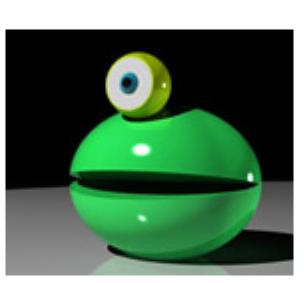
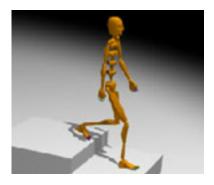




Beginning projects require only that you use simple primitives, transforms and keyframe animation*. No complex modeling is required.









This chimp portrait is made from types of primitives. **Spheres Hemispheres Torus**

* The exception is the "Simple Face Project". This uses the "Edit Poly" modifier.