Meshology

Submerged inside Hexagon and DAZ Studio

Session 4 : Modelling the Hair

Kim goes through the steps of creating long willowy hair that would suit a creature of the deep just as much as a land-lubber.

She explains how to prevent from driving yourself crazy, trying to UV map the hundreds of strands by thinking carefully about the process and being cautious about welding objects.

Presented by Kim Schneider
Hosted by Seaghan Hancocks

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Time Code	Description : Session 4 : Modelling the Hair
00:00:00	Intro
00:01:21	Overview of the Hair Product
00:04:23	Overview of the Session
00:06:19	Starting Point for the Hair
00:13:02	Benefits of Hair using a Rectangular Mesh
00:15:31	Lines Follow the Natural 'Flow' of the Hair
00:20:33	Back of the Hair
00:21:33	How Wig or Hair Extension Knowledge can Help in Modelling
00:22:54	Copy the Back of the Hair Rectangle and Scale Wider
00:24:25	The Separation between the Layers of the Hair
00:27:17	UV Maps will Also Subdivide with the Model is Subdivided
00:32:06	UV Maps of the 'Cut Up' Strips
00:35:40	The Difference between 'Weld Points' and 'Weld (Objects)'
00:42:40	Building Up the Asymmetry
00:43:25	Intersecting Strands and dForce
00:46:35	Adding the Bun
00:53:23	Adding the Front Strands
00:54:54	Mirroring the Front Strands
00:55:36	The Final Hair Model
00:59:53	Entire Step Summary of Creating the Hair
00:01:04	Credits