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a sub-division modelers primer

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 04-18-2006, 05:11 AM

#21 



djolar
SDM User



Join Date: Mar 2006
Location: Alameda, CA
Posts: 70



The only advice I strongly suggest to box modellers is to use 5-sided cylinders instead of four sided boxes.

Trust me, it will smooth much better and you will have less right angles to tweak.

It takes some getting used to because you will have some areas that need to have vertices split or merged. Imho the results are worth it since and its still not too many verteces to get too complex to work with.

[QUOTE](#)

[QUICK](#)

 04-19-2006, 01:20 AM

#22 

SomeArtist
Organic modeler



Join Date: Jan 2006
Posts: 65



Quote:

In first post there are some images that I cant see,could you upload again?

I will have to create them since I didn't save it and because of this I now save all the images. The latest thread is The Pole and I'll try to update this thread later.

[QUOTE](#)

[QUICK](#)

 06-28-2006, 05:46 AM

#23 



Khaine
SDM User



Join Date: May 2006
Posts: 1




Any updates about re-posting missing pics? I'm still relatively new to modeling and so far I have loved this site, but having the missing pics at the beginning of this thred makes it kinda hard to see what is being described. If someone else has the original pics, could they even just post 'em up?

Cheers.

"The good shall fall." - Khaine

[QUOTE](#)

[QUICK](#)

 07-31-2006, 11:11 AM

#24 

HeavyHanded
SDM User



Join Date: Jul 2006
Posts: 11



Thanks for sharing Some Artist! I decided to take some time and not follow any other modeling tutes, just work on making the form and to forget about topology. Thanks for the suggestions! I feel that I've improved 100% just looking at your modeling human .avi, and 300% after doing it myself.

My first WIP post:

[QUOTE](#)[QUICK](#)

08-26-2006, 05:40 AM

#25

stereoD
SDM User



Join Date: Jul 2006
Posts: 2



Would anyone happen to have the videos saved? Links are dead!

Thanks

[QUOTE](#)[QUICK](#)

01-23-2007, 02:31 PM

#26

edge13
SDM User



Join Date: Dec 2006
Posts: 39



Great Thread!!!Thx!!

But there is one Trouble here,the 2nd and 3rd Pic are missing,could u pls add them again?

[QUOTE](#)[QUICK](#)

02-10-2007, 12:19 PM

#27

juanillo
SDM User

Join Date: Feb 2006
Posts: 1



Hi all

It's true, this thread has very valueble information, but sadly, some images went away...
so, Anyone has the thread with all the images in his HardDisk?, just to share the complete thead.

Thanks

[QUOTE](#)[QUICK](#)

02-10-2007, 09:58 PM

#28

Rblackmore
Can navigate viewports!



Join Date: Jan 2007
Posts: 192



I hope someone has the pics and videos, Id love to see the vids. SA seems to have dropped off the map but his teachings are very valuable.

Greatest Guitarist in the World

[QUOTE](#)[QUICK](#)

02-12-2007, 05:49 PM

#29



eof
character modeler



Join Date: Jan 2006
Location: Russia
Posts: 130

Hi guys!
This page have broken image links.
Can it be fixed?
I just want to recommend this article to junior modelers in my company 😞
<http://eof.cgssociety.org/gallery/>

QUOTEQUICK

02-12-2007, 09:36 PM



Adam

Super Moderator

SILO

PS

MOD

CG

Join Date: Jan 2006

Location: Going up Camborne Hill, coming down!

Posts: 1,251

#30

Hi Eof,

I've mailed SomeArtist to see if he has any of his old pics, but a lot disappeared from Imageshack and I don't think he has copies of a lot of them.

He hasn't been around for a while. 😞

I'll put out a general call for any pics, if anyone has them, it would be great to get them hosted here - they are such a fantastic resource.

Adam

QUOTEQUICK

REPLY

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07/26/2008 11:40 PM

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