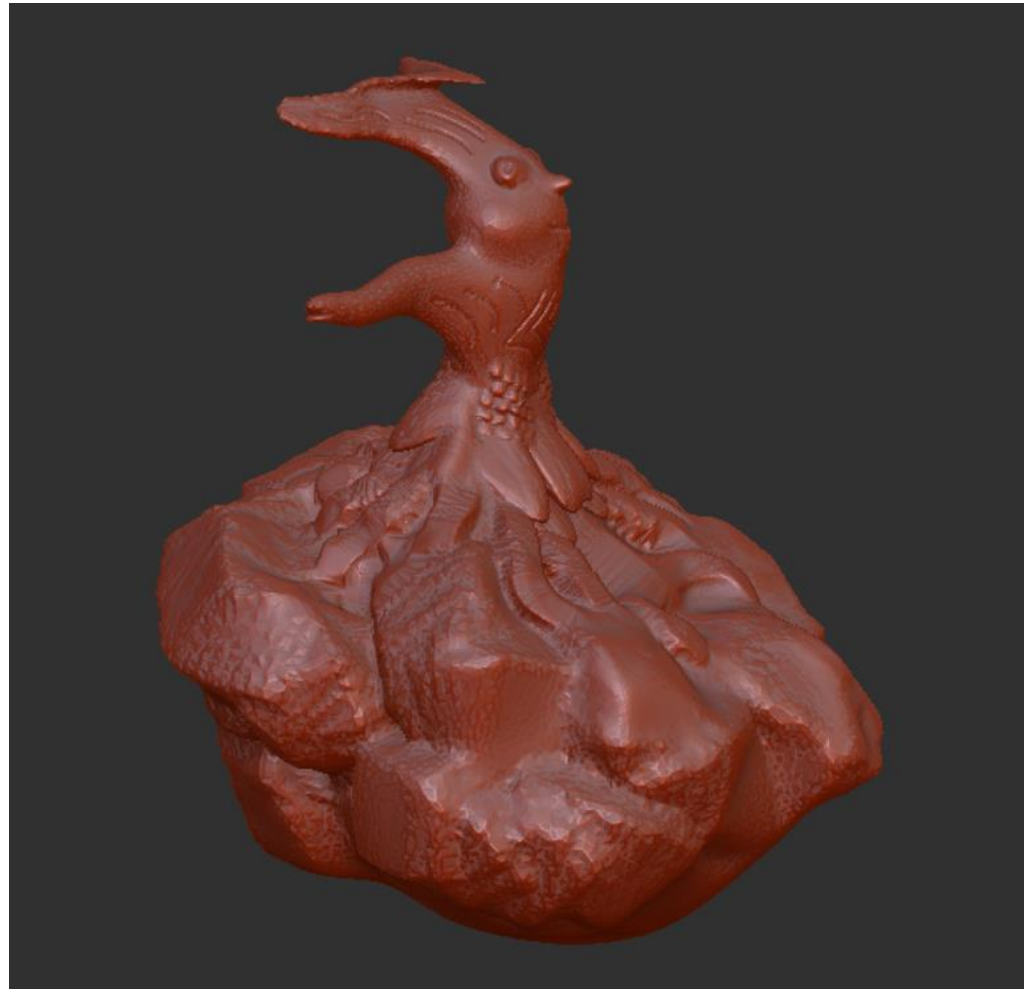
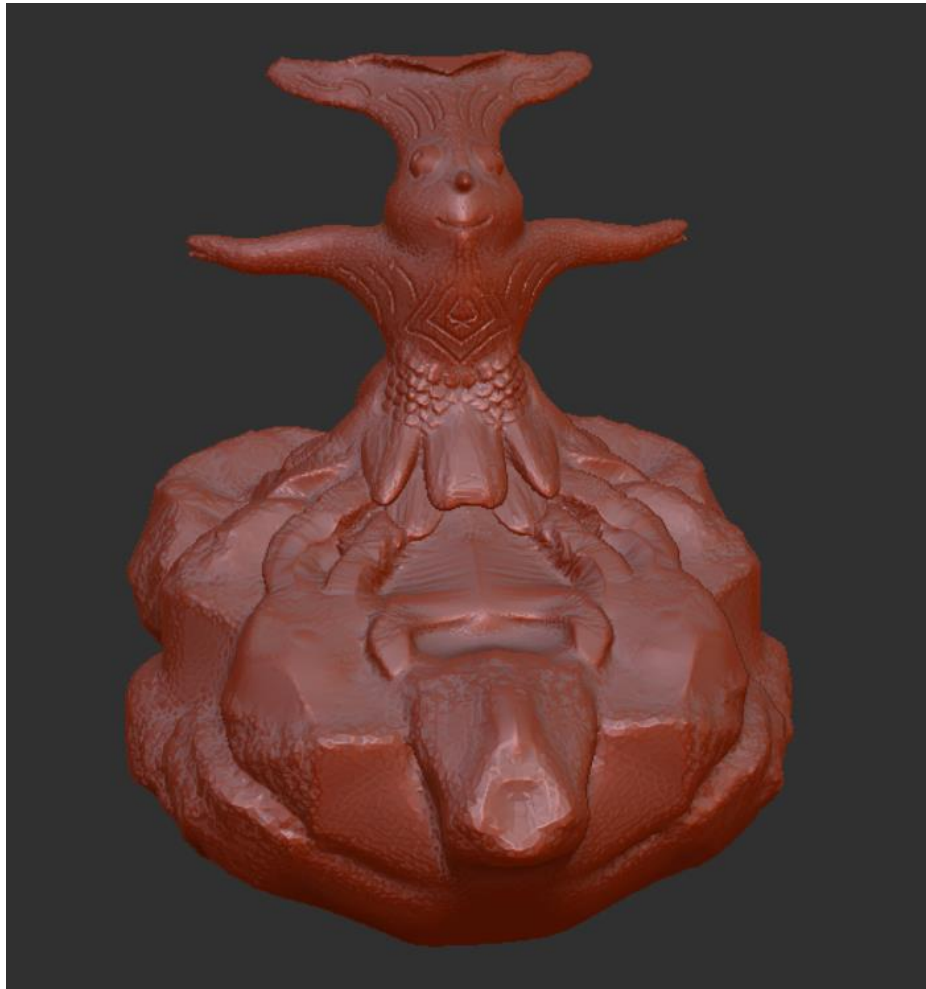
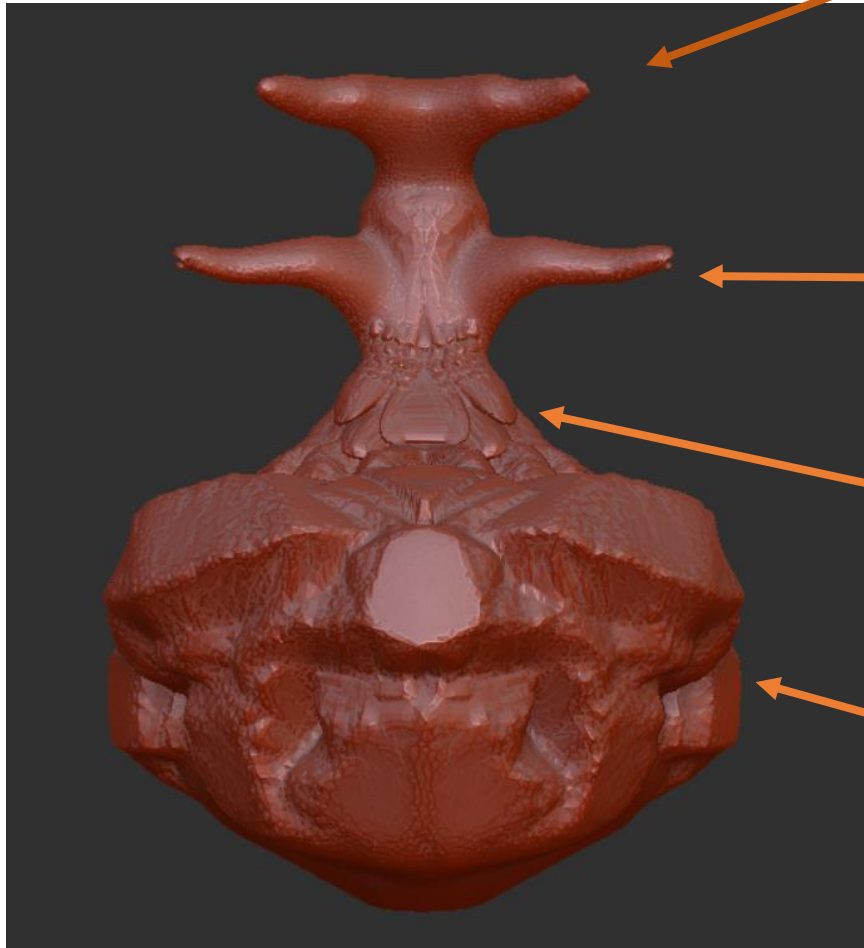


Organic Form



Organic Form



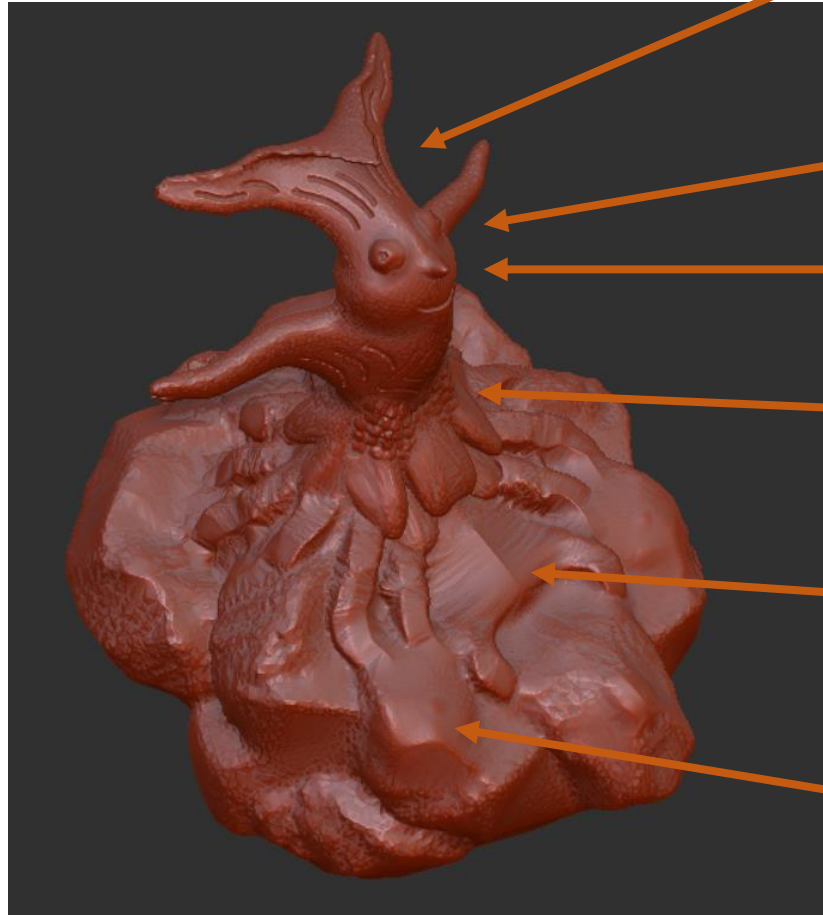
I mainly used
“SnakeHook” to extract
the shape of antlers.

Another
“SnakeHook” is
used to make
the finger.

“ChiselCreature” is used
to make the larger
scales.

“ClayBuildup” is used to make
those rocklike shapes for the
bottom part.

Organic Form



“Slash3” is used to make patterns on the surface of the creature.

“Standard”, “Inflate” and “Slash3” are used to make the eyes.

“SnakeHook” is used to make the nose.

“ChiselCreature” with smaller size is used to make the smaller scales.

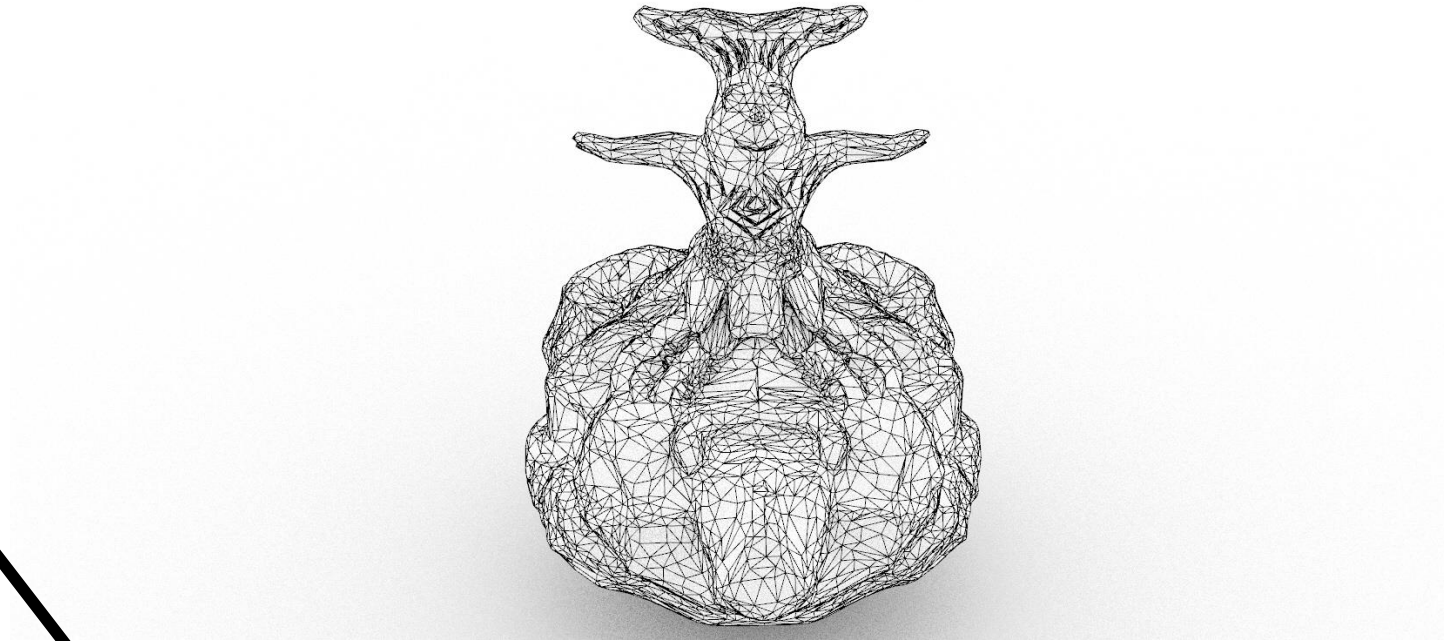
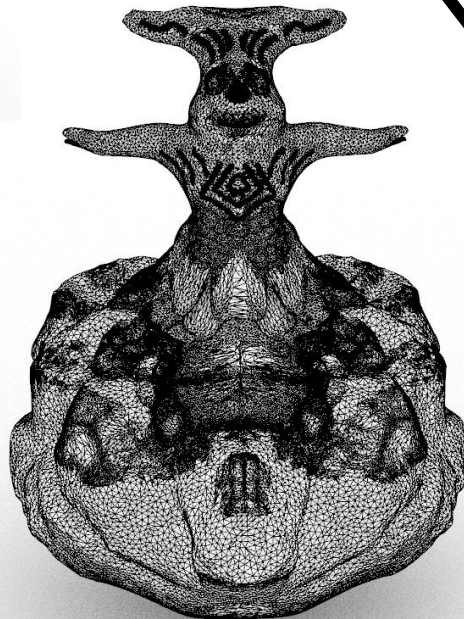
“Pinch” is used to make the edge on this surface.

“hPolish” and “Smooth Surface” is also used in this model as well.

Organic Form



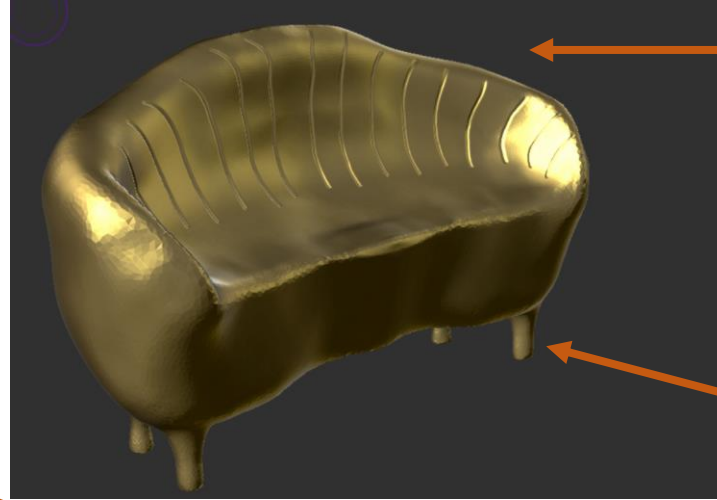
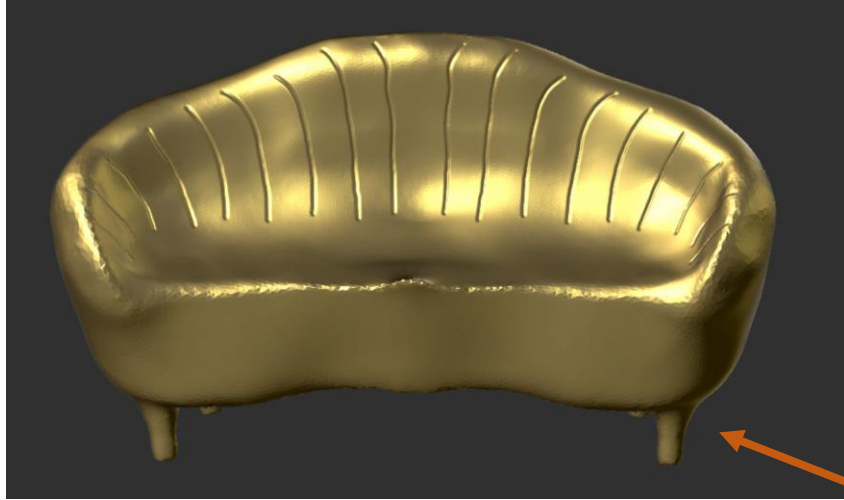
199993 faces



14251 faces



Furniture



I used "Slash3" to make those carves on the back of the sofa.

I used "SnakeHook" and "Inflate" to make the support of this sofa.

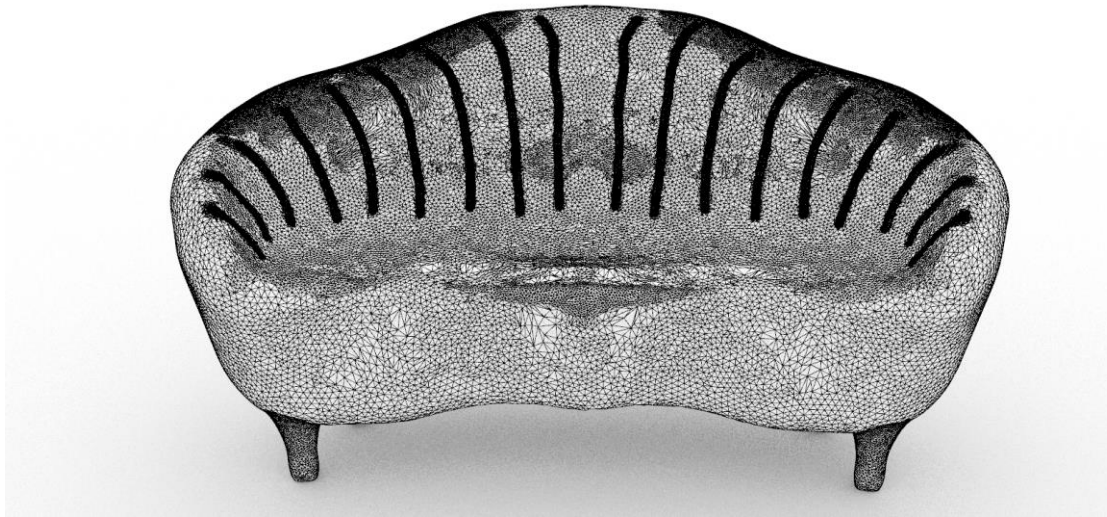


I used "Pinch" and "hPolish" to make the surface of this sofa and the edge between them.

I also used some other techniques like "move" and so on to get the general shape of the sofa

Furniture

199992 faces

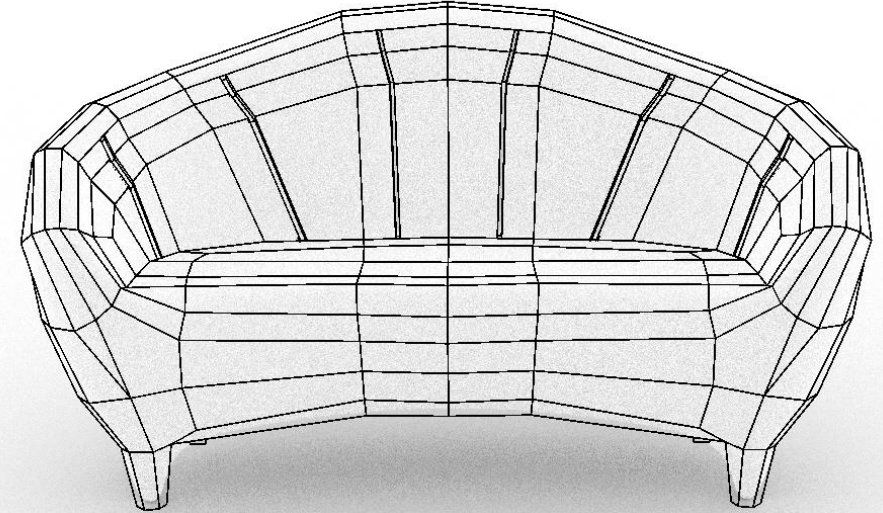


In making the model below, I first used “QuadRemesh” to reduce its faces. This won’t give me a good result as the legs will be dropped if the faces are too low. I need to manually delete some faces on the top part of sofa.

I inserted edges on the back so that I can extrude surface inside after that to mimic the carves.

Sometimes, when I am deleting the edges, there are other edges being broken as well. Hence, I needed to delete the surface and then bridge those edges.

I also used “SetPt” to make some flat surfaces such as the surface of the leg and the surface of the sitting part. I also used “ExtrudeSubd” while building the legs.



324 faces