

JAWS - Modeling a Shark



This sequence shows you the process for modeling the shark

1. Box

2. Apply "Edit Poly": Inset top polygon.

3. Scale inset poly.

4. Extrude poly slightly.*

5. Extrude poly again

6. Extrude poly another time.

7. Adjust vertices to shape fin

* The purpose of the "slight extrusion is to maintain tight corner after the "turbosmooth" modifier is added. Without this, the radius will be too large.

This 2nd sequence is the same as the first but is done on the side of the shark.

9. Turn off the Turbosmooth and extrude the end of the mesh.

10. Inset the poly on the side.

11. Scale the poly and move down.

12. Extrude 3 times as in the first sequence.

13. Adjust the vertices to shape the fin.

14. Turn on Turbosmooth

15. Continue extruding and shaping towards the head and then the tail.