

Meshology

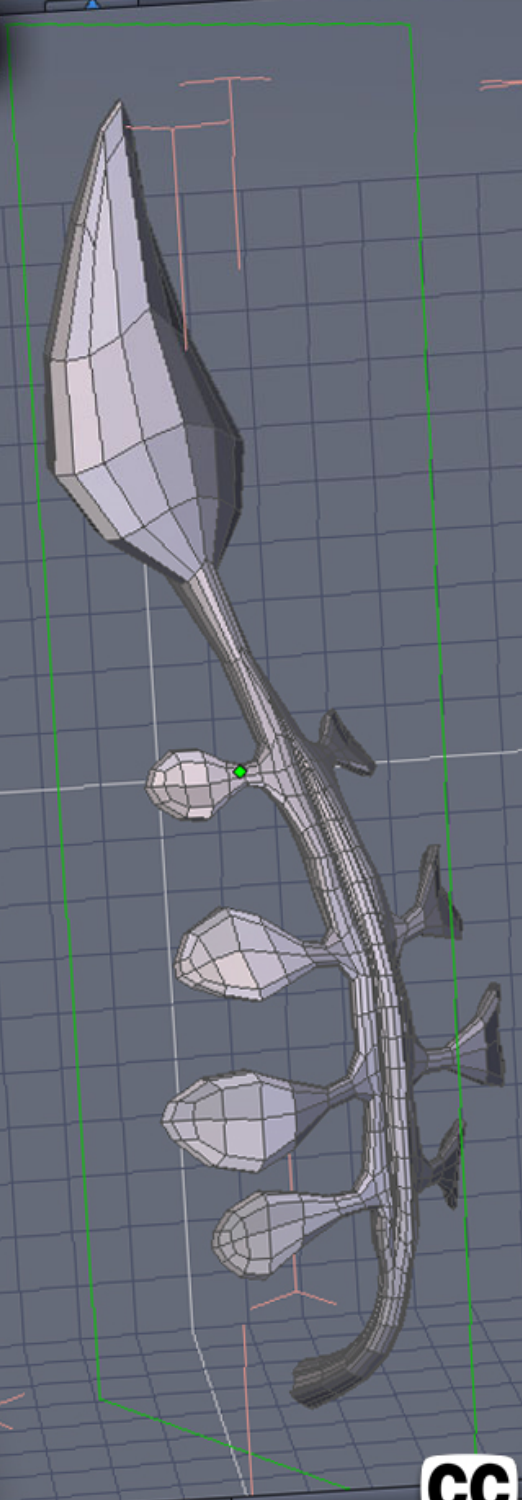
Submerged inside Hexagon and DAZ Studio

Session 1 : Modelling the Rocks and Plants

Creating an environment can be one of the most daunting tasks to a modeller, primarily because of the scale.

Kim walks you through the methods, and sources for scale as well as modelling techniques using Hexagon, the free modelling software, available through Daz3D.

Create a sand plane for the ocean floor, a group of rocks for your Mermaid to live in, and towering kelp plants that include emissive shaders.



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recorded July 19, 2018 v1

Time Code	Description: Session 1 – Modelling the Rocks and the Plants
00:00:00	Intro
00:01:18	Modelling Aguja, Overview
00:07:53	Modelling the Sand Plain
00:14:45	Mixing the Hexagon Display
00:16:06	Orienting the Normals
00:19:27	Using Soft Selection
00:20:49	Using the Inflate Tool
00:21:20	Using the Deflate Tool
00:21:46	Using the Smoothing Tool
00:23:31	Adding Subdivision (subD)
00:24:21	Applying Multiple Subdivision Levels
00:25:25	Using Incremental Saving
00:31:42	Modelling the Rocks
00:35:49	Creating a Rock Layer
00:38:19	Preventing Soft Corners when Subdividing a Model
00:46:57	Making Double Layers
00:56:39	Penetrating the Plain with the Rock Models
00:58:31	Correcting the Scale of the Environment to Genesis 8
00:59:21	Issues with Large Face Sizes in the Model
01:01:03	Modelling a Plant
01:04:50	Using the Facet Tool
01:05:18	Using the Grid Tool
01:05:54	Growing a Selection using Shift + "+" (on the number pad)
01:06:47	Working with Symmetry
01:08:40	Adding Leaf Veins with Tessellation
01:10:37	Welding Points
01:12:45	Mirroring Front to Back
01:14:35	Screen shots of Modelling the Product
01:16:37	Be Aware of the Final Model Polygon Count
01:18:24	The Trunk Element of the Plant
01:19:24	Assembling the Leaf to the Stem
01:20:01	Assembling the Tree
01:21:27	Using a Small Ovoid Sphere in the Leaves for Emissive Lighting
01:21:45	Before Assembly, be sure to UV Map the Trunk and the Leaves
01:22:40	Advantages of Not Using Instancing
01:28:44	Wrap-up, Next Session and Thanks