BASIC FIGURE MODELING METHOD

3D CHARACTER DESIGN

Career Technical Education
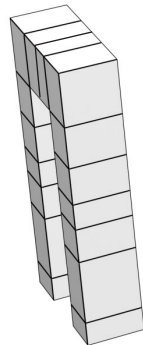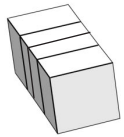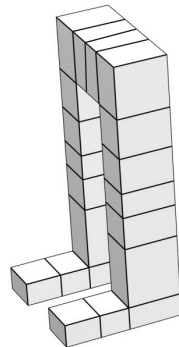**SoCal ROC**

Using the "Extrude Polygon" function, block out the basic volumes first: torso, legs, arms, neck and head. Ignore the details: facial features, hands and feet.
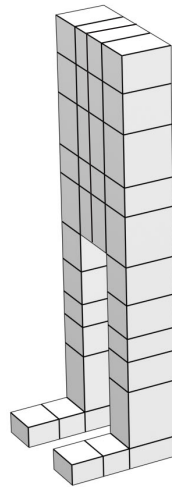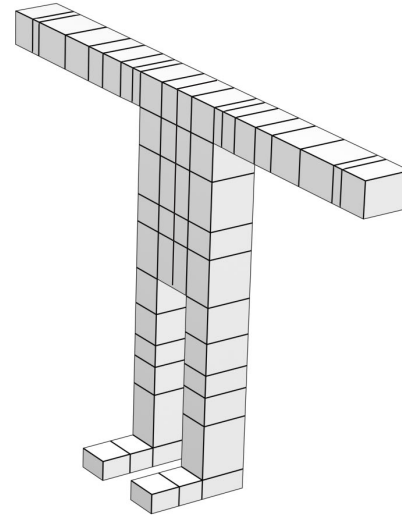
Extrude upwards 6 times to make the neck and head.

Extrude outward 8 times to make the arms.

Extrude upwards 4 times to make the chest.

Extrude outward 1 time.

Extrude forward 2 times to make the feet.

Extrude downward 6 times.