
Subject: I need some help

Posted by [boma57](#) on Sun, 21 Sep 2003 02:23:37 GMT

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It's pretty hard to pick up unless you just have a natural knack for modelling or have watched someone else's techniques, but here's a few tips:

1. The Extrude tool. Even if your model does end up looking flat, you can extrude and reshape different polygons to round it off or detail it better.
 2. Viewing a model only in the Top, Front, Left, Right, Etc views can give you a "flat" result. Make sure to change your views (or just use Perspective mode and rotate occasionally) to make sure that everything is proportionate and shaped the way you wish.
 3. Looking at a picture of what you're modelling can be great, but remember that pictures are 2-Dimensional. If you copy a picture exactly, you'll get a 2-Dimensional result, so look at several pictures to get a general idea of how far things are extruded, etc.
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