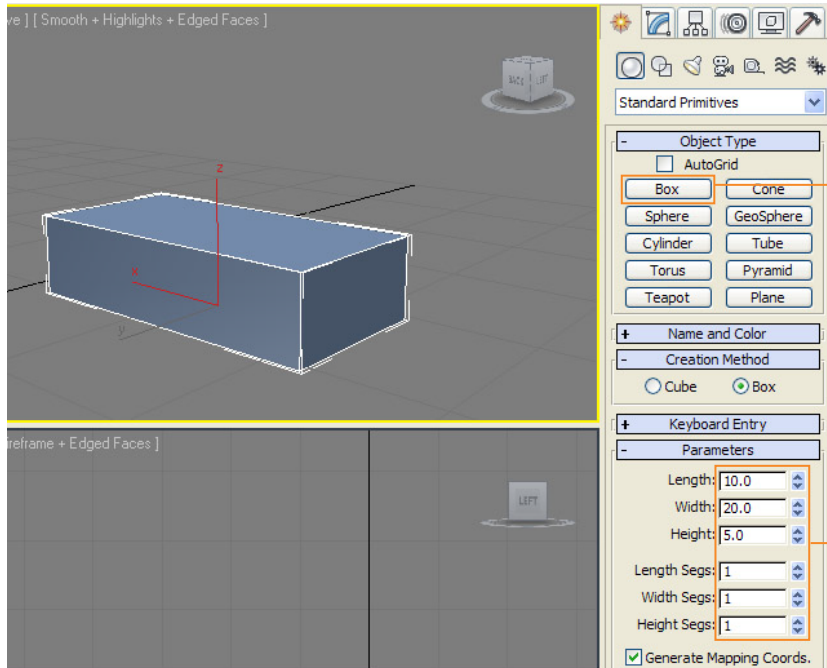


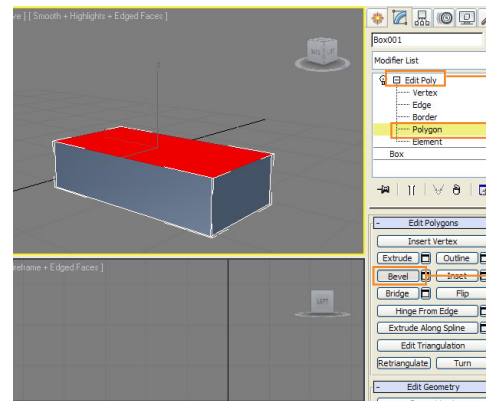
Modeling the Mecha Using Boxes & Box Modeling

You'll begin by making the Foot module.

The Mecha is constructed in modules (upper leg module, lower leg module, chest module, head module, etc.). You will use "Boxes" to create the modules.



1. Create a "Box" with the settings shown in the diagram.



2. From the "Modifier List" found on the Modify Panel, place an "Edit Poly" on the Box.

3. Open "Edit Poly" and select "Polygon"

4. Use the "Bevel" tool to create new polygons and model the foot module.

