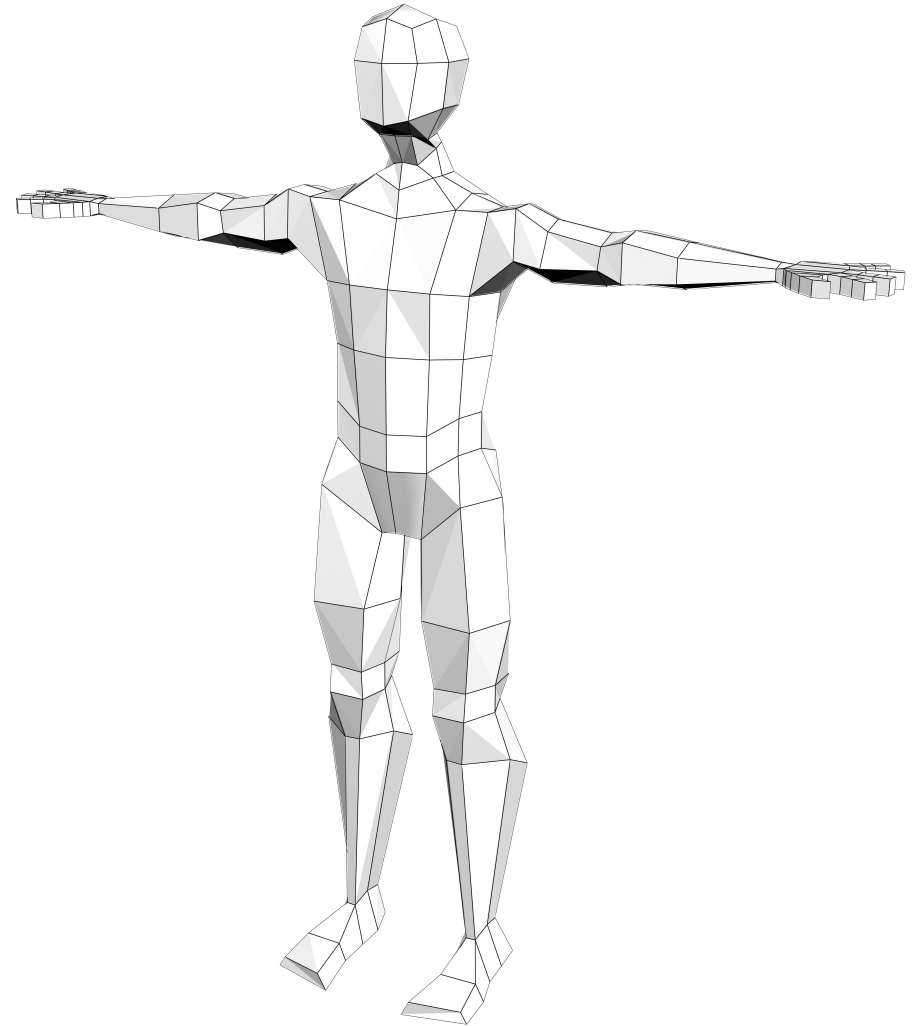


# BASIC FIGURE MODELING METHOD

1. In the side view, at the "Vertex" level, select and move the vertices to form your character.



2. Round out the figure by pulling out the new edges