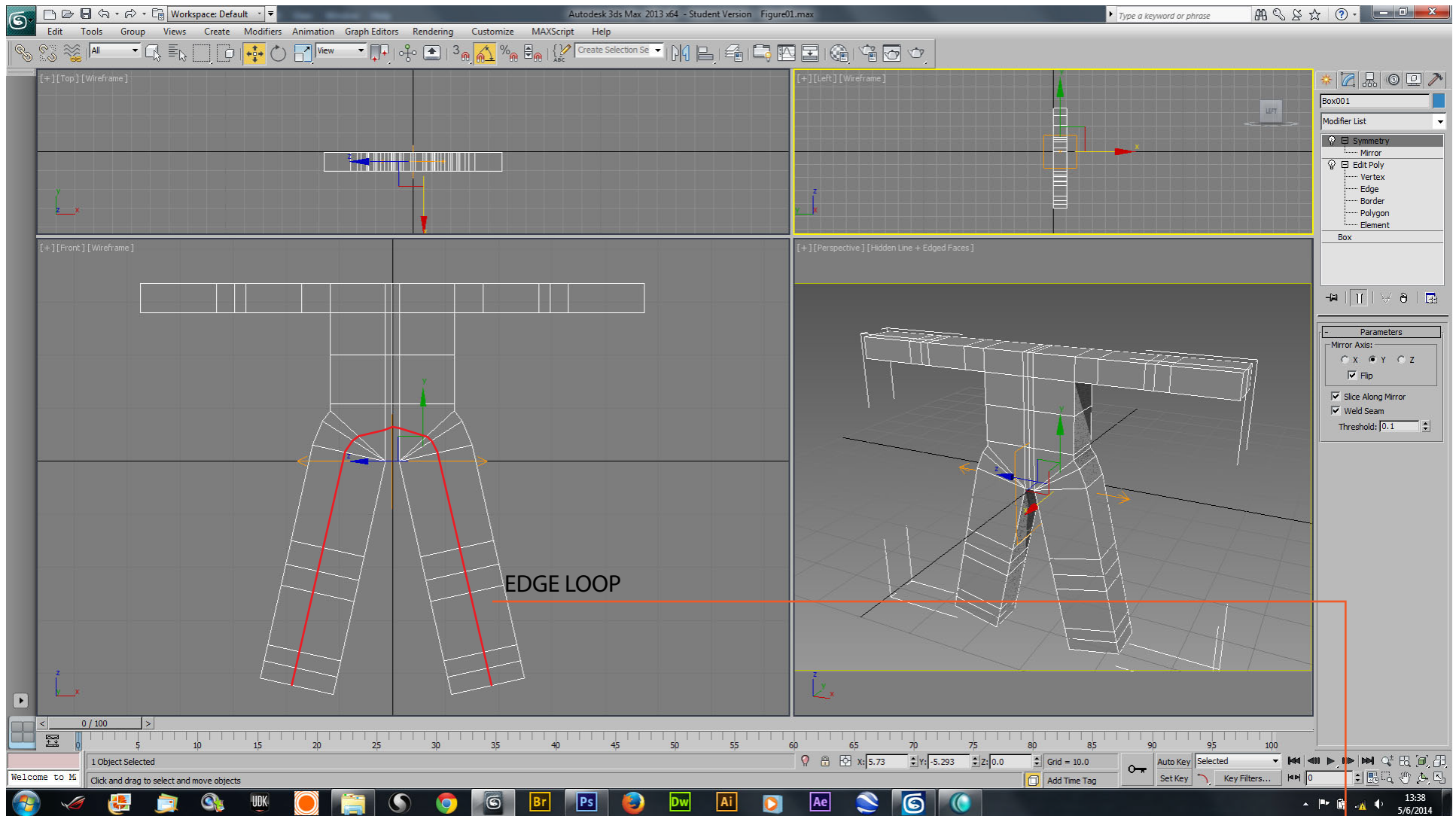Next, extrude the arms "4" times.

Use the "Extrude" tool to make the legs. Extrude "6" times.

Step 4

Your creature should look something like the diagram below.

You will now make your first "Edge Loop". Edge loops allow for your character to bend more naturally when animated.
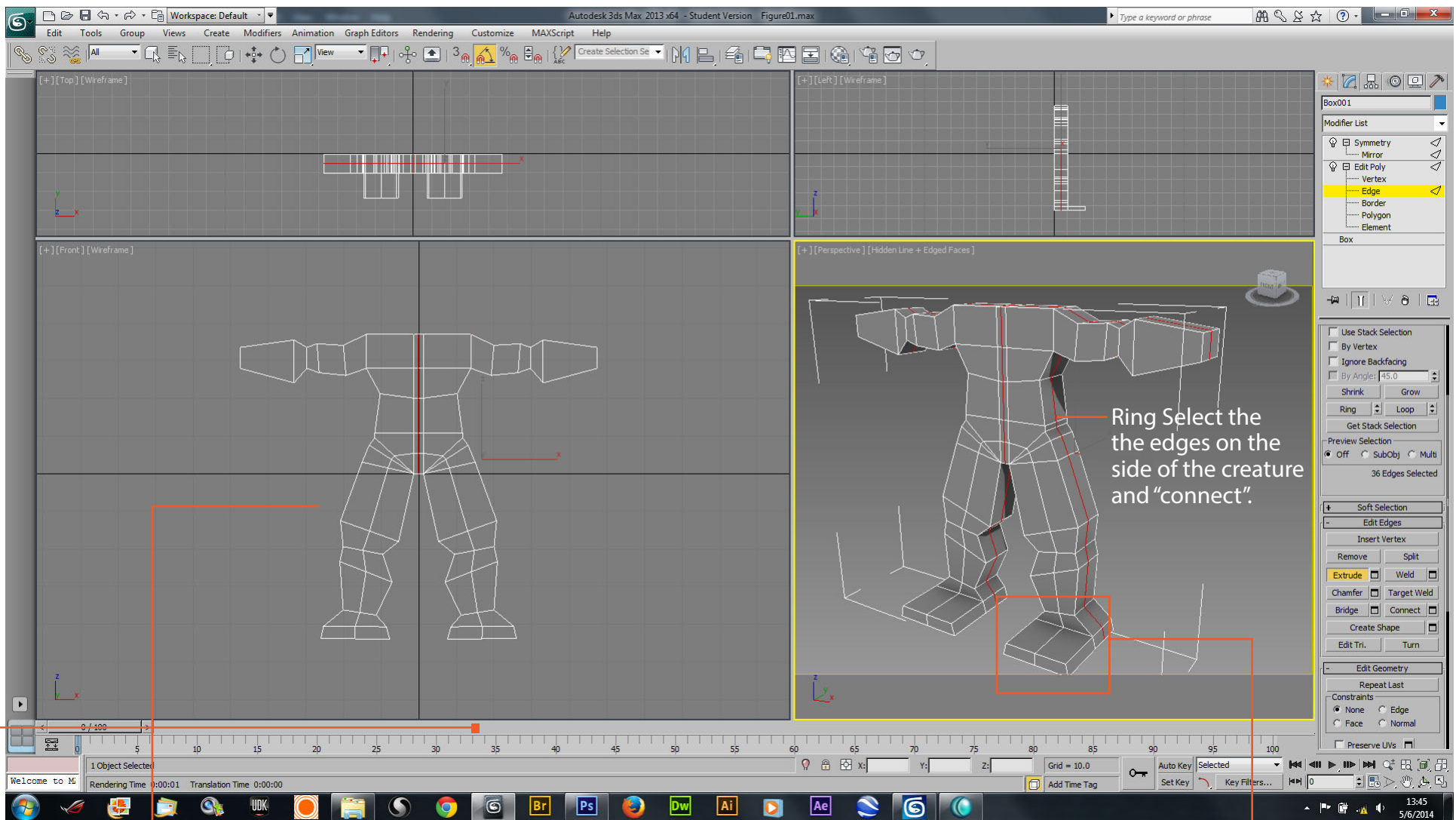

Select the edges that make up the front of the legs and "Connect" them with connect tool. You just made an "Edge Loop".

Step 5

NOTE: The materials on both the creature and the picture planes can be made transparent and easier to work with by tapping the "Timeline" bar


Ring Select the the edges on the side of the creature and "connect".

Now you will begin shaping the contours of your creature. First extrude horizontally to create the feet.

In the Front Viewport, marquee select the vertices and match them up to the image of the creature.

Next, you will select an edge along the side of the creature, make a "ring" selection and then click the "Connect" button
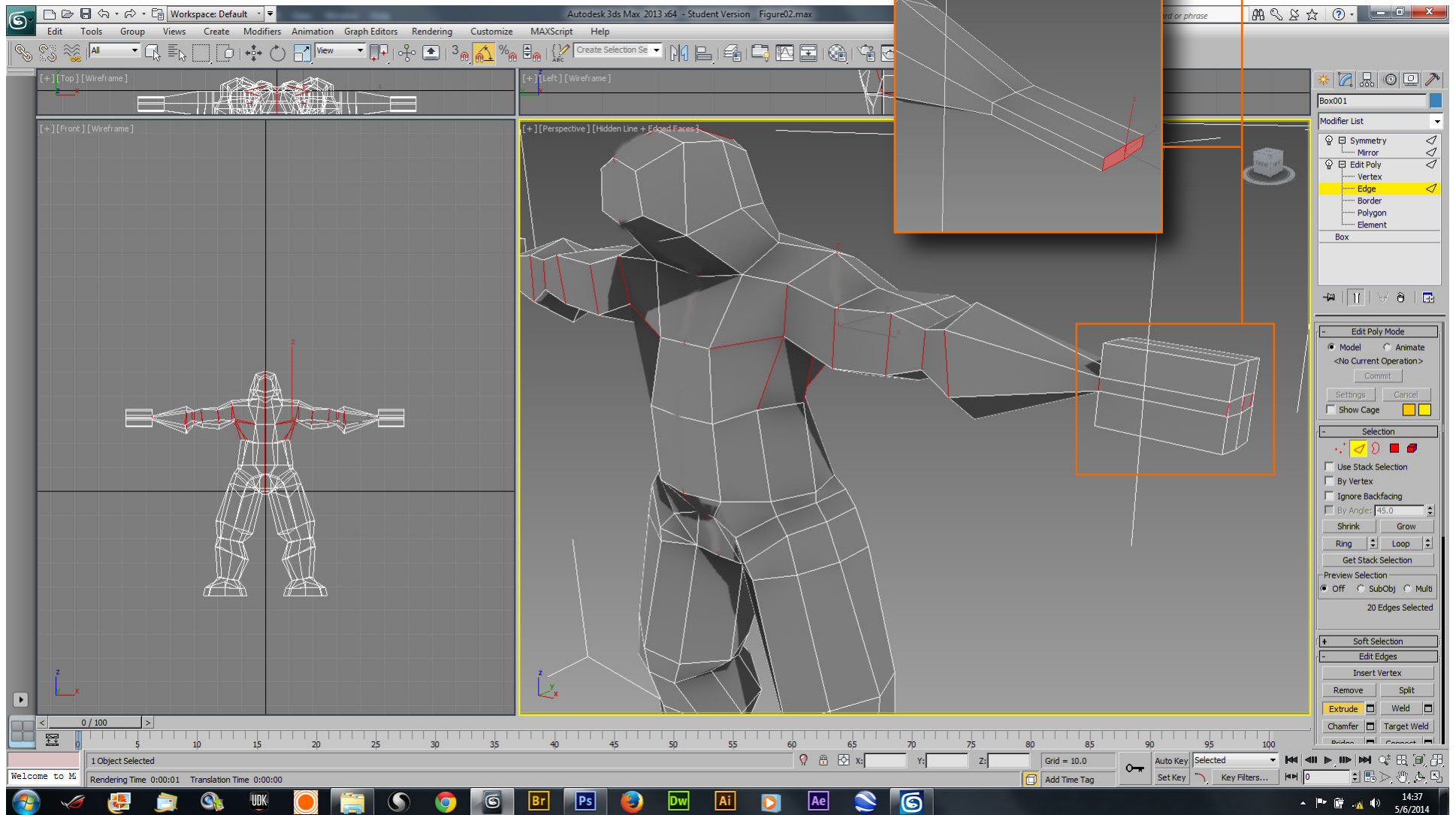
Step 6
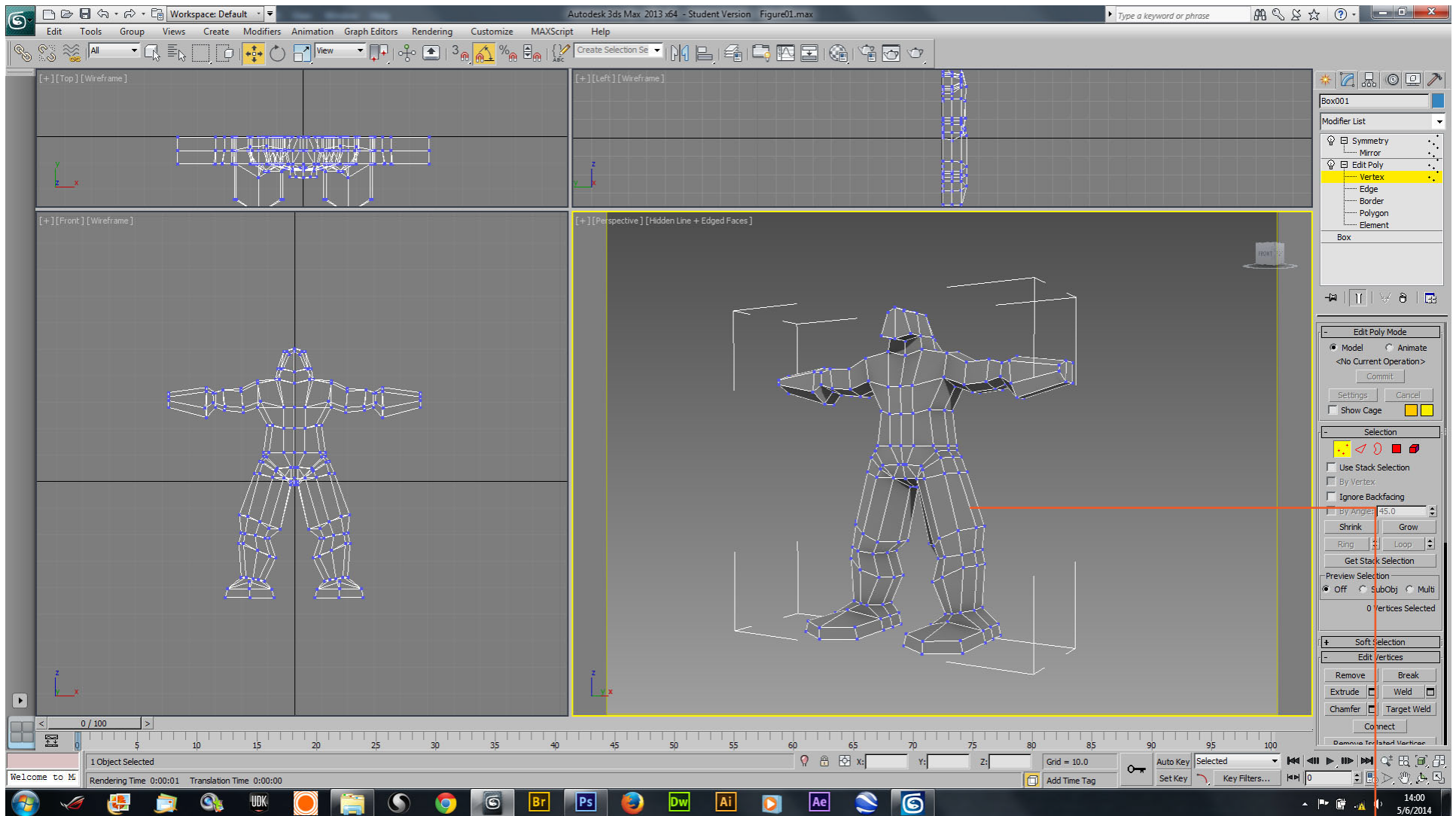
The connect button created a new set of edges running up and around the entirecreature. Use these to "round out" the creature.

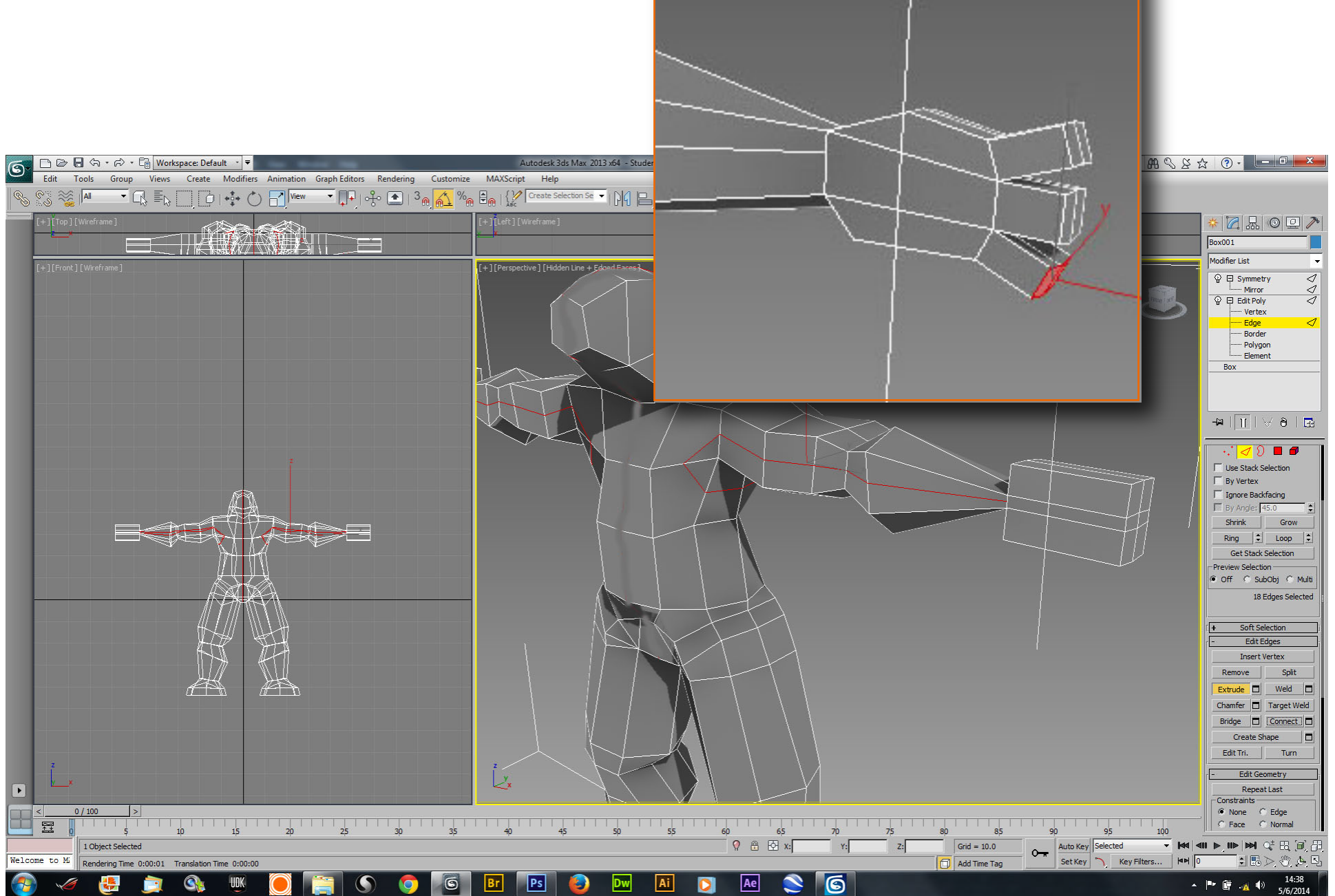Continue to form the creature by extruding the head - up two extrudes for the neck and back of the head. Then forward on extrude tomake the face area.

Extrude polygons to form the hand.

Prepare the model for the second "Edge Loop" by selecting edges on the arm and armpit area, front and back. See the red lines.

Continue to extrude fingers and thumb.

Click the "connect" button and the edge loop will be created.