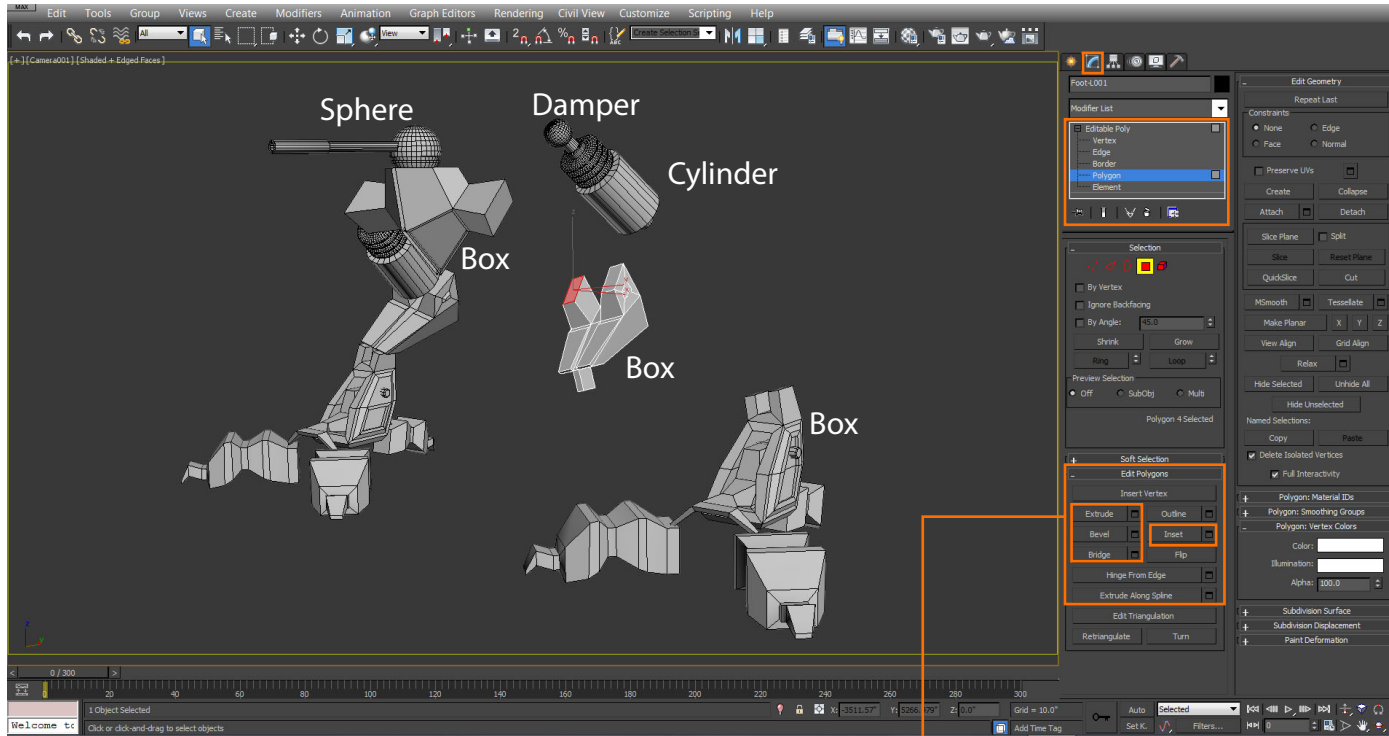
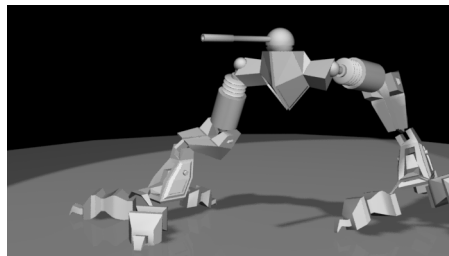


Box/Poly Modeling

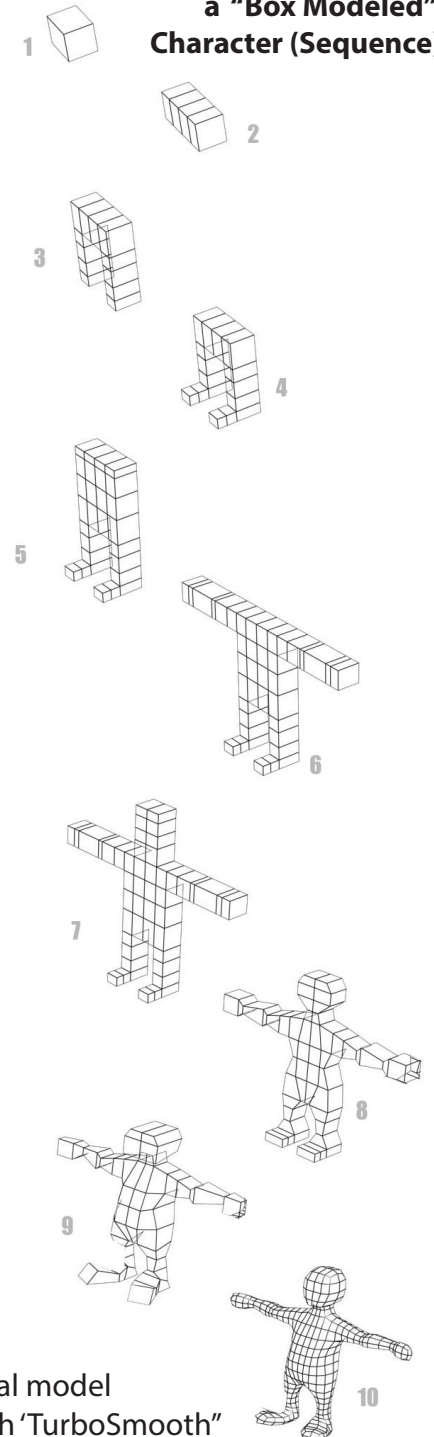
This Mech uses boxes, cylinders, dampers, and spheres. Note how each anatomical element is a separate model: foot, lower leg, upper leg, pelvis, and chest.



The Mech project uses a number of Edit Poly techniques



Example of a "Box Modeled" Character (Sequence)



Final model with 'TurboSmooth' modifier and textures added