3D Character Design

The "Noise" modifier is a good example of a very useful modifier. In this example you can see how the noise modifier is used to create flames for either a jet or muzzle flash.

In this example, three modifiers are added to the stack on top of the sphere; Edit Poly (to shape the sphere into a flame, Noise (to add the flame detail and animation) and TurboSmooth (to smooth the shape).