Meshology

Submerged inside Hexagon and DAZ Studio

Session 2 : Modelling the Tail and the Fins

Kim takes you through the steps involved in creating a believable Mermaid.

Her technique for modelling involves a DAZ Studio feature called *geografting*.

A geograft is the ability to replace a part of a mesh with another part... kind of like adding a prosthetic to an actor in the makeup process, but it's so much more. Because the geograft is actually "grafted onto" the base model any morphs that the base model has, will be automatically projected onto the geograft.

Kim explains the technique in her clear, simple language and the pitfalls that you need to be aware of.

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Time Code	Description : Session 2 : Modelling the Tail and the Fins
00:00:00	Intro
00:01:44	Session Overview
00:03:20	What is a Geograft?
00:07:56	Modelling the Gills
00:11:50	Using the Grid Tool
00:15:04	Adding Thickness to the Gills
00:17:00	Outer Border for the Geograft - the Starting Point
00:20:43	Modelling the Gill Arch Plates
00:25:39	Modelling the Tail
00:34:39	Modelling the Bases of the Front Fins
00:37:40	Can you Create a Geograft on a Geograft?
00:39:43	Modelling the Tail Fin
00:42:40	Be careful not to Move or Scale Genesis
00:44:22	Modelling More Fins
00:45:45	Adding the Antennae
00:46:25	Modelling the Dorsal (or Back) Fin
00:46:57	More Fins
00:49:46	Adding Definition to the Back of the Tail
00:50:29	Adding Body Membranes
00:51:17	Adding Subdivision
00:56:26	Adding the Fin Spines or Spikes
00:59:41	Final Stage and Subdivision
01:00:56	Fit Problems on Genesis 8
01:01:17	Preparing for the Geograft
01:02:12	Closing the Antennae and Fin Connections
01:06:53	Closing a Hole using "Close" Command, Creates an N-gon
01:10:50	The Final Model
01:14:04	Credits