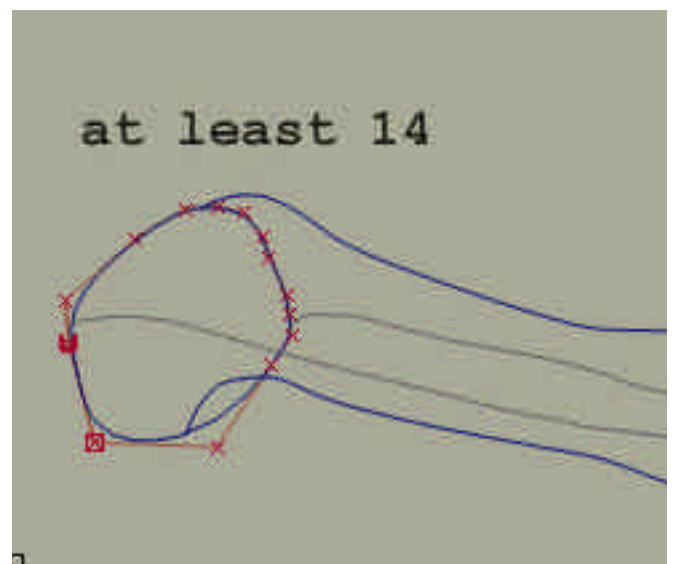
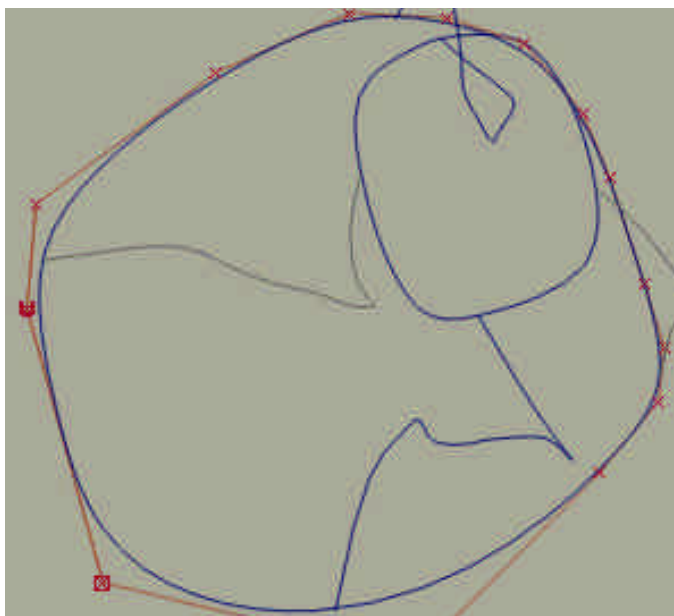
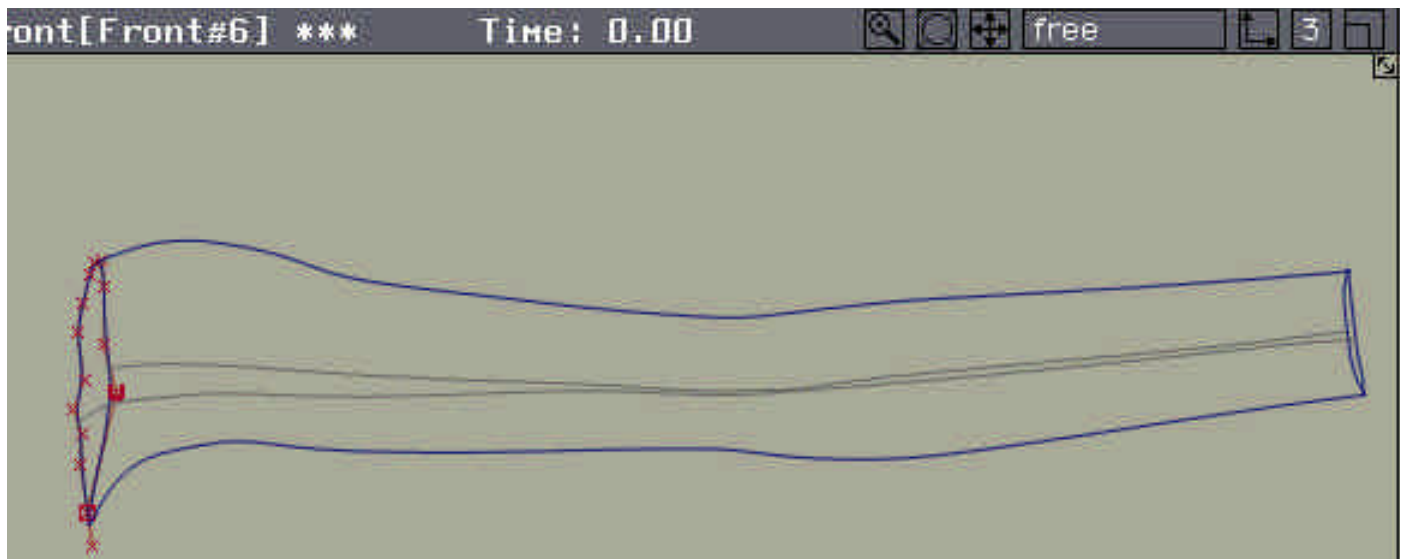
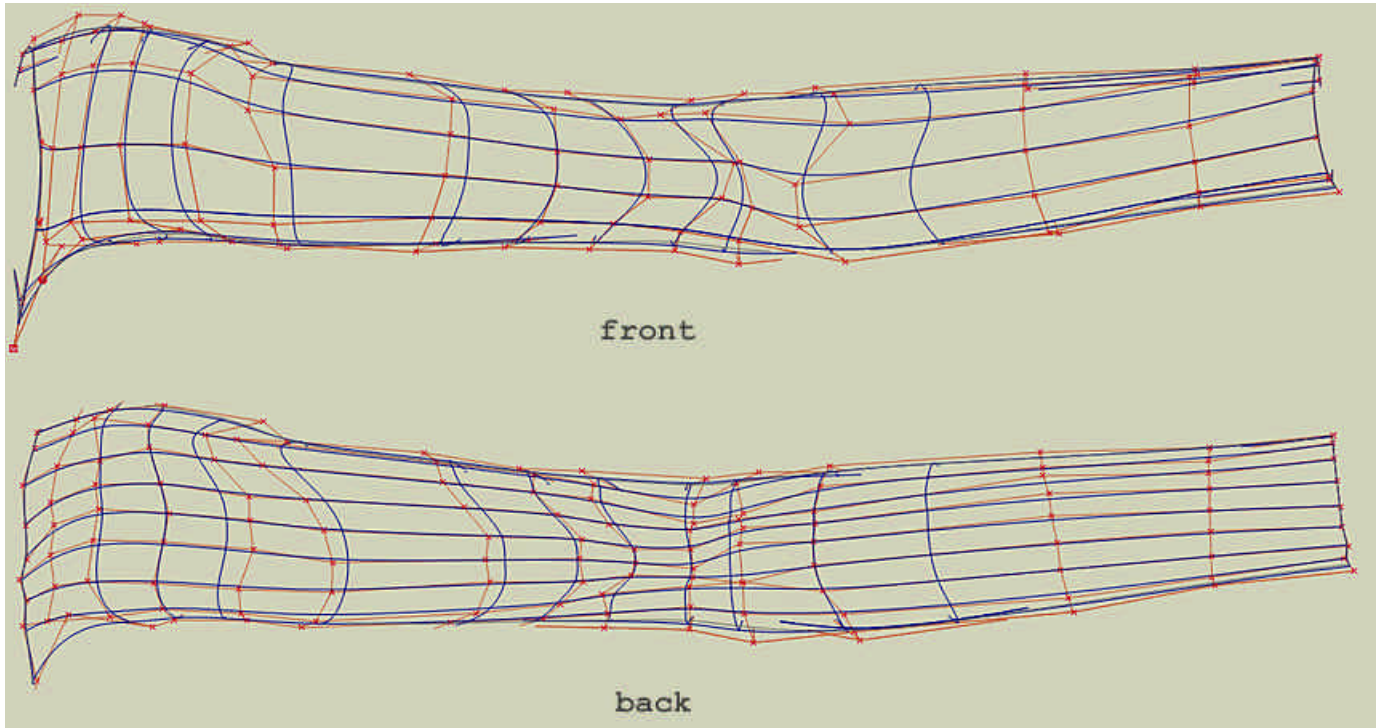


The arms

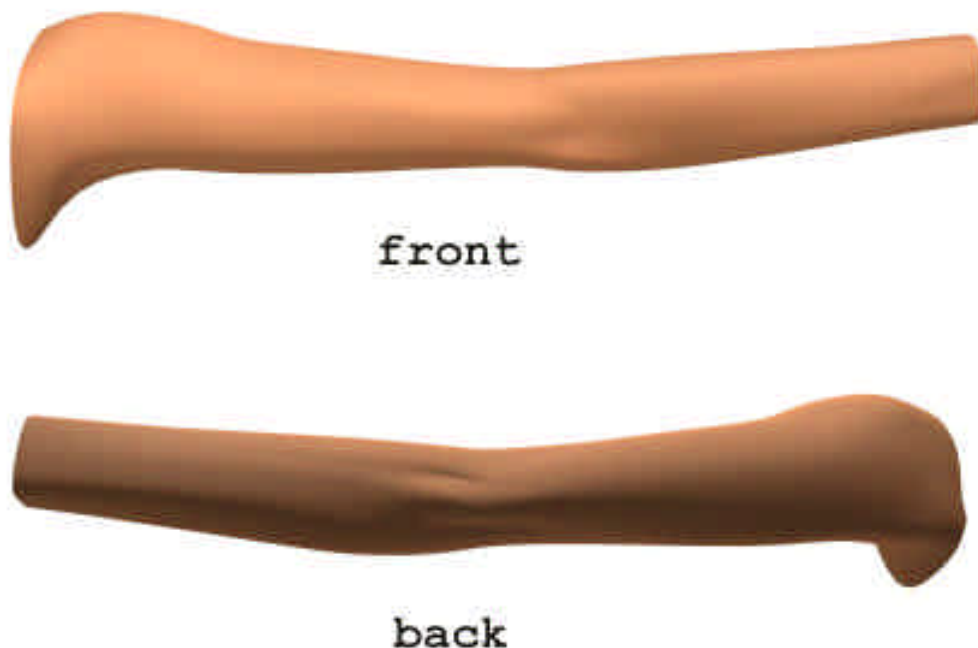
Step 1. - draw these profile curves. As you can see the front of the arm has less cv's than the back, because the elbow will need more isoparms and more definition.



The cross-section curve should have at least 14 cv's in it. Then either copy the cross-section and reshape it, like we've done before, many times, to fit the isoparms you see in the next image, or bi-rail it along two of those profile curves. This is how the finished wire frame should look.



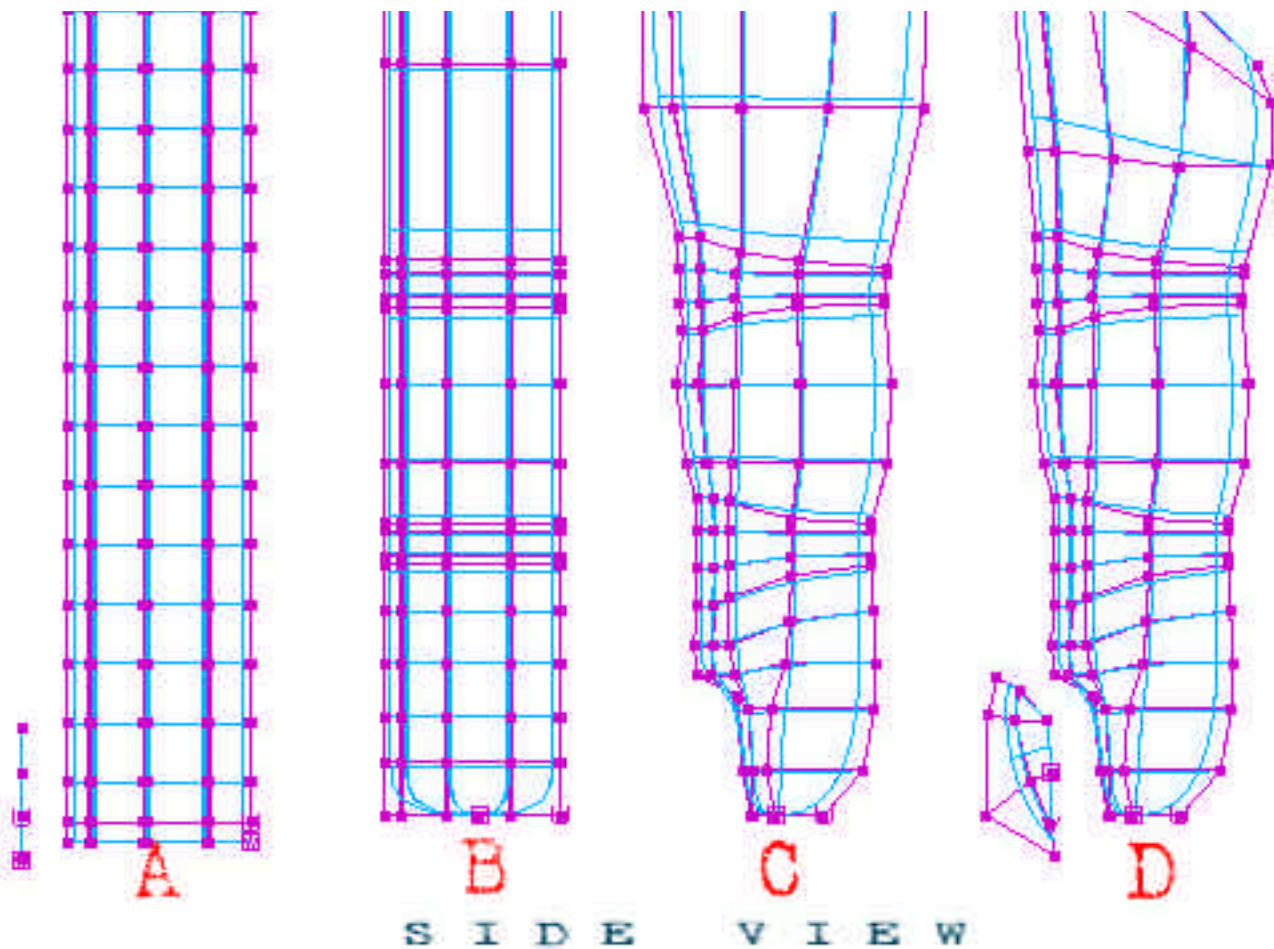
It's not too important how many cv's are lengthwise here, the thing to remember is to keep them to a minimum, and also to space them tighter around the elbow joint and shoulder. The image below shows how the finished arm should look when rendered. It would be possible to extend the arm into a palm, but then the collapsed last ring of cv's would end up close to where the fingers should be blended into the palm, and that's not a good idea.

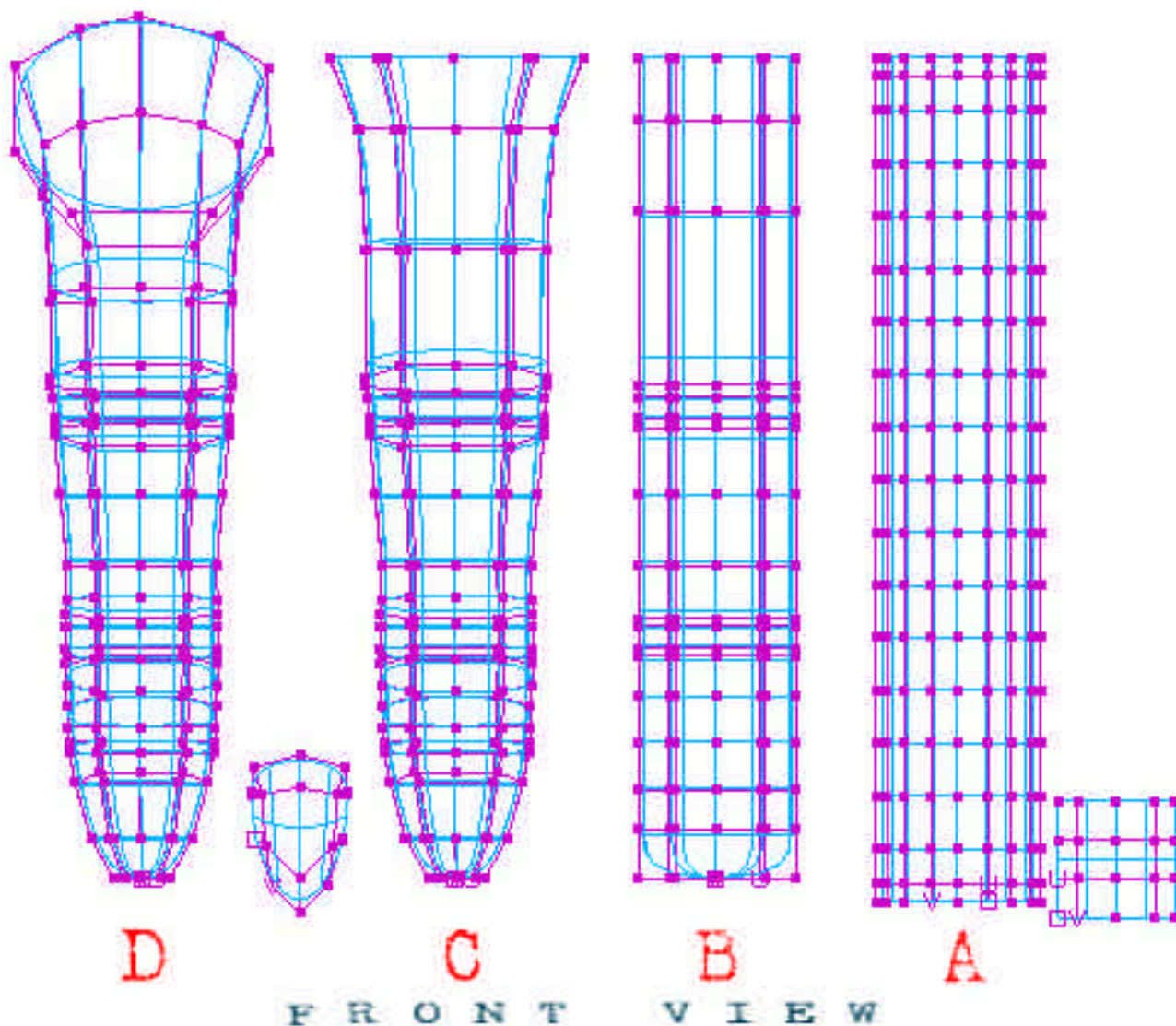


The Hands

The hands are the hardest part of the body, almost as tricky as the face, but since there are usually less close shots of hands and fingers in animations, we can get away with spending less time and effort on them.

First create a cylinder 19 cv's long, and 9 around. For the fingernail create a plane 4 cv's long and 5 wide. Then start shaping the cylinder into a finger shape, as you see here. This is an index finger, it's a good finger to start with since all the other fingers can be copied and then edited most easily from this one.



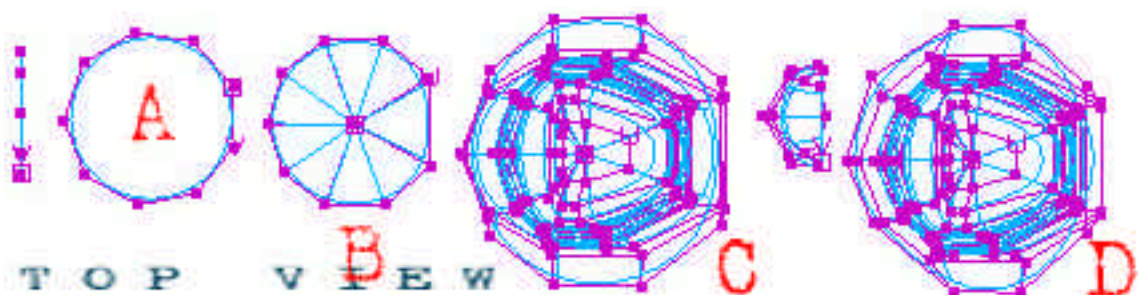


In the first step let's reposition the latitudinal isoparms, change the spacing to what we want, like you see above at B. I also closed off the final cv ring at the fingertip, collapsing it and moving it up flush with the next ring.

In C I've started reshaping the silhouette of the finger, scaling each ring a bit differently. I'm also spacing out the cv's on the knuckle side more evenly.

D shows a fairly finished finger, and a finished fingernail. Note that the last few cv rings that will attach to the hand need to be tilted, use Rotate for this.

Now copy the index finger and edit the copy into the middle finger.



Now it is just simply a matter of making duplicates for each of the remaining fingers of the hand and editing them until they look correct. I will not cover the creation of the palm of the hand nor the attachment of the fingers here as it is beyond of scope of this basic freeware tutorial.

If you would like to learn more about creating hands and other aspects of organic CG modelling be sure to check the Cinemagic Productions Limited website for new tutorials often at: <http://www.cmagic.co.uk>.

I would also recommend that you stop by my website at:
<http://www.optidigit.com/stevens> for additional information, new images and news.