

# JAWS - Modeling a Shark



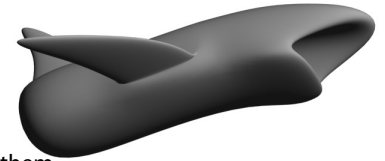
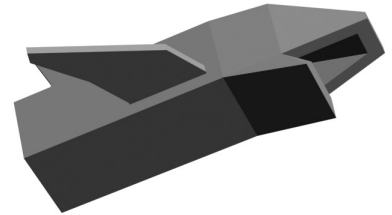
**Now you'll model the head and mouth of the shark.**

14. Make two bevels

15. Select the underside polygon and click on "Hinge From Edge".

16. Place your cursor on edge and pull out the lower jaw.

17. Select the 2 interior faces (a & b) and extrude them back into the head of the shark to form the mouth cavity.



**The tail end of the shark is just a series of bevels, insets and extrusions followed by vertex level adjustments for shaping the forms.**

