

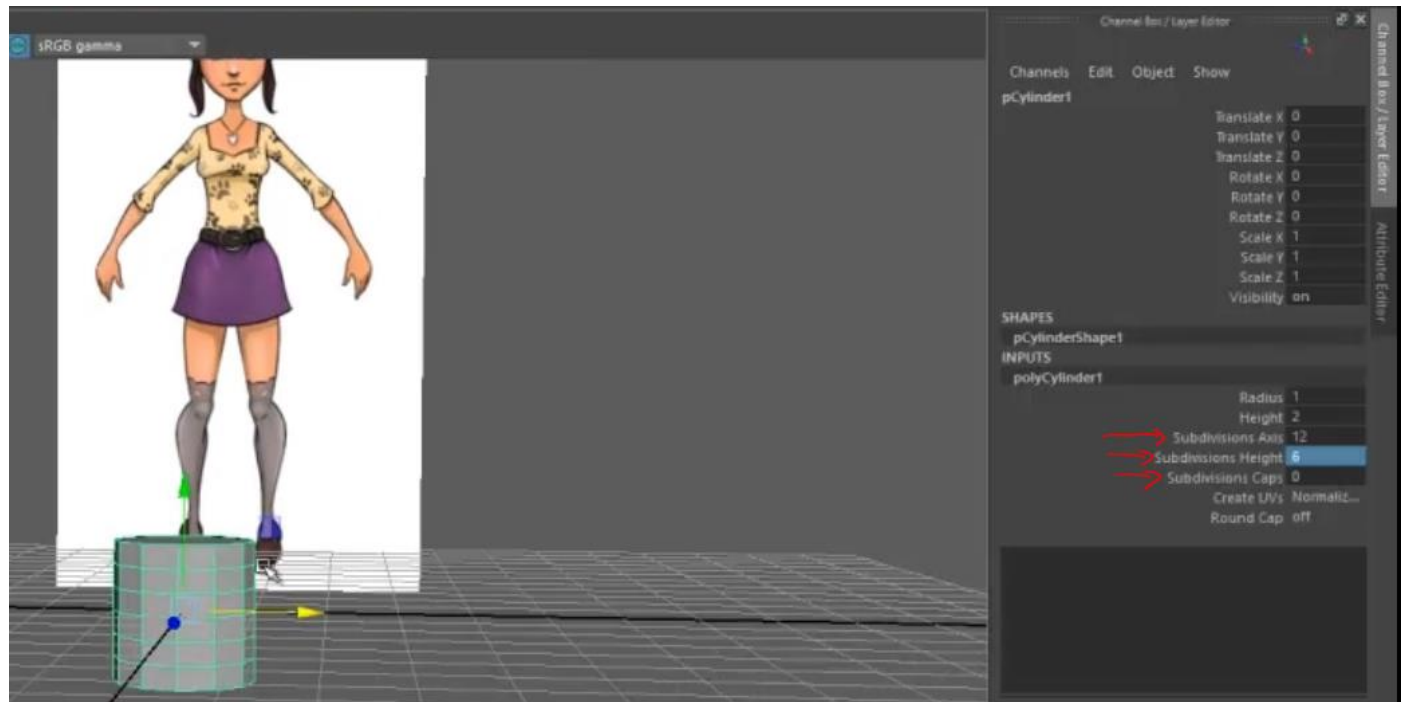
CHEAT SHEET

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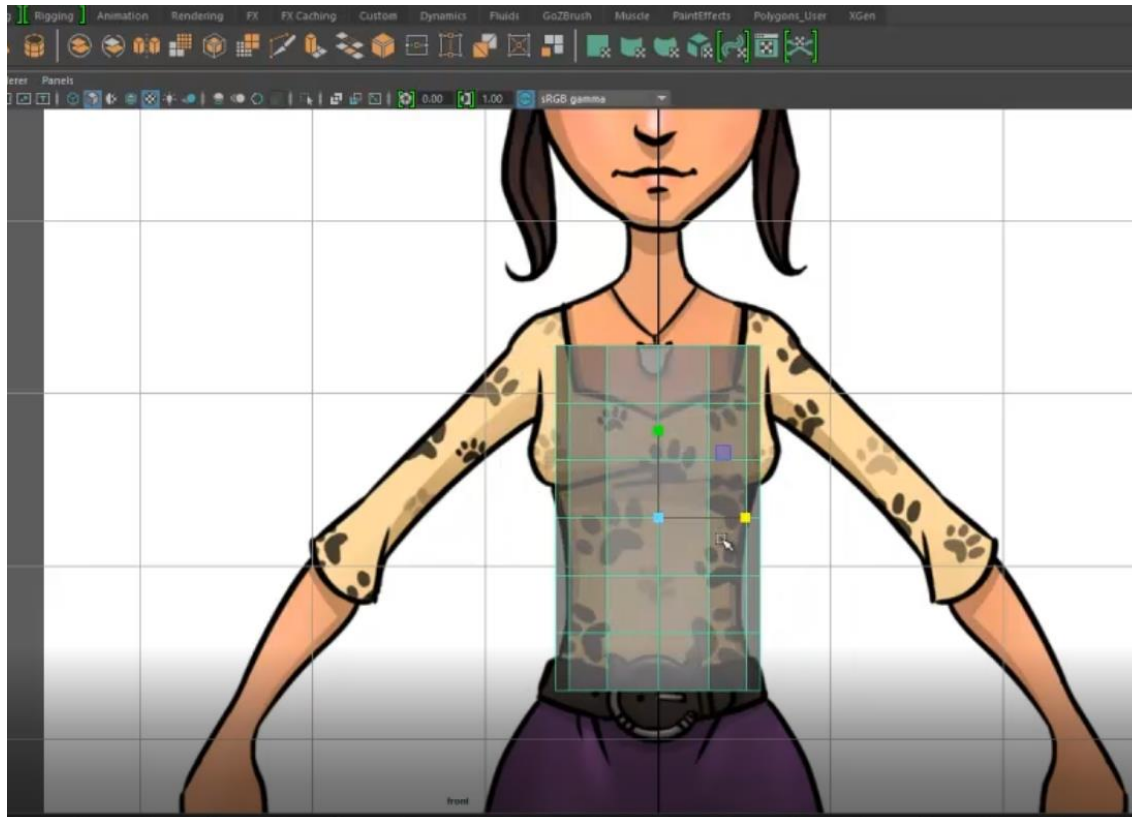
Making of Calico - Part 2 - Torso and Arm Model

- Create a Cylinder
 - Subdivision Axis: 12
 - Subdivision Height: 6
 - Subdivision Cap: 0



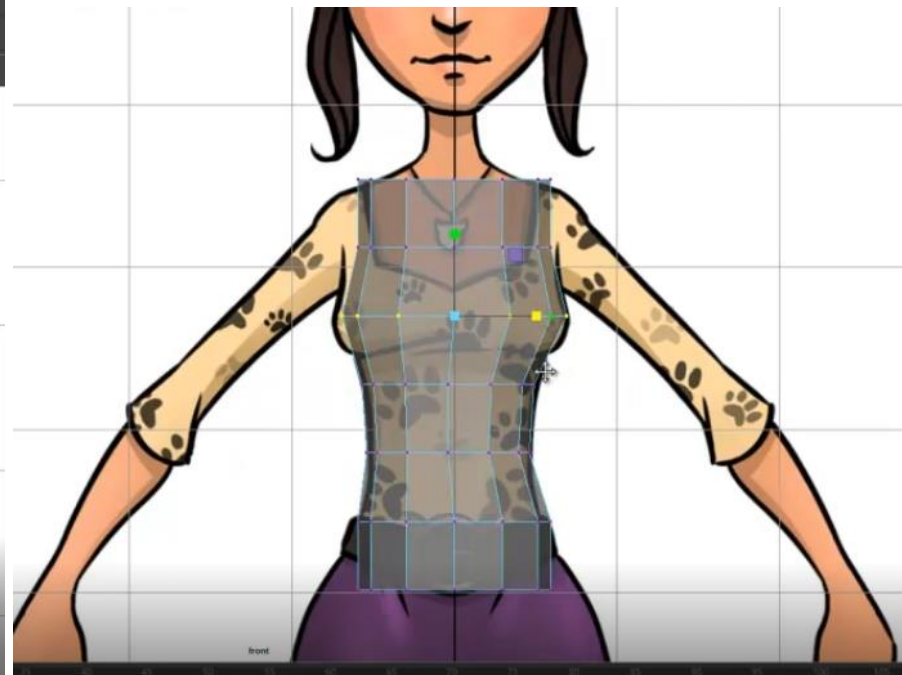
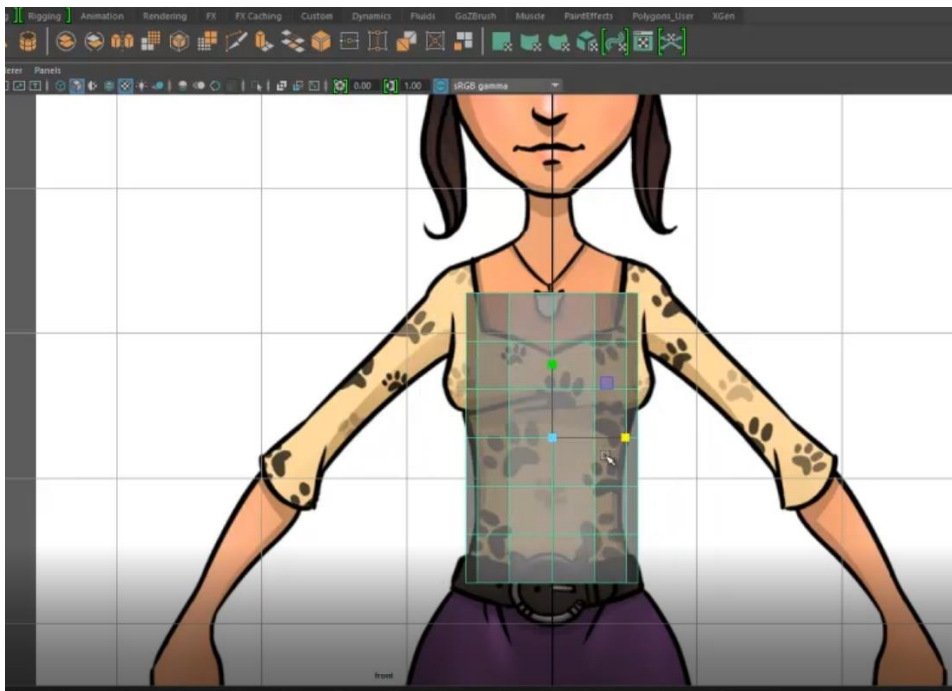
Making of Calico - Part 2 - Torso and Arm Model

- Place in front view
 - Center edges aligns with center of character



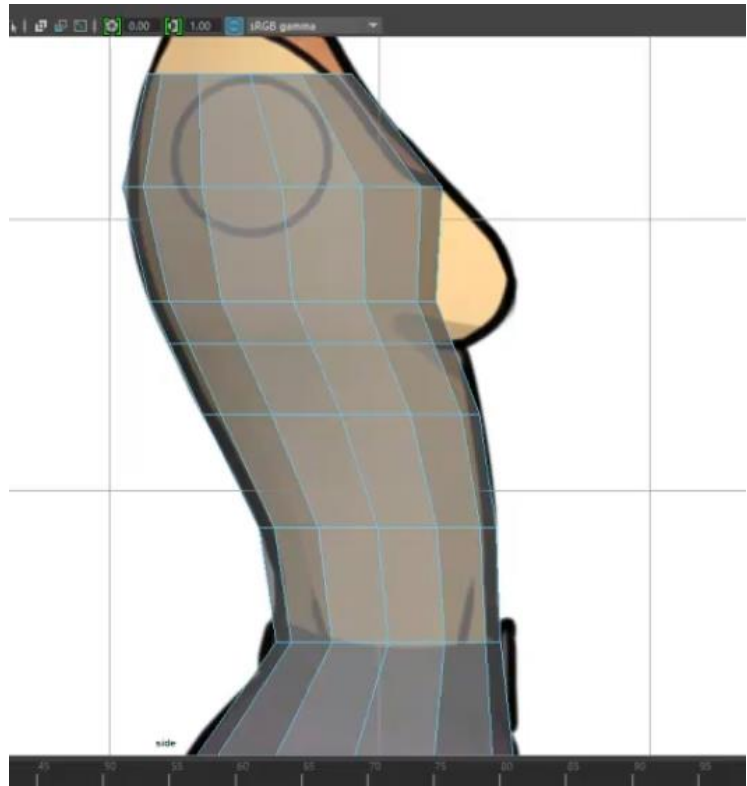
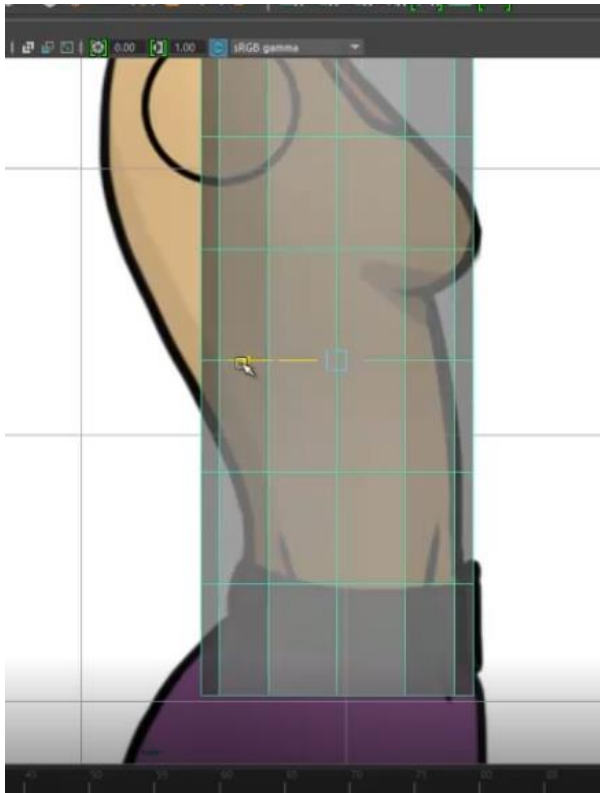
Making of Calico - Part 2 - Torso and Arm Model

- Move and Scale
 - Select vertices
 - Move scale in one direction



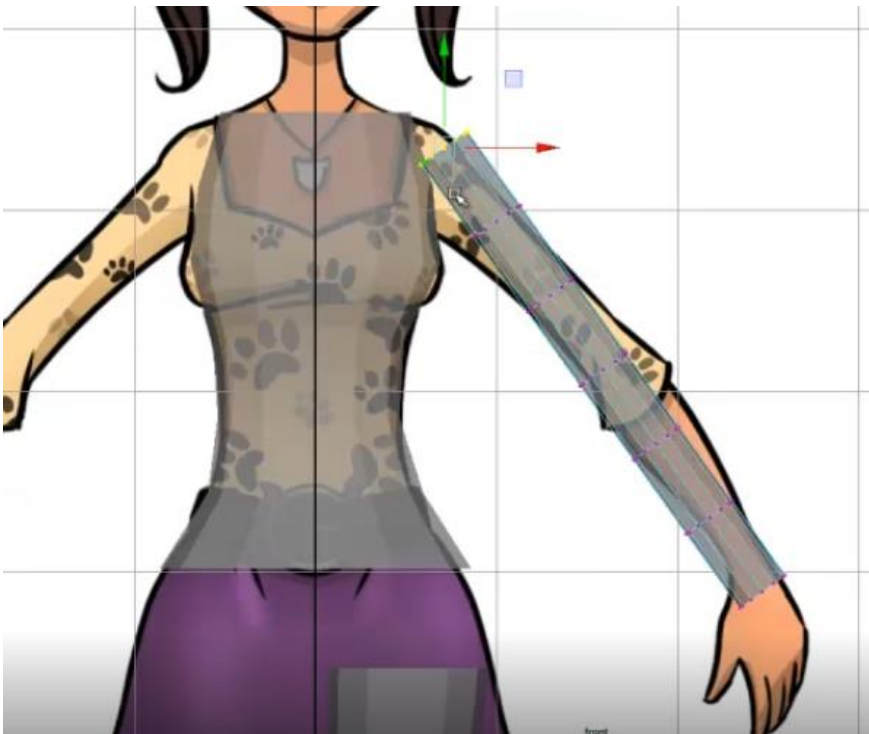
Making of Calico - Part 2 - Torso and Arm Model

- Move and Scale
 - Select vertices
 - Move scale in one direction



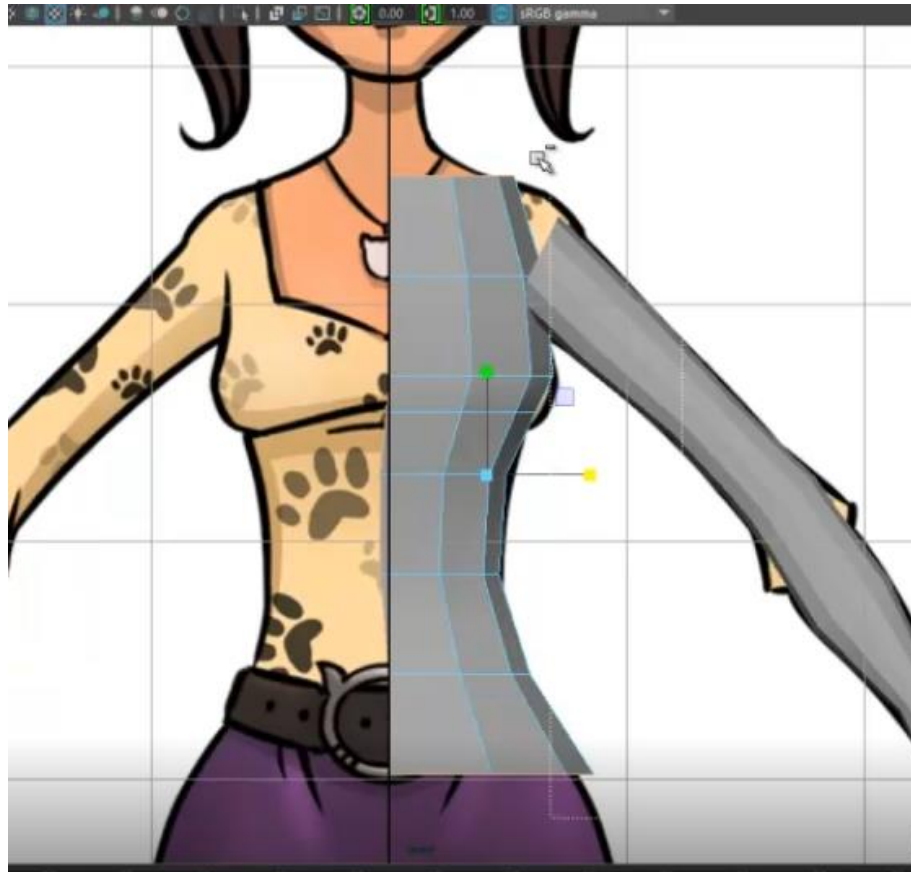
Making of Calico - Part 2 - Torso and Arm Model

- Move and Scale
 - Select vertices
 - Move scale in one direction



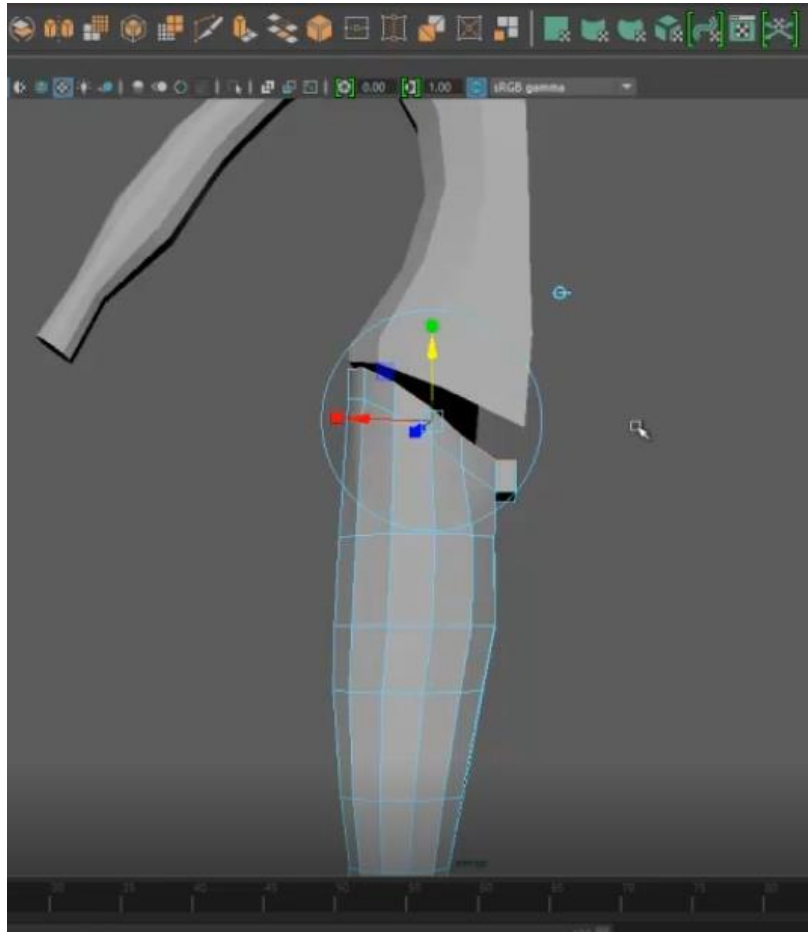
Making of Calico - Part 2 - Torso and Arm Model

- Delete half of torso cylinder
 - Center edge should align with character



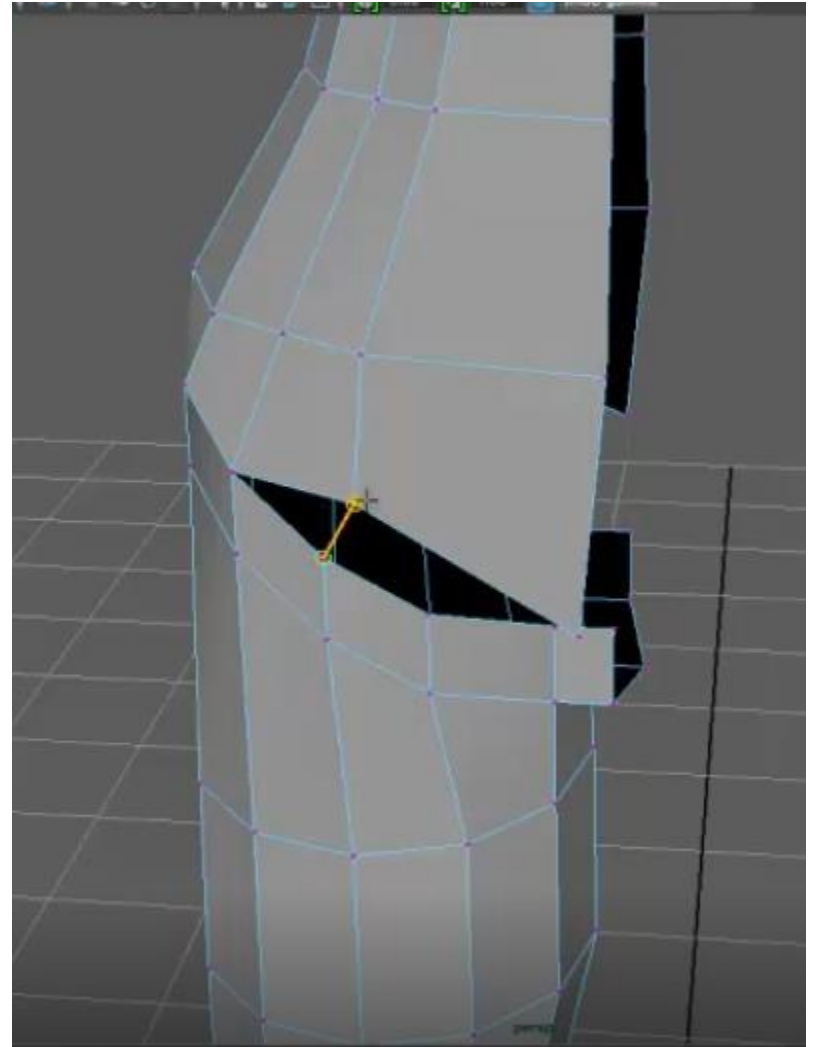
Making of Calico - Part 2 - Torso and Arm Model

- Align leg and torso
 - Extrude to create pubic area and thigh



Making of Calico - Part 2 - Torso and Arm Model

- Attach leg to torso
 - Combine mesh
 - Use Vertex Tool to merge vertices together



Making of Calico - Part 2 - Torso and Arm Model

- Tada!
 - Next, merge arm and continue building Calico

