Meshology

Submerged inside Hexagon and Daz Studio

Session 3 : Modelling the Dress

Kim created a dress for Aguya that was suitable not just for the Mermaid, but one that could also be used on land by the two-legged version.

She explains her modelling technique using simple lines and extrusion to create a stunningly, complex dress, yet so simple to model.

The final result is a dForce compliant dress that would look just as good at a formal evening as under the sea.

Presented by Kim Schneider
Hosted by Seaghan Hancocks

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Time Code	Description : Session 3 : Modelling the Dress
00:00:00	Intro
00:01:08	Overview of the Dress
00:02:51	Overview of Session 3
00:03:57	Modelling the Dress Frame
00:06:47	Turning a Line into a Tube
00:11:40	Welding the Tubes
00:31:05	Modelling the Upper 'Small' Skirt
00:34:35	Modelling the Second Skirt
00:07:04	Modelling the Front Loin Cloth
00:38:32	Adding Thickness to the Cloth
00:40:45	The Offset Tool
00:42:17	The 'Coconut Shell' Problem
00:48:26	Edges of the Mesh Problem with Soft Selection
00:53:18	Using the Inflate Tool
00:55:02	What Makes a Mesh Symmetrical?
01:03:00	View of the Final Dress
01:04:45	Using the Ambient Occlusion Mode for the Final Critque of the Model
01:05:37	Trick to Creating Realistic Wrinkles
01:06:57	Modelling the Panties
01:08:02	Modelling in the Under Arm or Crotch Areas of the Model
01:16:00	Credits