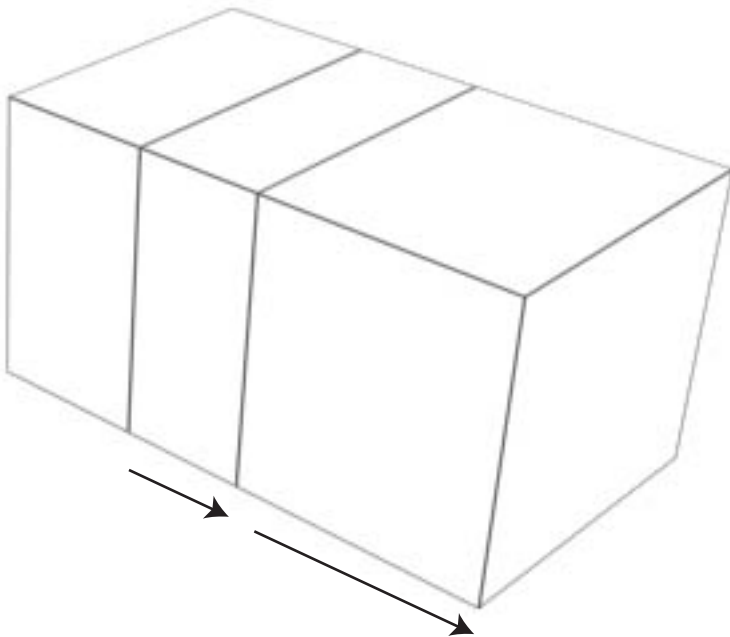
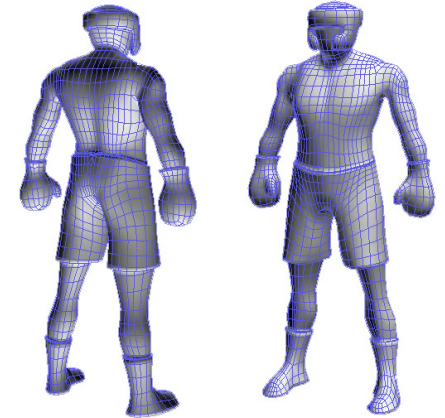
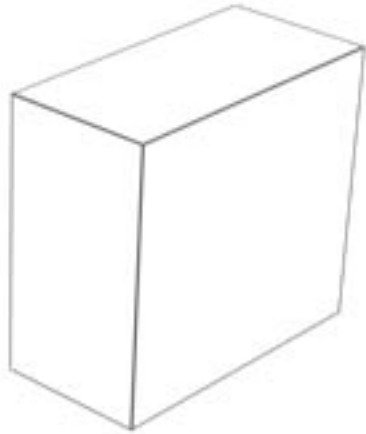


ADVANCED VIDEO GAME DESIGN

1. Begin with a box with 1 segment in all directions



2. Add the "Edit Poly" modifier and Extrude two times.

3. Extrude downwards seven times to form the leg.

