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A quick and easy modelling tutorial for Softimage Xsi Version 2.0.1.  
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Ever wondered how you could combine the ease of modelling a head in Xsi with Face Maker with the pre-built bodies? Here is a quick and easy way to use the best of both worlds and save loads of time! You'll love it - it's a new way of life!

First load a standard man body from Get> Primitive> Model> Body - Man and then switch to polygon modelling mode using the ray cast tool and start carefully selecting the polygons in the head taking great care to stop at the neck line.

Now delete them all - and you now have a headless body!

Next you create a standard man head from Get> Primitive> Model> Face - Man and then carefully align to it's final resting place on the shoulders of the headless body. Now here comes the clever part, where we join the two elements together. Select Create> Poly. Mesh> Merge and you get the pick tool. You now carefully pick each of the two meshes and they form to combine a new one which is green in shaded mode.

The advantage of doing this you still have the all the facility of using the sliders in Face Maker to create the character's face but these transformations are carried onto the new mesh! Is that a good idea or what? This saves a lot of time I think.

Once you have done this you can hide the headless body and un-parent it from the model null or even delete it all together. Name your new mesh in the schematic view and parent it to the model null. Also, the Basic\_Face mesh will need to be hidden in the schematic view so that you can still see the eyes and Man\_Face model null, which you will need to branch select and press F3 to bring up the floating explorer view. Double click on the Letter C on the orange square to bring up the face Maker sliders box. These are key frame-able as well so you have lots of control over the face and head. Hope you find this useful.

