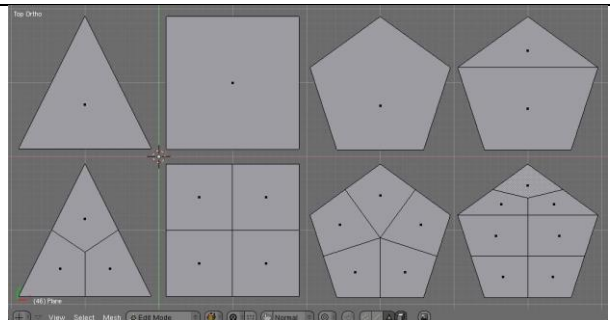


The Golden Rules of Polygon Modelling.

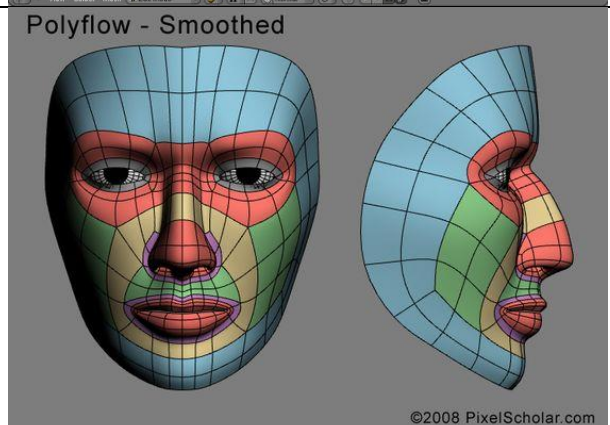
Quad your Polys!

Triangles and N-Gons (multiple Sided) polygons are bad. 4 sided polygons are good.



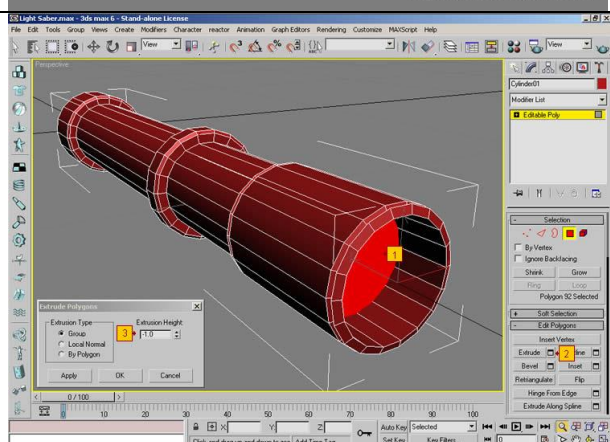
Edge Loops are Your Friend!

Edge loops allow for proper flow of surfaces and subdivision will work more efficiently. It is also important when animating as it mimics the underlying structure of the object. This creates the topology of the object.



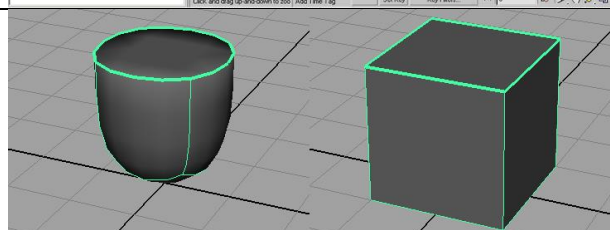
Extrudes and Bevels are Excellent Too!

Extruding and Beveling faces will create quad polygons and keep the mesh flowing correctly.



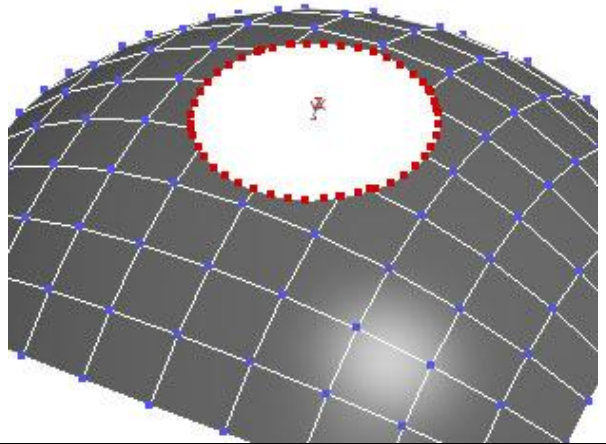
Closer Edges Create Sharper Edges!

When creating models for subdivision edges closer together will create crease. Further apart will smooth more.



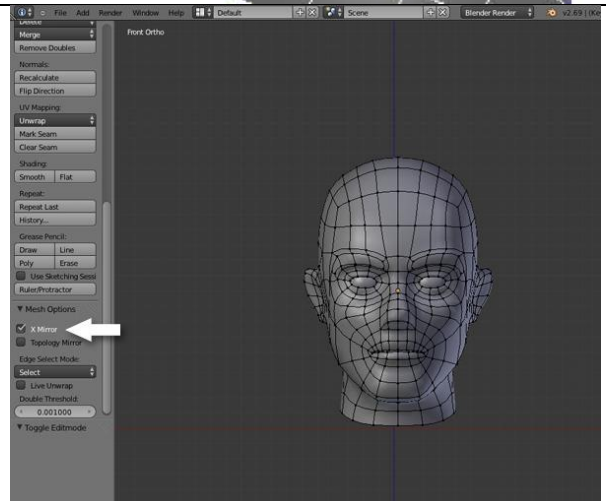
Avoid the Boolean!

Unless you understand when and how to use Boolean operations you shouldn't use them. As a general rule only use them for the final touches when the mesh has already been smoothed.



Double it up With Symmetry!

Modelling one half of the object if it symmetrical will save a LOT of time. Quite often modelling one half adding symmetry then making changes to one of the sides is also efficient.



Don't Open Maya!

Don't open a 3d programme until you know what you are trying to achieve or create. It is a hugely time consuming way to concept ideas. Use Concept art!

