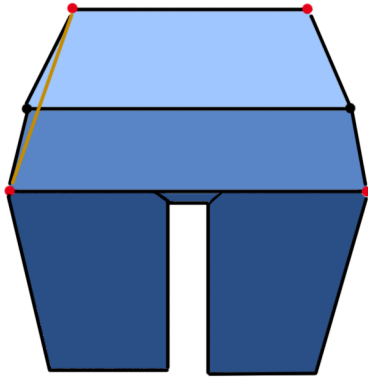
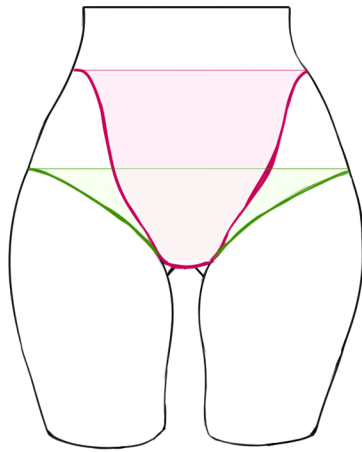


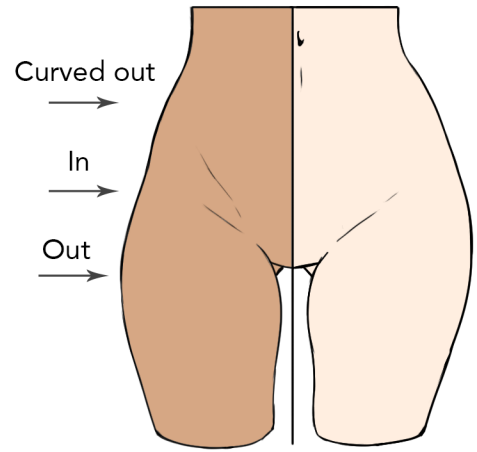
Pelvis – tutorial



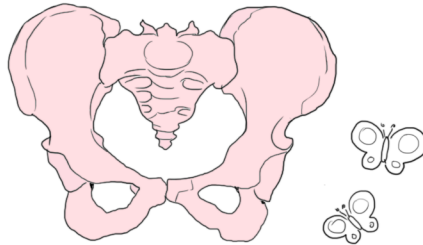
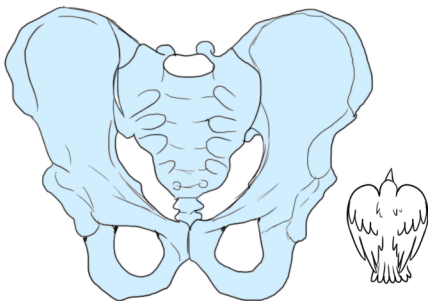
1. Simplified, cubic version of the pelvis and hips. You can build the pelvis with 4 points (shown in red) or 6 (note the two extra black ones). The points show where the pelvis sticks out the most from the body. It helps to place the rough proportions, as once it's done, you only need to curve the straight lines.



2. While the male pelvis is longer and straighter, the female hips are wider in overall shape - and this, along with the curve of the waistline, is what we consider to be a 'feminine' shape. The example above shows different methods for getting the right pelvis shape. I drew two pairs of pants-like shapes which help me place where the pelvis ends and the hips begin, as well as ensuring I do not overlook any important curves.



3. I changed the left side to be more physically accurate to show that the pelvis is actually more complex than a simple round line. Take a look at how it curves in and out due to the pelvic bone. Of course, pelvis and hip curves depend on the character's body type as well.



You can imagine the female pelvis shape resembling a butterfly, while a male's, being a bit longer vertically, resembles a dove.

