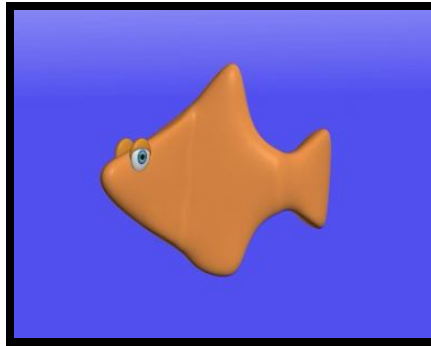


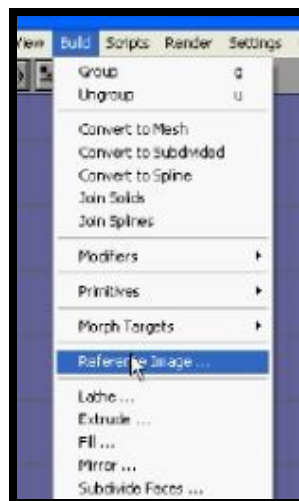
PART 1

FISH TUTORIAL

The following 4 lessons will teach you how to model and animate a basic fish.

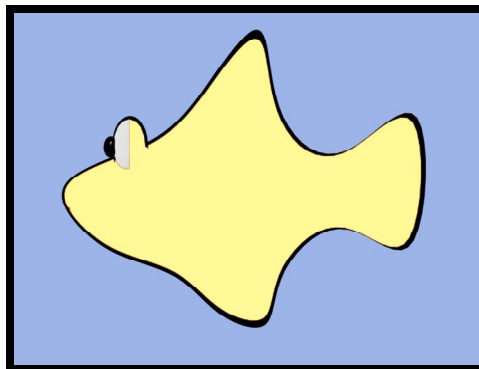


Start by loading a reference image of fish on to the screen, go into the build option and click on reference image.

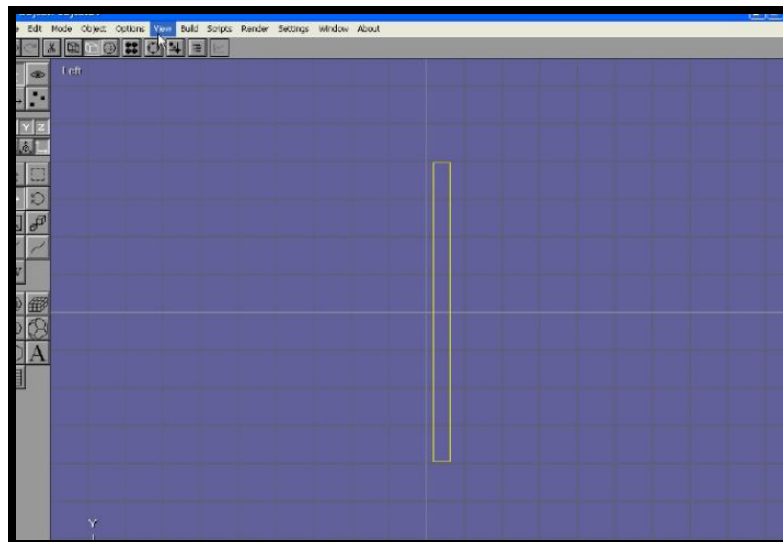




You will find the image of the fish in part 1 of the fish tutorial file. Press load and ok.

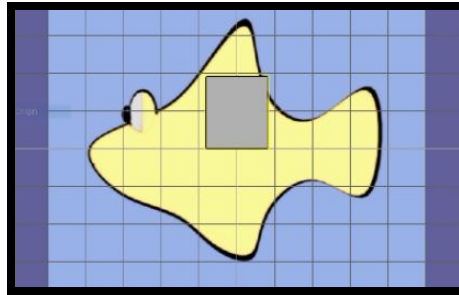


The reference image needs to be placed back just behind the central cross point, go into the left view select the image then use the move tool to bring it back.

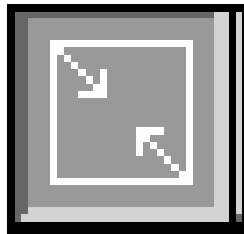


A grid pattern will now appear on the image, now the reference image is set up, in the front view.

Add a cube, locate to the center of the screen, using the locate option tool found from the edit drop down menu. Then convert it to a mesh, this option is found from drop down build menu.



Go into the top view and change the thickness of the cube to that of a fish, with the non uniform scale key.

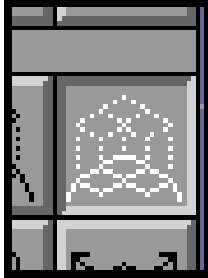


Press the object edit three dot key, and then select the surface mode.

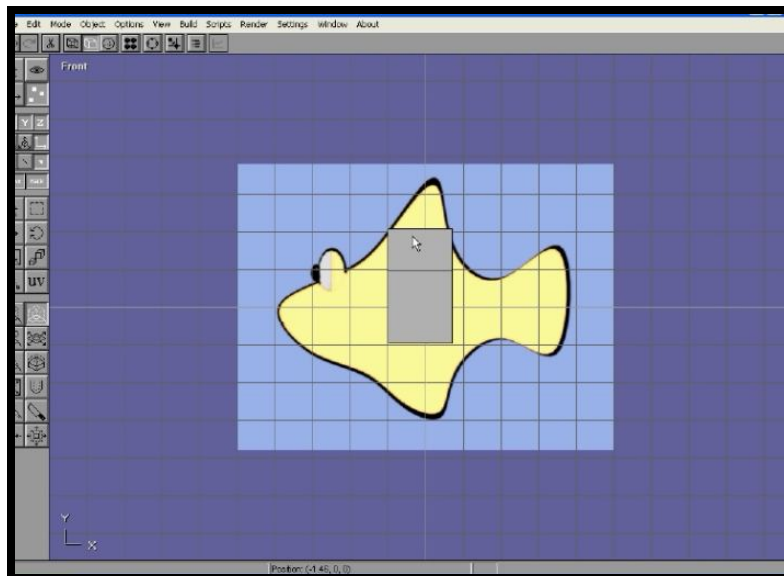
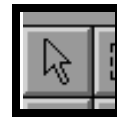


Using the ARC ROTATE key select the top face of the cube, it will turn yellow; remember to turn off the arc rotate key.

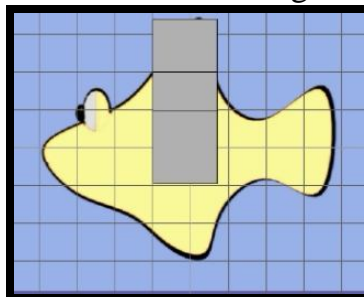
Press the extrude key and gently pull out the top fin.



Be careful with clicking the mouse here, if you only want to make one extrusion, then I strongly suggest that you click onto the select key, after you have finished using the extrusion button.

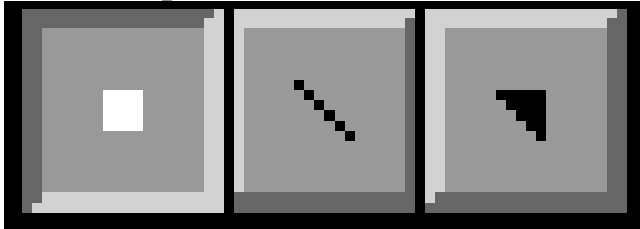


In this case we will click the extrusion button again, for the top fin.

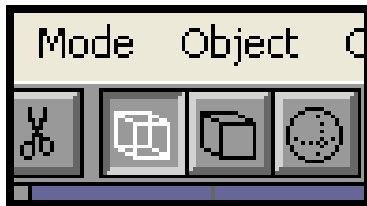


You will notice that two top extruded cubes do not match the fin. We now rearrange the point vertex to match the reference image.

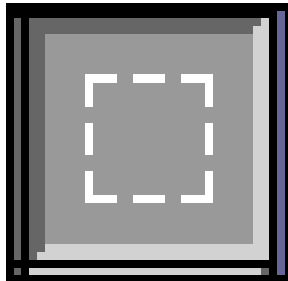
Select the point mode.



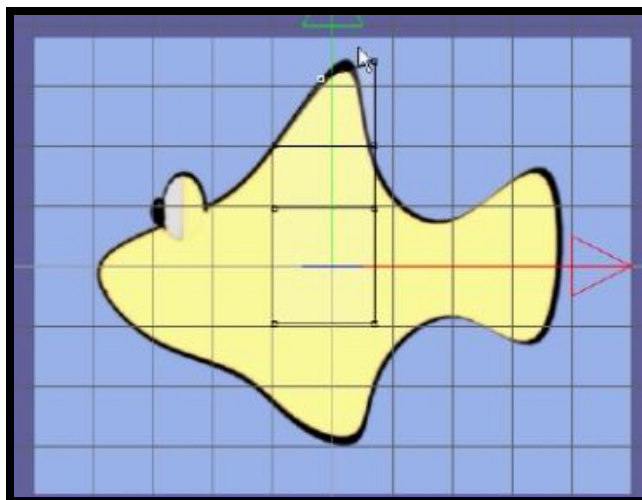
Now go into the wire frame shaded mode.



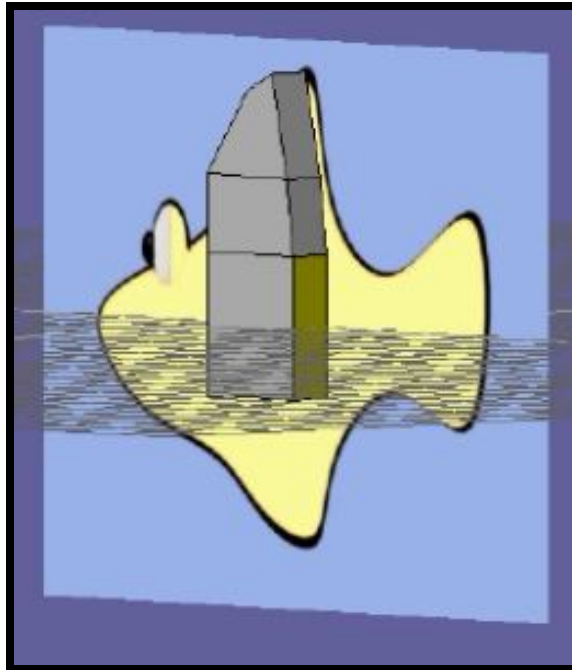
And use the drag select tool to move the front and back vertex of the extruded cube.



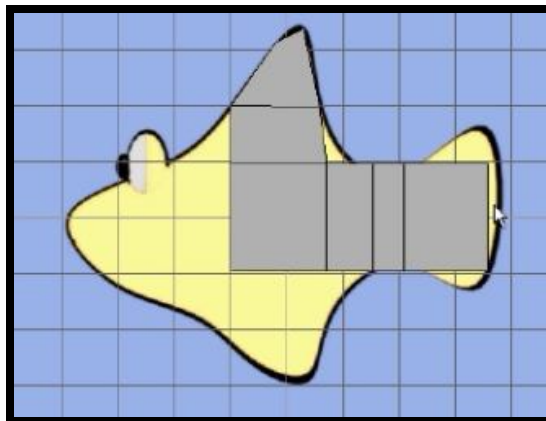
Now move the vertex around to match the fish fin.



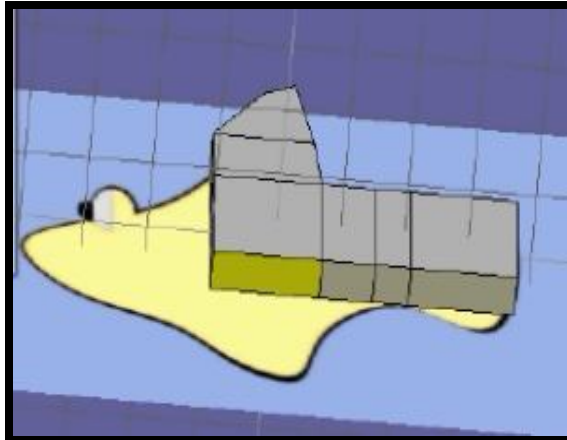
Now repeat the above steps to create the lower fin and the back tail, watch the video tutorial and save your work.



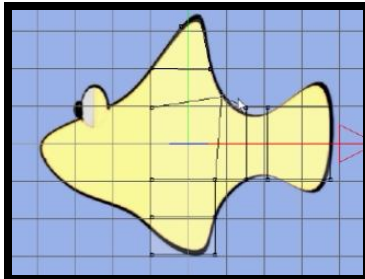
Use the arc rotate tool to select the back tail surface, then extrude out.



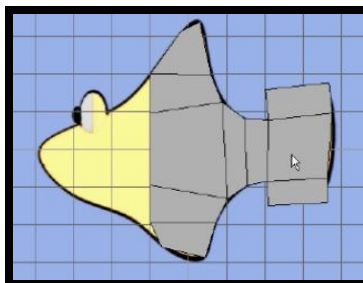
Now extrude out the bottom fin.



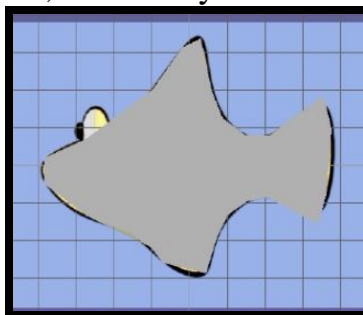
Now move around the vertex to match the back image.



The method is extrusion and moving vertex.

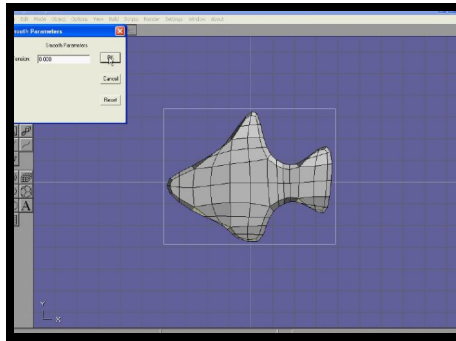


Extrude out the back tail, and save your work or just press the save button.



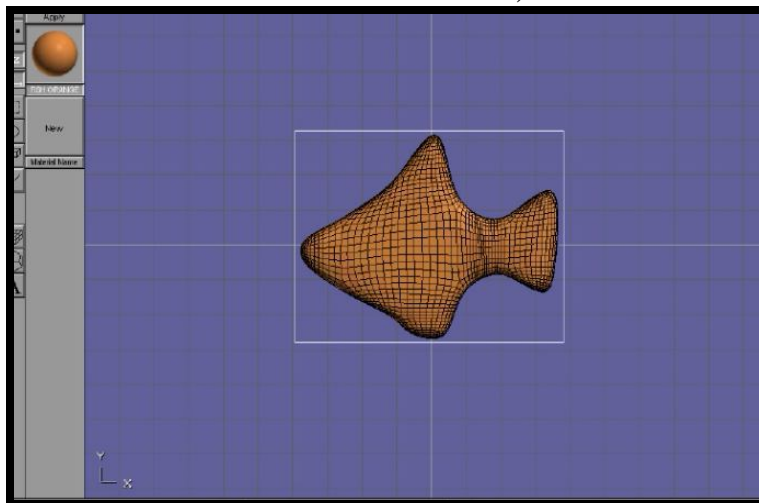
Now we have the basic mesh form, click on the back image and press delete, to get rid of the reference image.

Before we subdivide the surfaces and smooth out the fish, save the basic form call it basic fish and save it, we can come back to this and change it into a shark or cartoon sword fish simply by moving around the vertex. Now subdivide and save it as a different name.



Using the material editor create an orange colour and apply it to the fish mesh.

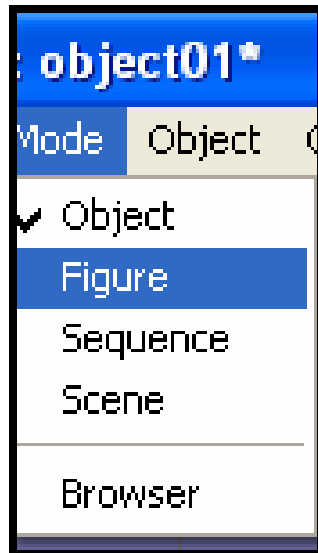
(Check out the material editor notes and movie)



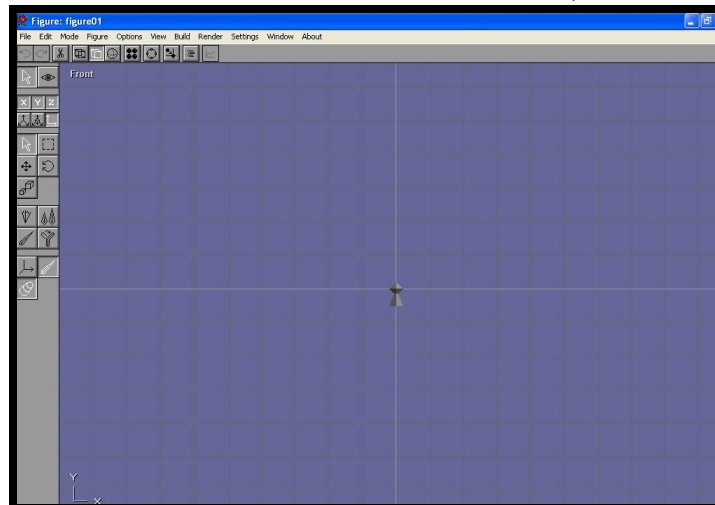
Time to add bones to the fish.

GO INTO THE FIGURE EDITOR THIS IS THE PLACE WE ADD A SKELETON TO THE 3D MODEL.

FROM THE TOP MENU BAR CHOOSE MODE THEN SELECT THE FIGURE EDITOR FROM THE DROP DOWN MENU.



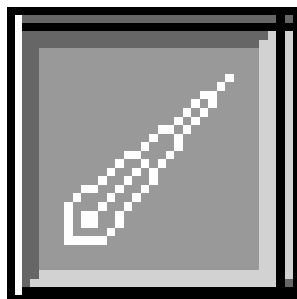
You will now be confronted with a whole new screen, see below.



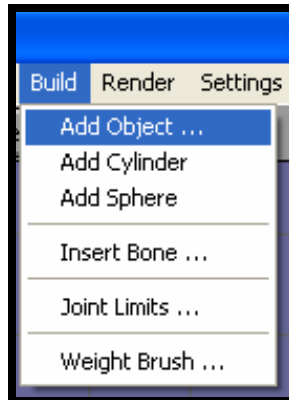
Click on the root bone, it will turn from blue to grey.

Now we need to create a new bone in order to add the fish.

SELECT THE NEW BONE BUTTON AND DRAG OUT A NEW BONE FROM THE ROOT BONE. Watch the video.

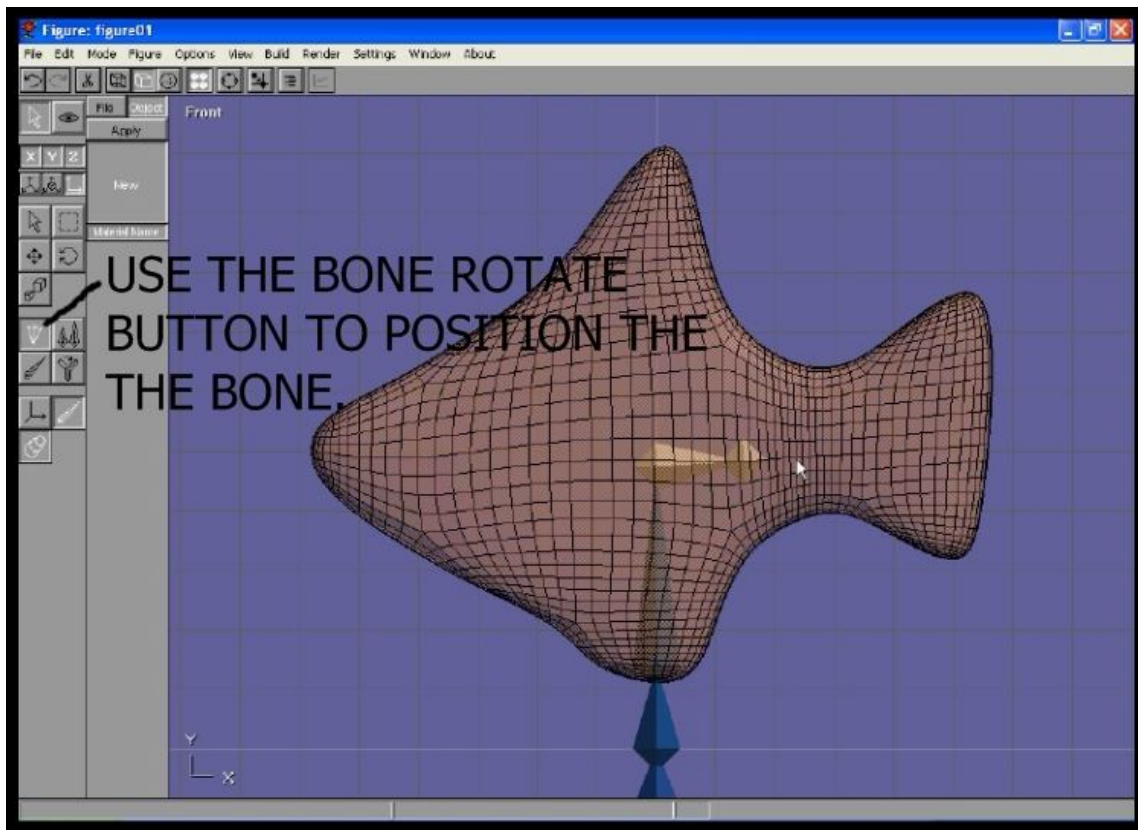
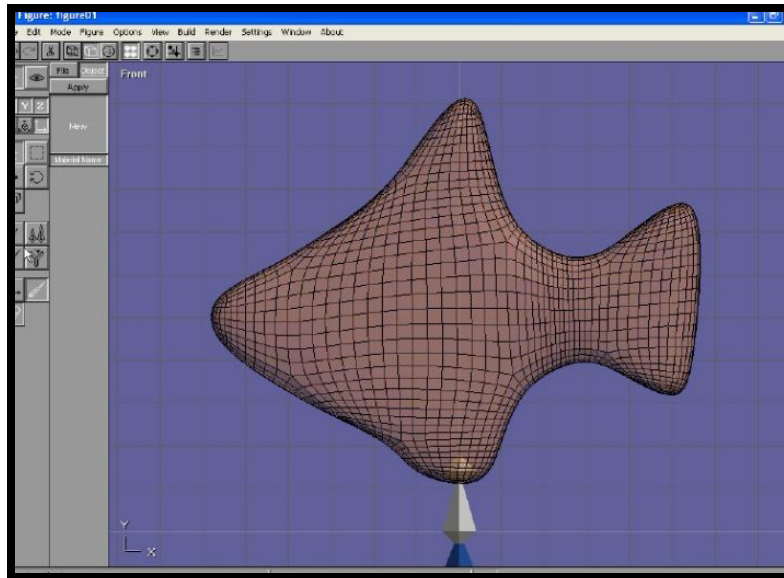


Now go to the build option and press **ADD OBJECT** and select the object this is the fish mesh.

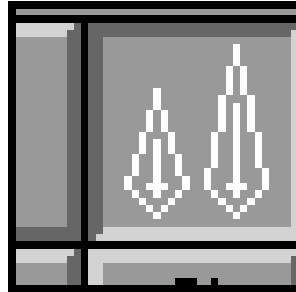


**THE SCALE BUTTON
IN THE FIGURE EDITOR
DOES NOT WORK, YOU
HAVE TO GO BACK
TO THE OBJECT WINDOW
AND RESIZE YOUR MODEL.**

Once you have the fish at the right size position it over the first bone you created, use the move and rotate key.

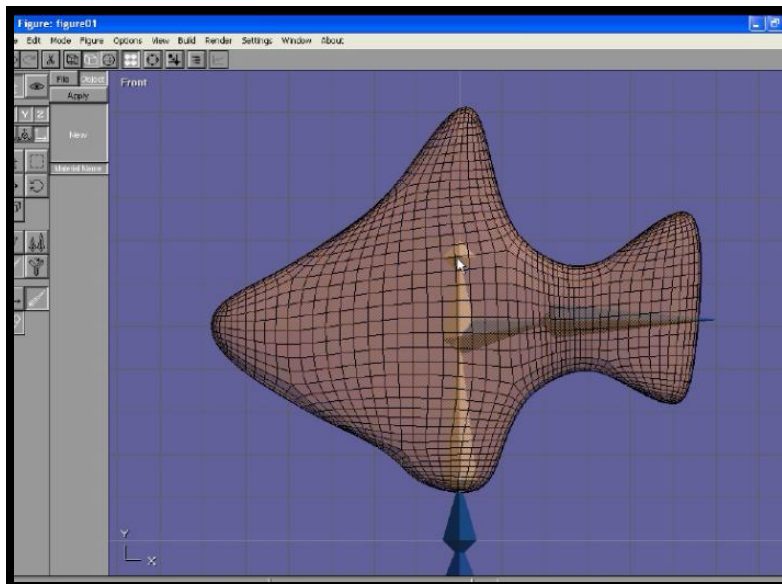


Change the length of the bone with the BONE LENGTH button.

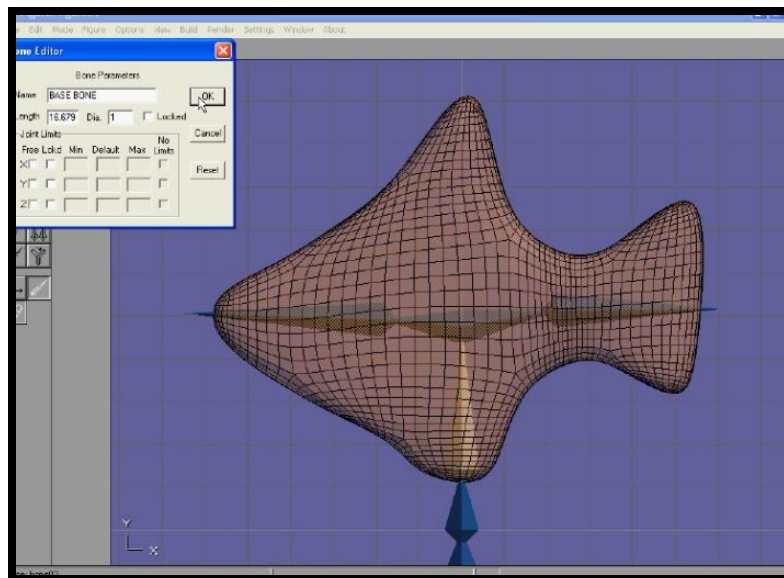
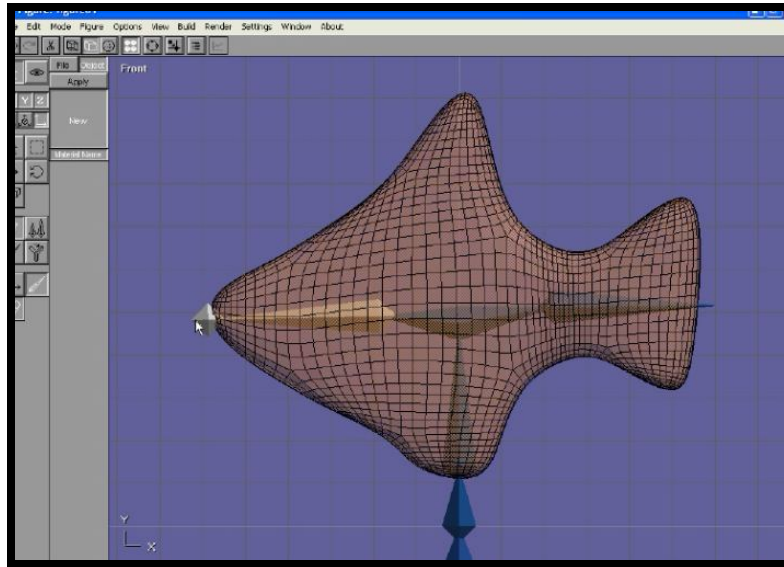


Using the NEW BONE button and add the tail bone.

Click on the first bone you created then add a new bone and rotate it, for the front of the fish.



Now extrude out the head bone, this will control the front portion of the mesh.



Click on the first bone this brings up the bone editor box, and name the bone call it base bone, and then name all other the bones, call the end bone TAIL and the front bone HEAD, and call the bones in between spine 1 and 2, watch the video.

IAN ROSS COPYRIGHT © 2011 www.ianroz.com

STUDENT
NOTES
