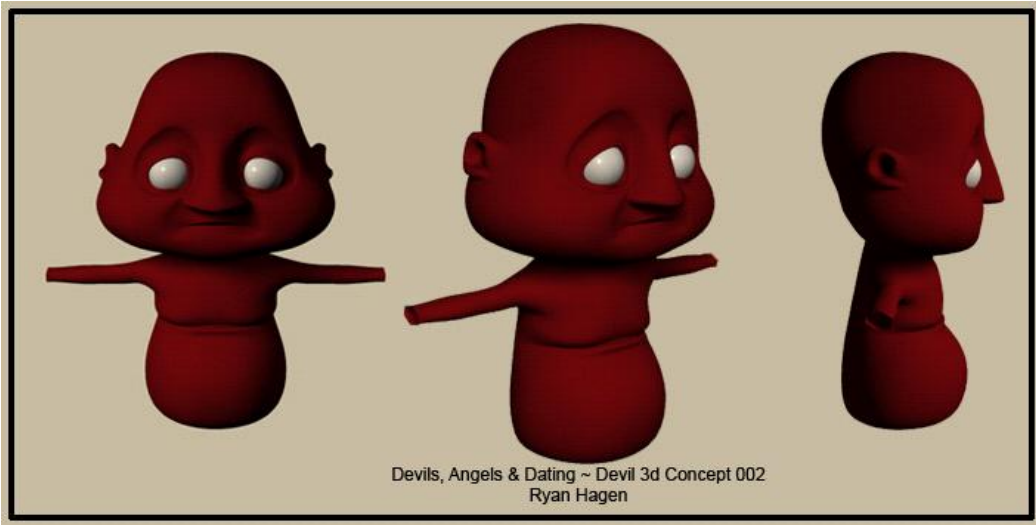
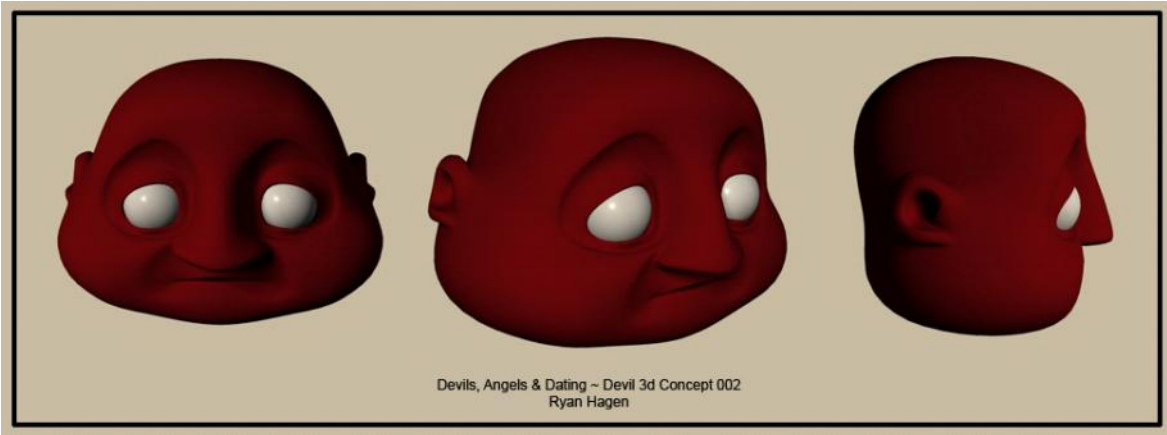
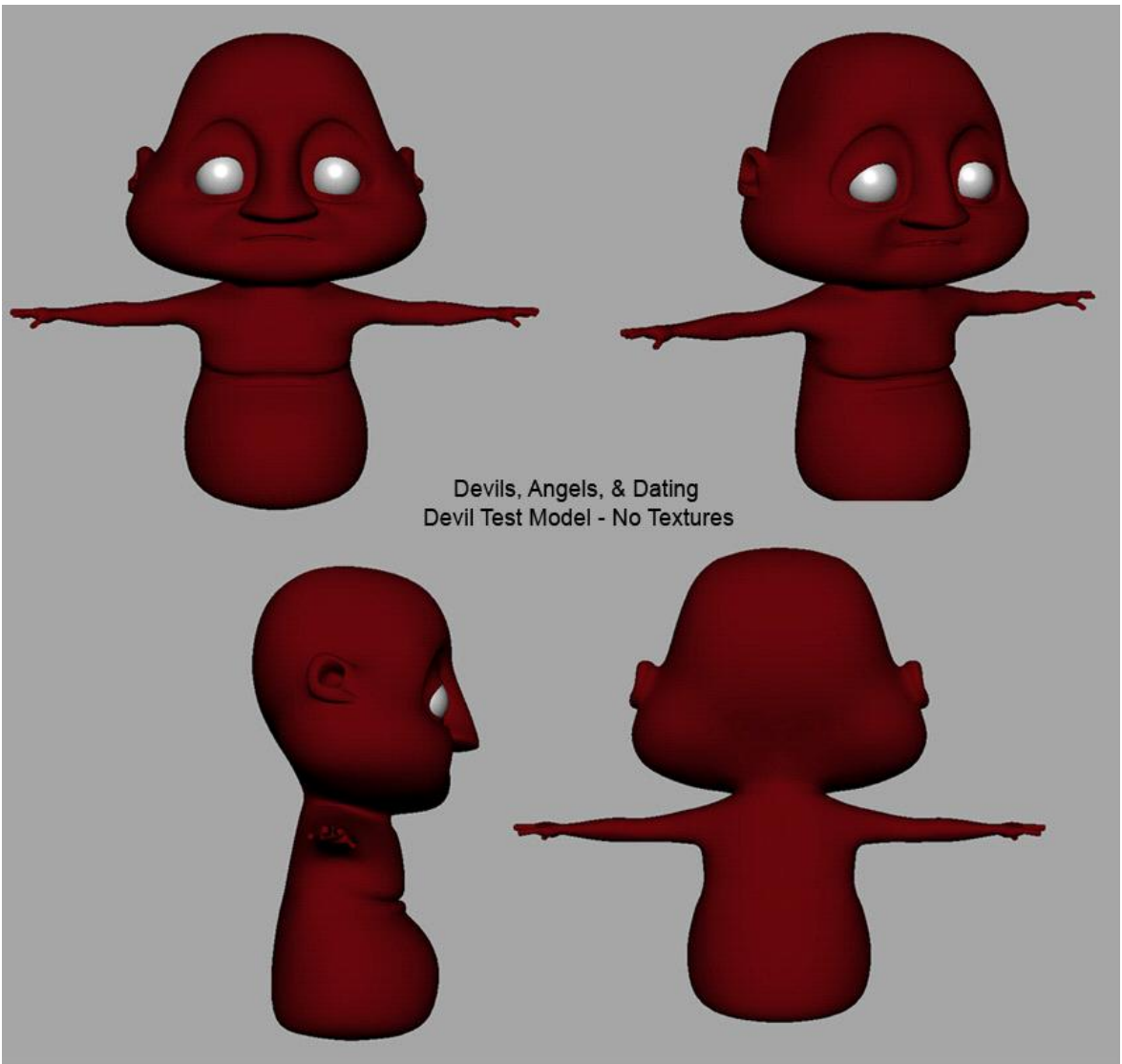


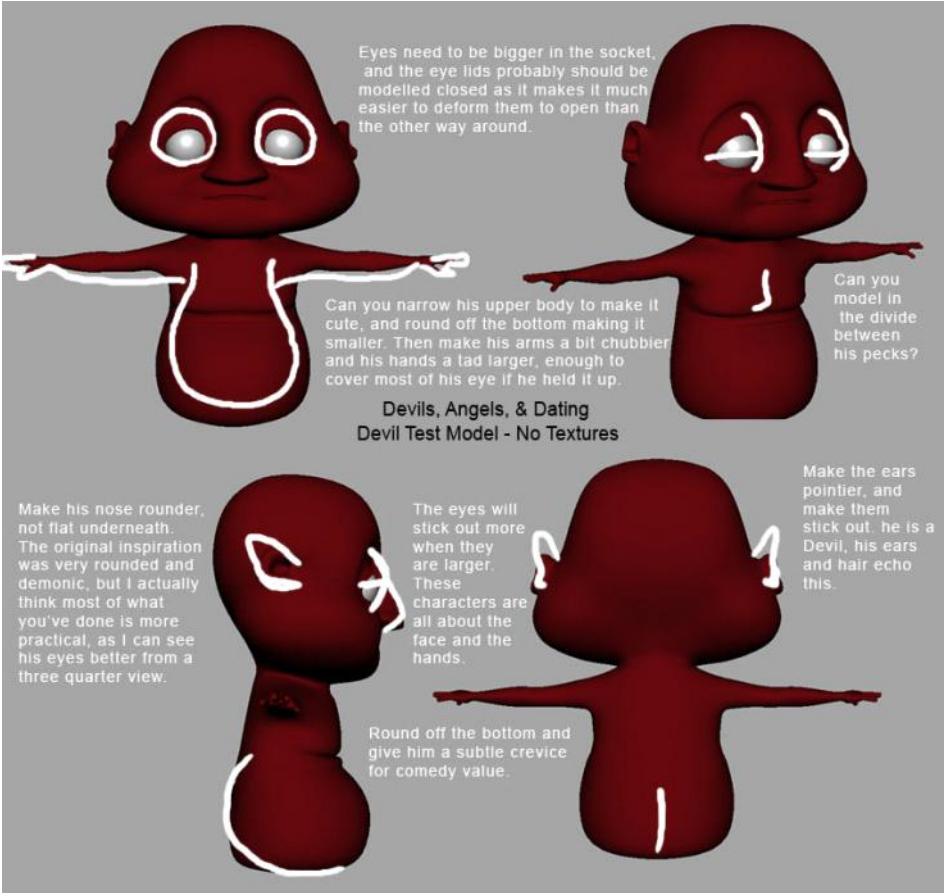
Devil Models

01 February 2009
23:16





Devils, Angels, & Dating
Devil Test Model - No Textures



Eyes need to be bigger in the socket, and the eye lids probably should be modelled closed as it makes it much easier to deform them to open than the other way around.

Can you narrow his upper body to make it cute, and round off the bottom making it smaller. Then make his arms a bit chubbier and his hands a tad larger, enough to cover most of his eye if he held it up.

Can you model in the divide between his pecks?

Devils, Angels, & Dating
Devil Test Model - No Textures

Make his nose rounder, not flat underneath. The original inspiration was very rounded and demonic, but I actually think most of what you've done is more practical, as I can see his eyes better from a three quarter view.

The eyes will stick out more when they are larger. These characters are all about the face and the hands.

Make the ears pointier, and make them stick out. he is a Devil, his ears and hair echo this.

Round off the bottom and give him a subtle crevice for comedy value.

Rigged by Pritish Dogra
07/03/2009, 12:30



Model by Ryan Hagen
23/03/2009, 22:01

Notes for Ryan on the Devil Model (please excuse the gratuitous use of sketch, it was just a quick short hand to see what he looked like with hair):

- A) The eye needs to bulge out enough to be seen in profile like this, at the moment it's a little flat from the side, it should also curve around the head a little so that we see more of it from a side view anyway.
- B) The eye brow should poke forward a little more but split in the middle (G) so that it can be easily deformed per eye.
- C) The jaw line could slant up towards the back more like a normal skull, it's a little flat at the moment. Bring the outmost tip of the jaw in a little as well to avoid the face being too flat from forehead to chin (my sketch isn't actually the best example).
- D) Bunch up the space between his belly and his head so that his mid section is tighter and smaller. He should have small but rounded pecks, and the fat layer should be almost as big.
- E) Bigger ears, so that they're not lost in the hair.
- F) Bigger nose at the bottom, otherwise looking good.
- G) Again that split in the forehead / brow, which also gives us a bit of hair in between.
- H) Rounder belly, and a bit fatter from the front.
- I) Most of his features seem a little low on his face, can you start the eye higher up. We can't see it here as his lids are partially closed, but I'm guessing we should have enough height to open the eyes up as much as this sketch. If not please plan for that.
- J) Slightly chunkier hands and arms, otherwise they look great. I'd need to check out the hands much closer for notes on them.
- K) Insert peck definition.
- L) Narrower upper body, in contrast to the big belly shape.
- M) The line under his head at the front seems too flat side to side. Can you curve it down more to suggest a chin more, which might mean pushing the cheeks up?
- N) For naughty... Just perfect... Although may need to be bigger to avoid being covered by the flame tail.
- O) We really need the hair sculpted in order the really judge his overall proportions. Try to remember that this will deform and sway dynamically so think about the topology.

Overall, great work. Can't wait to see the next version.

Mike

