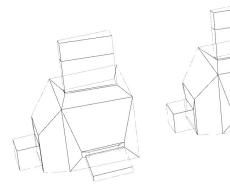


This little guy requires some basic "Box Modeling" skills. Follow the diagram. You need to know only 5 modeling steps: Extruding, Beveling, Insetting, Scaling and Moving. * The purpose of the "slight extrusion is to maintain tight corner after the "turbosmooth" modifier is added. Without this, the radius will be too large. Perform this double extrusion for the fins as well. Tight radius Loose Radi Bevel **2.** The last modeling step is to go to the "Vertex" level and Short Extrusion, then a longer extrusion* shape the fins and tail into points, **1.** Begin with a box and an Edit Poly modifier and follow the steps.



Add the "Bend" modifier and two spheres for the eyes. Then, set up 2 lights, one underneath and one on top. The light on top is colored blue.