

Poly Modeling

Box (Poly) modeling is the most powerful and versatile technique for modeling objects in 3D. Just about anything you can think of can be modeled using this method.

The simplest way to learn Box Modeling is to, well, start with a box. Boxes are found on the "Create" panel, under "Standard Primitives".

Next, apply the "Edit Poly" modifier found on the drop down "Modifier List".

Open the Edit Poly modifier and select "Polygon".

Then select "Extrude".

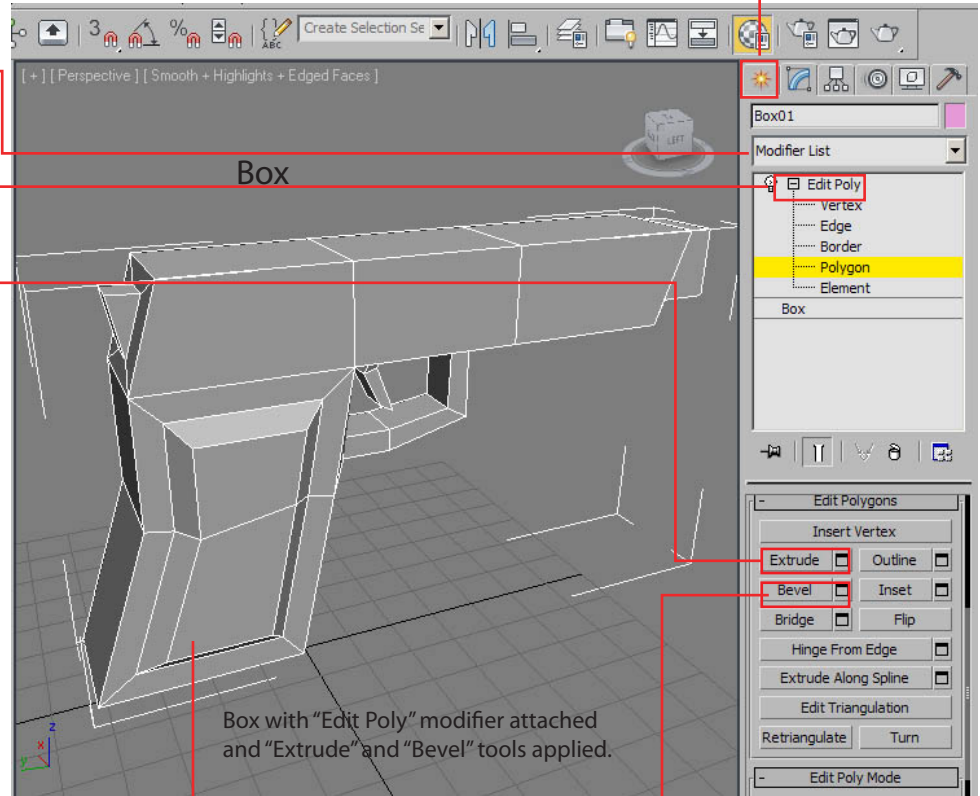
Finally, click on one of the sides of the cube, hold the mouse button down and move the mouse. A new set of polygons will appear.

Continue clicking sides of the cube to make a more complex shape.

Try the "Bevel" tool. This tool with extrude and resize the face of the polygon.

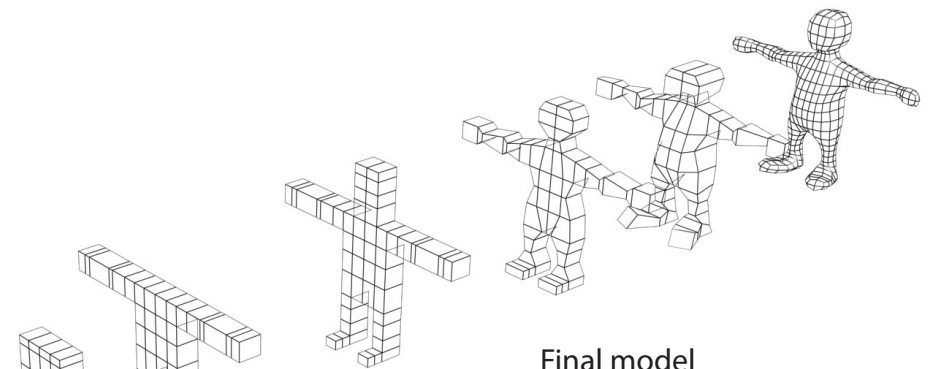
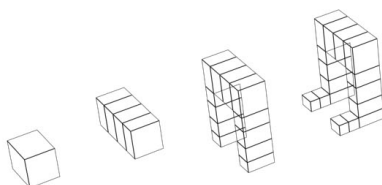
Experiment with the other tools on the panel.

Use the "Move" tool to move the vertices, Edges & Polygons to sculpt your design.



A simple automatic weapon made using the box modeling method

Example of a "Box Modeled" Character (Sequence)



Final model with 'TurboSmooth' modifier and textures added

NOTE: You don't need to start with a box to Box Model. Any 3D object will do... a sphere, a cylinder, a tube. As long as you put the Edit Poly modifier on it, you can Box Model.