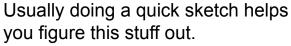


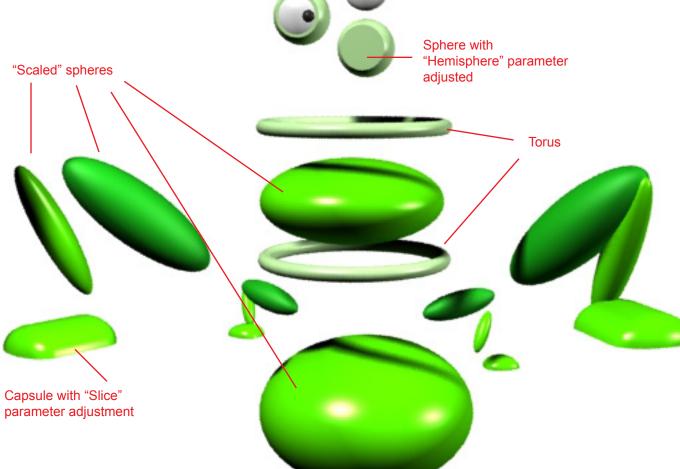
EXPLODED FROGGY

Beginning Level (Point Value - 1 to 5 points)

Modeling "Simple Comic Animals" is a bitmore complex than making a "Widget" character. You need to analyse the "anatomy" of the animal: where do it's legs and arms bend, does it have a neck, what is its' general shape.

You don't need to use any modifiers only Standard & Extended Primitves. You just need to adjust their "Parameters", know how to "Scale" and arrange the parts.







Finished Frog