

# Making an animal

## 1. Making the box suitable for the modelling

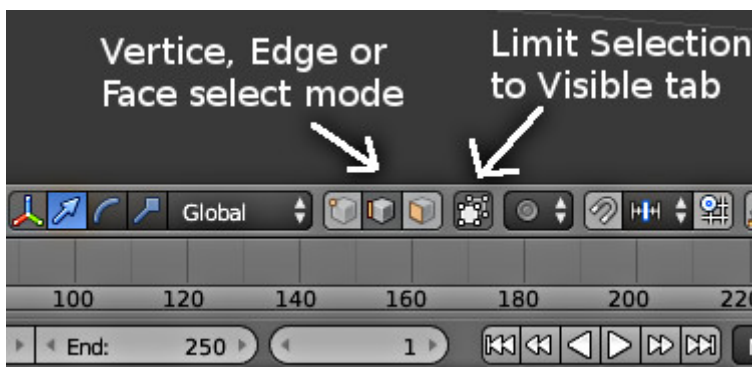
Start with the default view and a cube

NumPad 3 :side view

Tab to Edit mode

From the left toolbar, press Subdivide two times

S Y :scale along the Y axis to make the animal body taller



*Kuva 1: Important tabs for the selection mode at the bottom bar. These tabs define which parts of the object you can select. If the tab Limit Selection to Visible is on you can't select the parts behind.*

## 2. Making the animals head

Remember to left click after each operation to confirm it and A to unselect the previous selection before making a new selection!

Select Face select tab and Limit selection to visible tab. Face select the two upper rows at the right end of the object.

E Y: extrude the along Y axis, do it four times to get the neck, head and the nose. Think about the lengths of the neck, head and nose of the animal. The first two extrusions are for the neck, the third is for the head and the fourth for the nose.

Untick Limit selection to visible tab, next you'll have to select the blocks around the neck and the head.

B :box select the head and the neck: turn around the object before grabbing to make sure the blocks are evenly selected around the object!

Left click or G :grab and lift the head upwards (or you can left click on the blue axis and move the blocks with the mouse)

B: Block select the head and the upper part of the neck, G to grab them and lift the neck in the proper position.

S X : Scale the head and the neck narrower

NumPad 7 : get the top view

Select Face Select from the tabs below

Select the ears at the top of the head

E :extrude

S :scale the ear tops and the nose smaller

G :to bend the ears

B: Box select the blocks of the nose

S :Scale them to model the nose

### 3. Making the animals tail:

NumPad 1 :select the back view

B : box select the top blocks in the middle

S: Scale the blocks smaller so they make a square

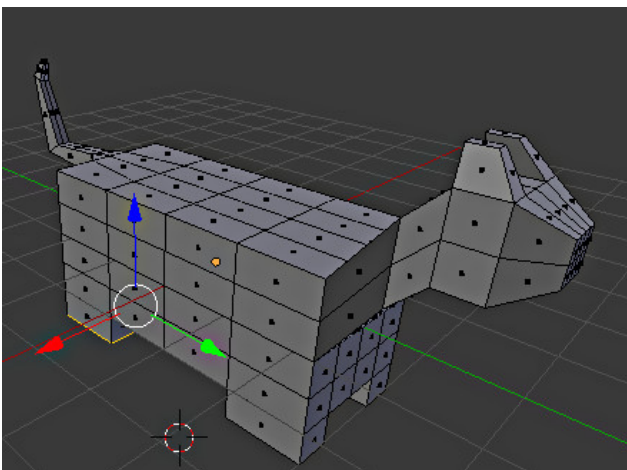
E : extrude the beginning of the tail

R X :rotate upwards or downwards

S X: scale thinner, make it square to get it round later

NumPad 7 :top view if you need

Z : Firewire mode to see better what you selected (Z again to get back)



*Kuva 2: The animal in Edit mode before making the legs*

### 4. Making the animals legs

NumPad Ctrl +7 : bottom view

Shift + right click :select the corner blocks

Numpad 3 :side view

E : extrude the selected corner blocks a little to be the upper parts of the animals legs

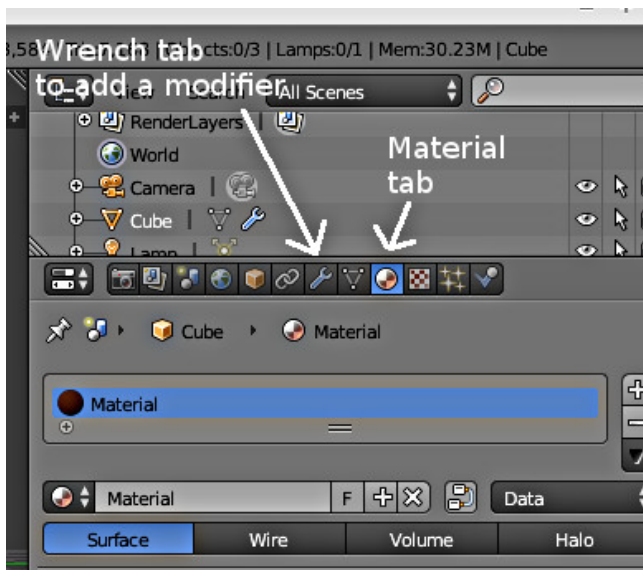
Select the tops of the back legs (B :Box select, Shift to be able to select them both in the same time)

S Y :scale them a little smaller along the Y axis

E + Middle click: extrude them and bend them forward a little, left click to stop (Middel click before extruding frees it from the axis so you can bend)

E : extrude again to get the lower legs, left click to stop

E : extrude once more to get the paws



*Kuva 3: With these tabs on the Right side toolbar you can give the object curved, soft lines and color.*

## 5. Softening the shapes by adding a modifier

Tab to Object mode

Select the Wrench tab from the right toolbar

Select Add modifier: a list will open

Select Multiresolution from the list

Select Subdivide two times

Select Shading : Smooth from the **Left** toolbar

## 6. Fine tuning the body to look rounder

Tab back to edit mode

NumPad 1 :select the back view: you see the body is too rectangular, you need to soften the upper corners

B : select the upper corner lines of the back, you can try B to Box select or selecting the edges one by one by selecting the Edge select tab and then Right click + Shift to select them

S Y :scale along the Y axis to make the back softer

Left click and move the back edges down along the blue Z axis

Tab to Object mode to see the result

If necessary, adjust the shape more in Edit mode

## 7. Adding a material and a color

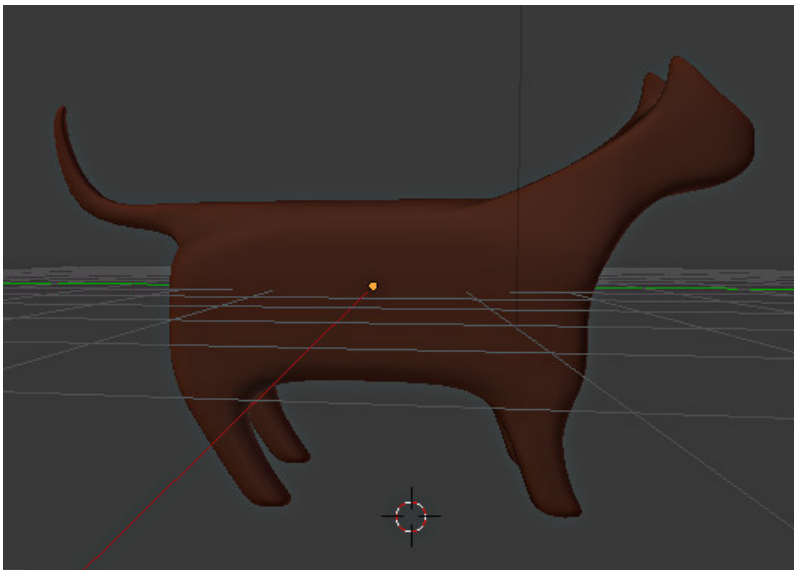
Tab to Object mode

Select the Material tab

Select a color from the color palette

To get rid of the glow, adjust Specular Intensity to minimum level

Save your work as a Blender file :Upper left corner, File – Save



*Kuva 4: Possible result if you thought your animal would be a cat, seen in Object mode*