

# Making a human

## 1. Building a torso

Start with the default view, you have a cube in the middle, Object mode is on

NumPad 1: front view

Tab: to Edit mode

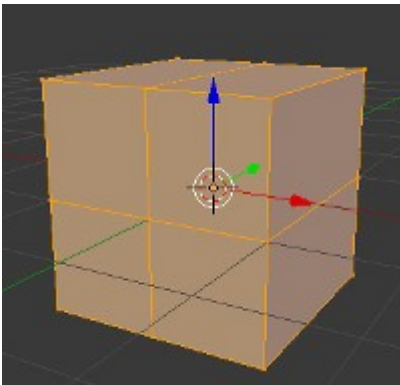
A: select all

On the left toolbar, select Loop Cut and Slide: move mouse over the cube, you'll see a pink line. If the line appears horizontally, move the mouse until you get a vertical line. Left click, the line changes to orange. It is a line dividing the cube, you can now move it where you want to. Move to the middle.

Repeat the previous action and divide the cube again, now horizontally.

Remember: you can undo operations with Ctrl+Z

The cube should be now like this, although you'll see it from the front.



## 2. Making the arms

A: unselect all

B: box select, select the upper right corner block

E: extrude that block horizontally to make the upper arm, left clicking

E: extrude again that arm to make the rest of it

Repeat that on the left side

Now you should have the arms. It is important to extrude the arms with two extrusions: later on we'll add the elbows to bend the arms. If you extrude them with one extrusion you'll have stiff arms...

OR to extrude both arms in the same time: select Alt+E and Extrude Region (Vertex normals)

### 3. Making the legs

A: unselect all

B :box select the lower right block to make a leg.

E + middle click: extrude the upper part of a leg, middle clicking frees you from the axis

Bend it to right so it comes separated from the other leg. Extrude the leg in three parts as you extruded the arms in three parts.

Repeat that on the left side.

From now on I expect you will do the A :unselect when necessary.

### 4. Making the head and thinning the body

B: box select the middle blocks on the top of the torso.

E : extrude them a little up to make the neck, left click to stop the extrusion

E : extrude the same blocks again to make the head, left clic

E :extrude them again a little to get the top of the head

Model the neck and the head by selecting the body part you want to edit and S : to scale and X,Y,Z to select axis to scele along (For example, keyboard shortcut S X will scale the selected area along the X axis)

Numpad 3 : side view

A :select all

S Y : scale the body thinner along the Y axis

### 5. Softening the shape

Tab to Object mode

Select the Wrench tool tab on the right toolbar

Select Add modifier

Select Multiresolution

Select subdivide two times

On the left toolbar select Shading Smooth

### 6. Coloring

Tab to Edit mode

A : select all

Select Material tab on the right toolbar

Change name "Material" to "Skin". This will be the skin color.

Open the color palette

Adjusting the color to get skin color: (if you dont like to adjust it, you can just take some reddish color and go to next operation making shirt color)

Change Red to 1000, Blue to 0.6, then switch to HSV mode nad change Value to 0.7

Choose the skin color.

### **Making shirt color:**

Click the upper Plus (+) on the right toolbar and then "New" to get a new material. Name it as "shirt".

B :box select the parts of the torso which will ne covered with a shirt

Select the color of the shirt from the color palette

Click "Assign" on he right toolbar to add that color for the selected area

Likewise make pants, shoes and hair

When you are ready, select File – Save from the menu at the upper left corner of Blender

Save your work as a blender file, you'll need the torso for an animation later