Modeling a Cartoon Hand

SoCal ROC — Career Technical Education

3D Character Design
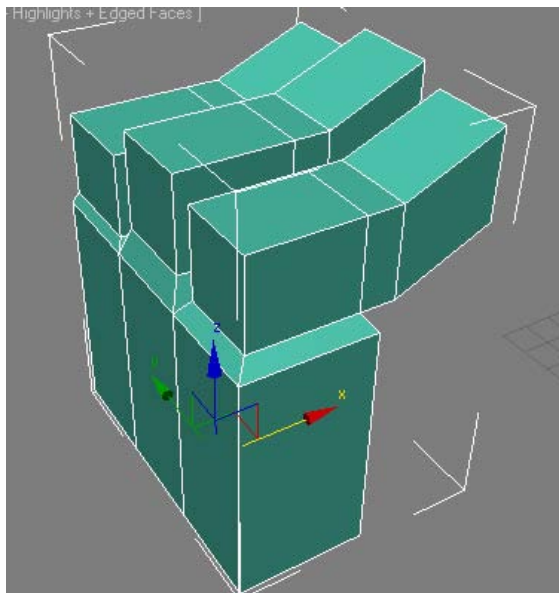
1. Start with a box that has 3 vertical segments.
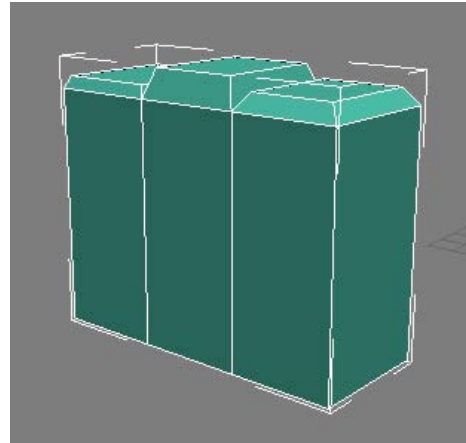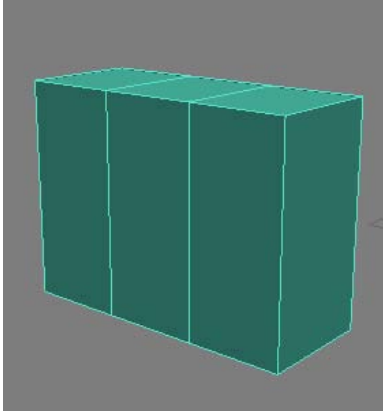
2. Bevel the top 3 polygons.

3. Extrude the polygons upwards.

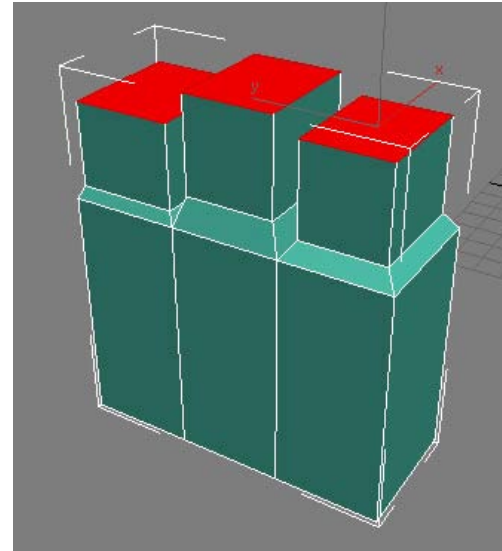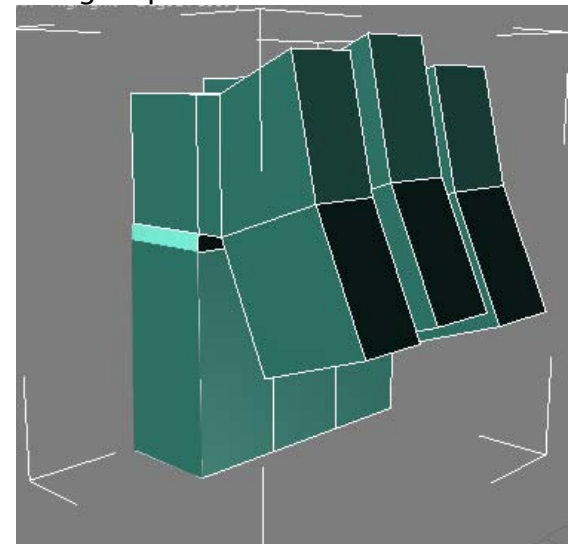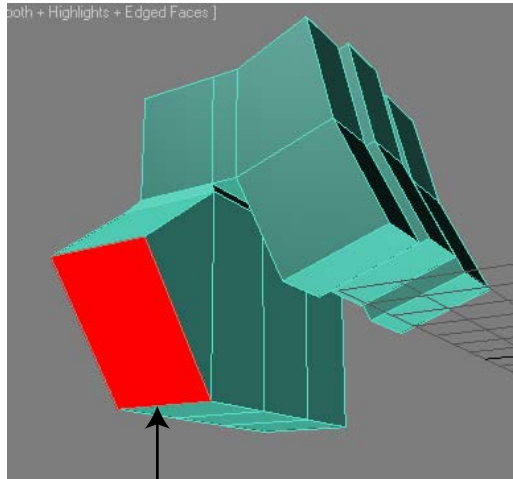**4.** Extrude the polygons sideways twice.

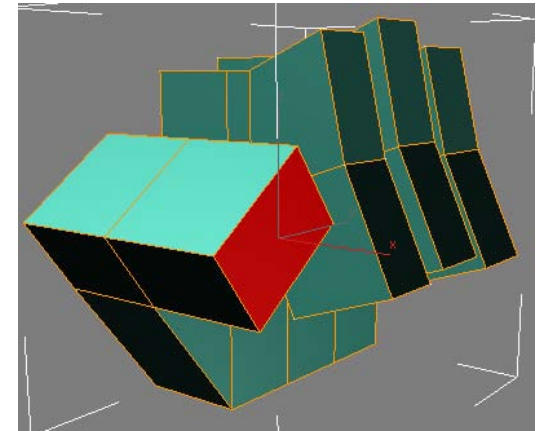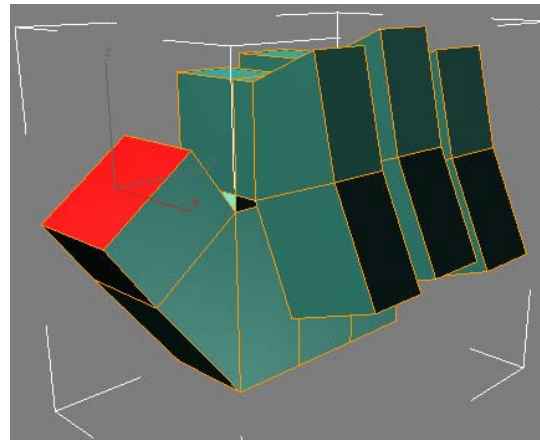**5.** Extrude the polygons down t make the finger tips.

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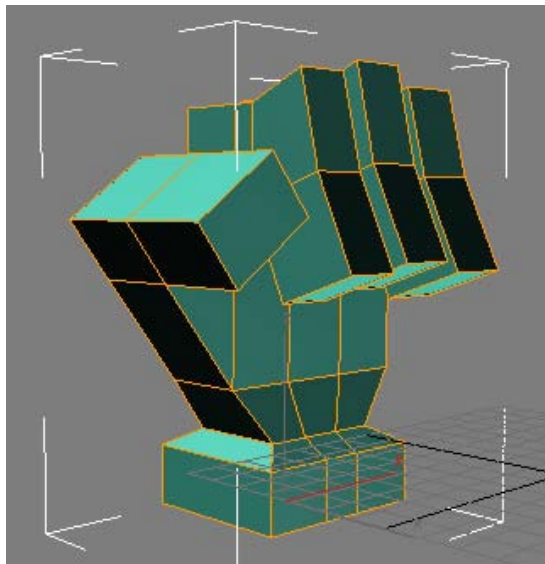Career Technical Education

6. Select the "Hinge From Edge" button in the "Edit Polygons" panel and hinge the side of the hand as shown.

7. Extrude the poly to form the thumb.

8. Extrude the tip of the thumb

9. Extrude the base of the hand to create the "glove" effect.

10. Add a Turbosmooth and fine tune the hand.