

Modeling the Mecha



The "Mecha" or "Gundam" project is meant to teach you several things. First and importantly, the parts of the Mecha mimic the parts of the human skeleton and for that matter most vertebrates. This is called "The Basic Vertebral Structure". You use it in designing and modeling almost all characters that have a backbone.

Second, and also extremely important, are the proportions of the Mecha. IT IS A NINE HEAD PROPORTION! This means that the height of the mecha is equal to nine of its heads stacked one on top of the other (see to diagram). This is called a "Heroic" proportion. It is used in characters that show dominance and strength.

