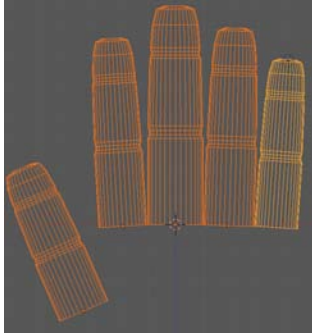
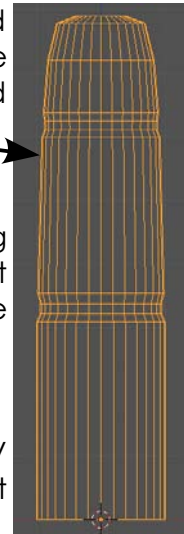


## Creating a Skeleton Practice Exercise

In this exercise, you will be creating a simple hand using meshes and armatures. Start a new Blender file and call it "Hand". As discussed at the beginning of this chapter, make a simple finger using a cylinder or filled circle. Extrude it to have 2 joints and looks something like this:

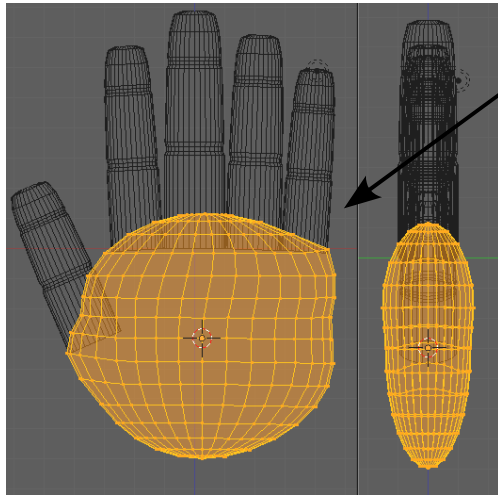


Now duplicate (Shift-D) the finger 4 times, scaling and rotating them into the shape of a hand. Don't worry if it doesn't look perfect- this is just a simple exercise. Try for something like the image to the left.

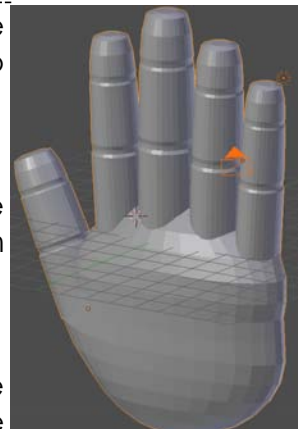


In order to add the palm of the hand, I used a UV Sphere and scaled it in the "Y" direction to make it

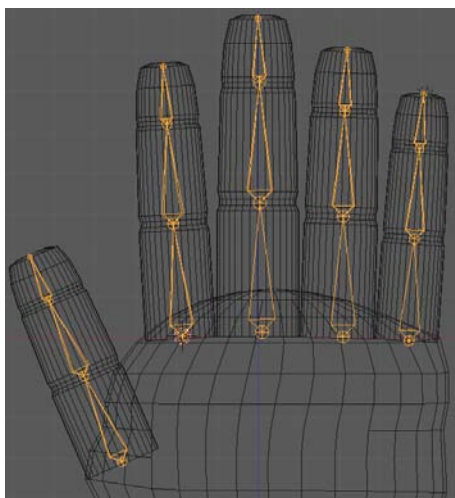
narrow and used Proportional Editing to shape it to fit the fingers. Try shaping yours into something like this.



After shaping, select all of the meshes and Join them together (Ctrl-J).



It's now time to add the Armature. We will only be animating the fingers opening and closing for this exercise so we only need bones in the fingers. Place your 3D Cursor at the base of one finger. As discussed in the chapter, add an Armature, then enter Edit Mode and pull the top end of the bone to align with a joint. Extrude (E) 2 more bones to fill the finger. Exit Edit Mode and return to Object Mode.



Now Duplicate the armature (Shift-D) and place it in the next finger. Enter Edit Mode and move the bone joints to match the mesh finger joints. Exit Edit Mode and continue duplicating and adjusting armatures until all fingers are finished. When finished, use Ctrl-J to joint all the armatures together.

