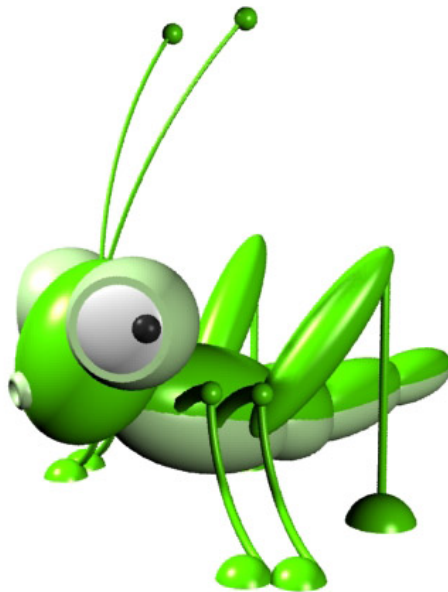# EXPLODED GRASS HOPPER

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.

Usually doing a quick pencil sketch helps you figure this stuff out.

Sliced Torus

"Scaled" spheres

Cylinders

Torus

Finished Grass Hopper

Sliced Torus

Sphere with "Hemisphere" parameter adjusted