Career Technical Education
SoCal ROC

3D Character Design

Modeling a Simple 3D Stick Figure

In this assignment you're going to create an animated character using a number of primitives. This will expand your basic modeling skills.
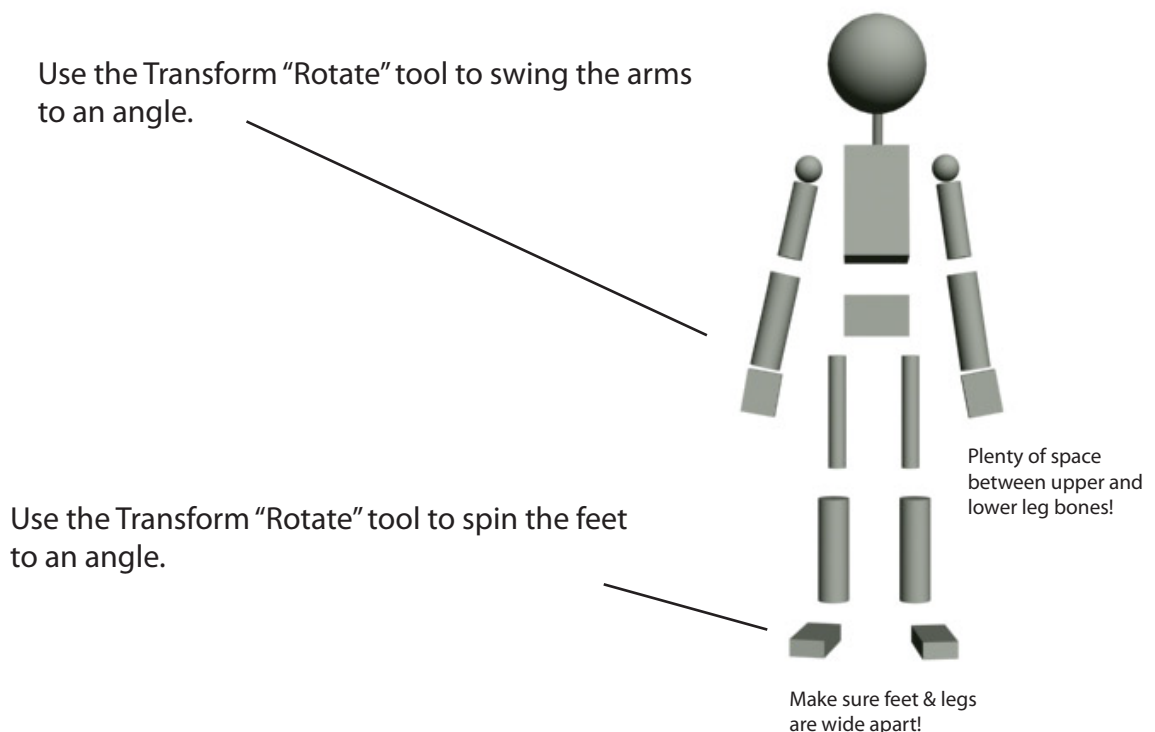
YOU WILL NEED TO KNOW THE FOLLOWING:

1. How to make a box, cylinder, sphere
2. How to use the "Rotate" transform tool
3. How to "Attach" all the body parts together into one object.

PROCEDURE

1. Make a box that represents the rib cage of your stick man.

2. Use a cylinder for the neck and sphere for the head.

3. Make another box to use as the pelvis

4. Shoulders/Arms/Hands are made from a sphere, 2 cylinders and a box

NOTE: Only make one arm and one legs. You will "clone" an "instance" for their opposites.

5. Legs/Feet are made from 2 cylinders and a box.

Use the Transform "Rotate" tool to swing the arms to an angle.

Plenty of space between upper and lower leg bones!

Use the Transform "Rotate" tool to spin the feet to an angle.

Make sure feet & legs are wide apart!

It's important to keep the stickman slender and have his feet fairly wide apart. This will become clear when we attach the 'Biped" skeleton for animating!