Cartoon character part 2 HAND

In this second part of the cartoon character turorials you will learn to create a hand.

3d studio max-modelized a cartoon character

Modelize a cartoon character

2de part : the hand

Begin with a box

With chamfer, double the edges of one side

In the top view track the vertex to the rearand weld them on two sides with weld target

Extrude 4 times to create the fingers

Begin to give the shape to the base of the hand, prepared the extrusion of the inch

Extrude the inch

Select the polygons as this and make a slice plane. Place the section plan in the right direction and click slice. Deactivate slice plane

(It is as the slice modifier)

Do this for all fingers

Add these series of edges on top of the hand

In the bottom begin by make invisible these edges

Cut these edges

With cut add these series of edges

on the other side add these series of edges

Rounded the fingers by selecting the vertex and scale non uniformein the Z axe

In the side view, select the vertex and rotate them to make the fingers more rounded

Adjust the length of the fingers.

Rotate a little bit in z (the fingers are not rightly aligned to the hand)

Select all the edges of the articulations (in version 5 and upper use the loop tool

Round the fingers by selecting the vertex of the sides and by rescale it with a non uniform scale on Z

curve the finger by rotating vertex

Adjust the length of the fingers.

Apply a rotate in Z to arrange the fingers

Select all the articulation edges and apply a chamfer

in the top view an in the bottom view adjust the vertex as this

Chamfer the center edge

Extrude the polygones 2 times with each times a scale uniform

With cut edge, add these edges to the end of the fingers and weld the vertex in the center

pull the edges like this

make invisible the edge in the ceneter and visible these 2 edges

End by adjusting the shape of the hand. Extrude 1 time to create the wrist

Place it right and attach it with the body (see the body part)

weld the vertex 2 by 2

if the number of vertex are different add the missing vertex by using the cut edge.