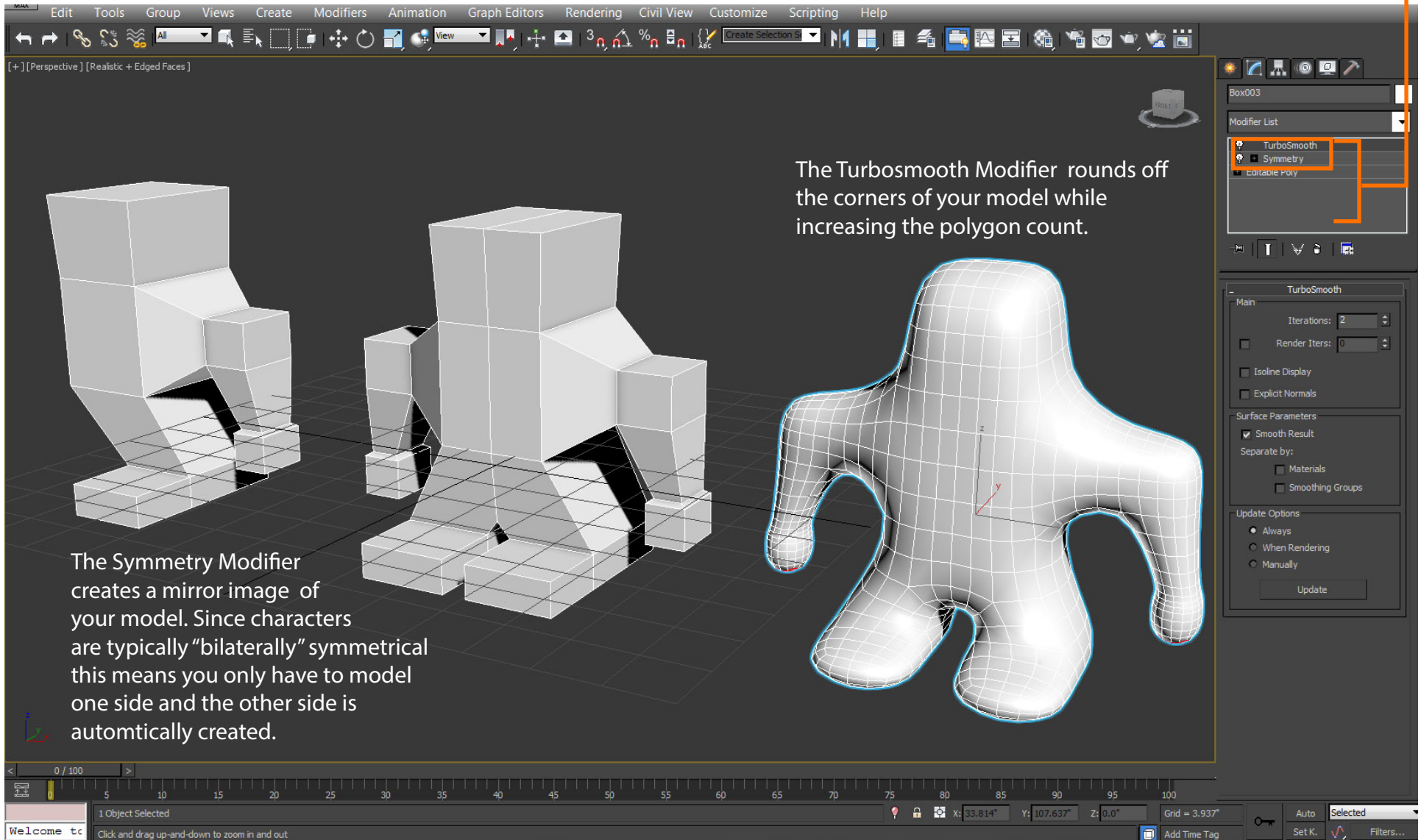


THE STACK & MODIFIERS

You build complex 3D objects by adding “modifiers” on top of one another. This creates the “Stack”.

In character modeling the two most useful modifiers are “Symmetry” and “TurboSmooth”.



The TurboSmooth Modifier rounds off the corners of your model while increasing the polygon count.

The Symmetry Modifier creates a mirror image of your model. Since characters are typically “bilaterally” symmetrical this means you only have to model one side and the other side is automatically created.

The screenshot shows a 3D software interface with a menu bar (Edit, Tools, Group, Views, Create, Modifiers, Animation, Graph Editors, Rendering, Civil View, Customize, Scripting, Help) and a toolbar. The main viewport displays a character model in three stages: a basic blocky form, a mirrored form, and a smoothed form. The TurboSmooth modifier is highlighted in the modifier list, and its settings are shown in the right-hand panel. The modifier list includes TurboSmooth, Symmetry, and Editable Poly. The TurboSmooth settings include Iterations: 2, Render Iters: 0, Isoline Display, and Explicit Normals. The Surface Parameters section includes Smooth Result, Separate by: Materials, and Smoothing Groups. The Update Options section includes Always, When Rendering, and Manually. The bottom status bar shows 1 Object Selected, coordinates (X: 33.814, Y: 107.637, Z: 0.0), Grid = 3.937, and a Welcome to... message.