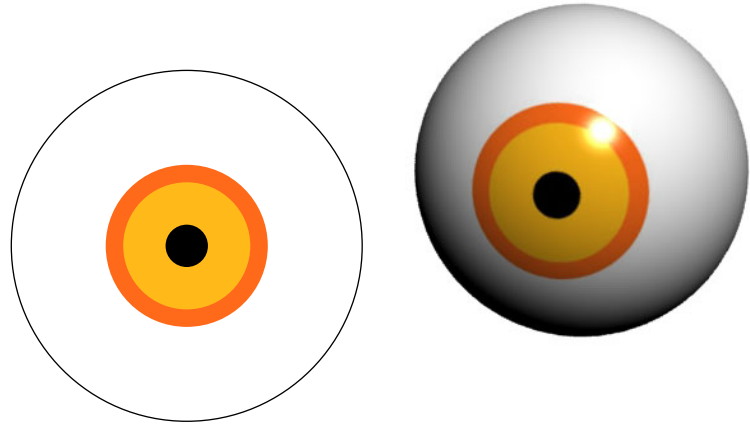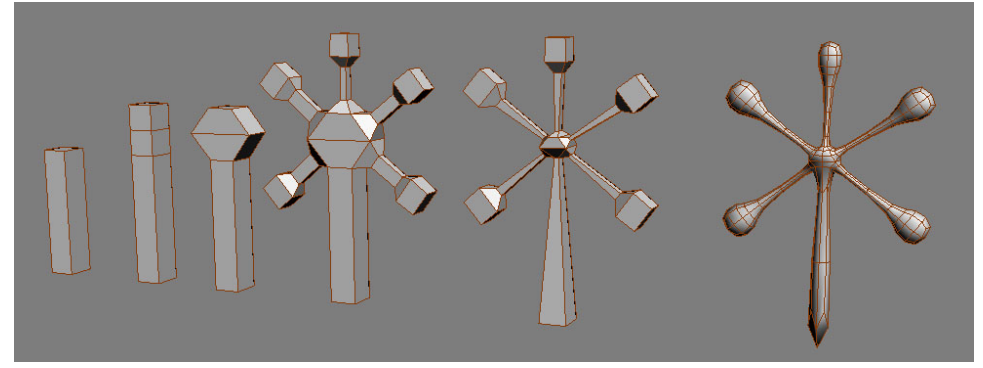# INTERMEDIATE COMIC ANIMALS

Intermediate Skill Level

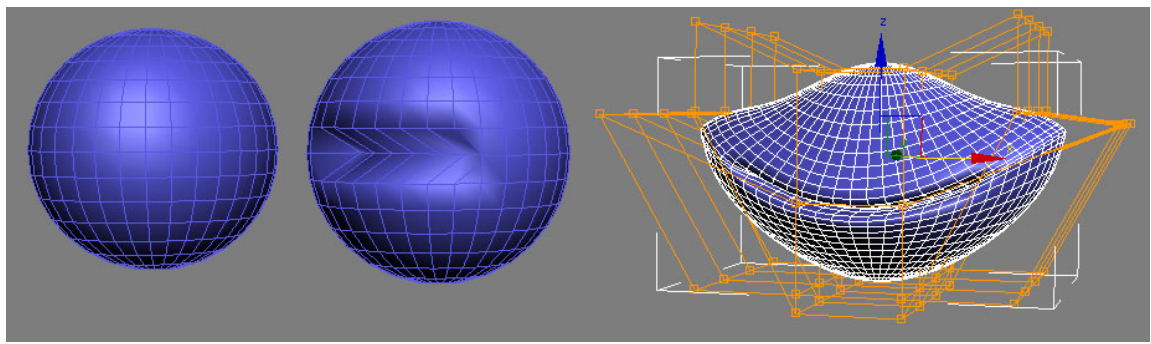Below are a few common skills needed to model these comic animals.

To qualify as an "Intermediate Skill Level" you must use an eye with a JPEG image in the "Diffuse" slot of the "Material Editor". Instructions for such an eye texture are found on th eweb site under "Special Projects"

This sequence shows the Polygon modeling of a lizard foot. The final step is the placement of the "TurboSmooth" modifier to "round off" the model.

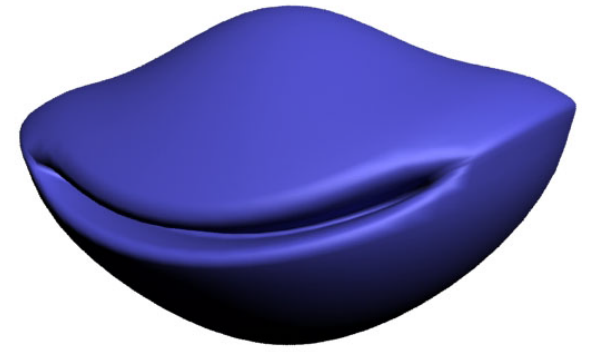*Check the "Basic Skills Book" for more instructions.*

This sequence shows how to place a mouth into a sphere

Finished Head

Sphere with Edit Poly

Edges are selected and moved inwards

A 4x4x4 FFD modifier is applied and the head is shaped.