Creating a cartoon hand

By

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Step 1

- You start out by creating a box on the XZ axis that has 3 segments.
- Then make the XY have 2 segments.
Step 2

- Then you select only select the edges of the 2 polys,

- after you have selected them you smooth shift them out two times.
Step 3

- After you have smooth shift them twice, you move the corner end points some thing like this, make it look some what like a flash light. This is going to create the edge of the glove.
Step 4

- Next you want to bevel the edges to make them look like this. This is going to create the separation of the fingers.

- The next step would be to get the 3 edges and smooth shift them out 3 times. This is going to create the 3 sections of your fingers.
On this step we are going to pick the corner polygon and we are going to smooth shift it 2 times, this is going to create a thumb. As you smooth shift your going to have to use the rotate tool or the magnet tool to create that curve.
Step 6

- And by using the DRAG, MAGNET, BAND SAW and all the rest of the tools. You can come out with a hand like this, Or even better hand then this.
The end