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Introduction Step 1: Bringing in the Reference Step 2: One Half Only Step 3: Blocking the torso Step 4: Hips and Legs Step 5: Shoulders and Arms Step 6: Neck and Head Top Tip 1: Line up your References Top Tip 2: Plan Ahead.

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Goes over modeling a stylized low poly character body in Maya. See below for time-stamps of different sections in video. __ Setting Up __ (0:04) - Creating t...

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Character 3D Modeling with Maya 2012

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