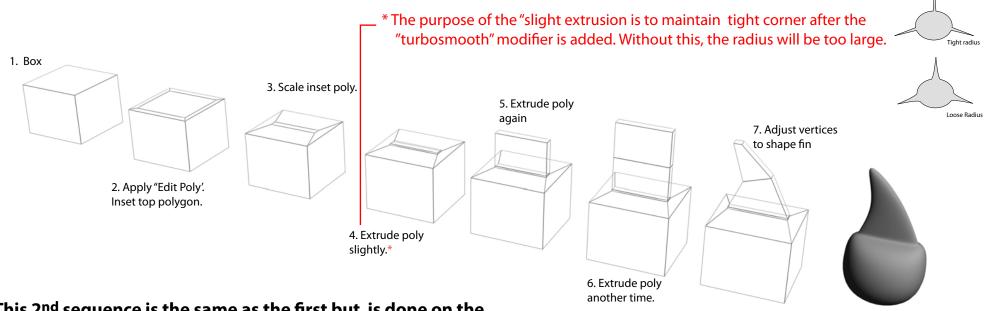


## JAWS - Modeling a Shark

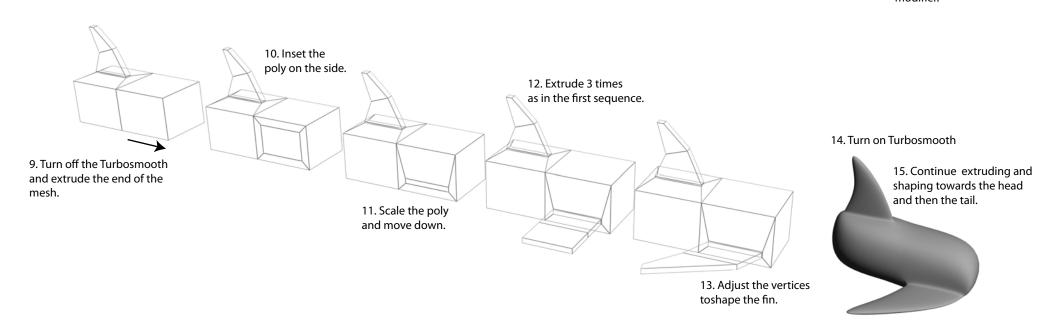
## This sequence shows you the process for modeling the shark





This 2<sup>nd</sup> sequence is the same as the first but is done on the side of the shark.

8. Add a "Turbosmooth modifier.

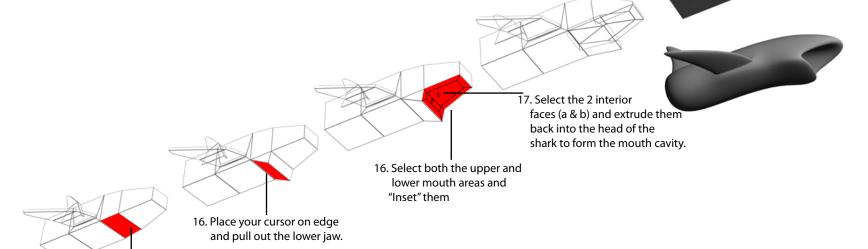




## **JAWS - Modeling a Shark**







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

14. Make two bevels

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

