

Software used: 3DSMax
Codecs used: Video - XviD; Audio - Lame MP3
Length: 15:01

Low Poly Character Tutorial, General Delilah: Part 5, Body Modeling

Convenience Instances When modeling, often a part of the model is at an awkward angle to model in. You can shift+drag the model off to the side, and choose "instance" from the resulting dialog box. Now rotate this instance to put the awkwardly angled part in a convenient alignment to edit. In the example to the right, the original has the arm at an angle. In the instance, it is now vertical. This makes moving loops up and down, forward and backwards, much easier. Many times I will have several convenience instances for each aspect. This is also useful to create one original object, like a bolt, then instance it all over your model. Any changes made to the original propagate to the instances, which makes changes easy.

