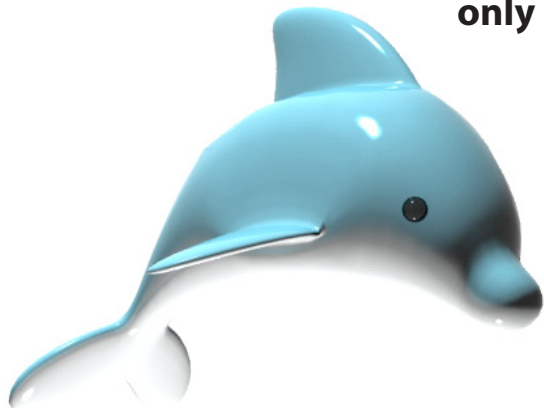
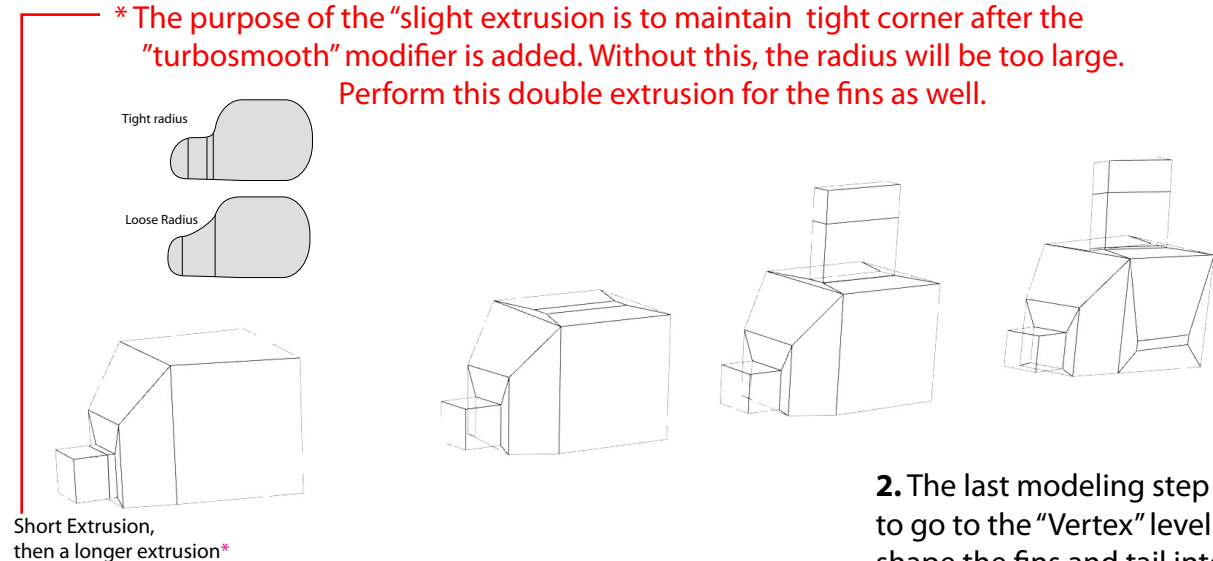
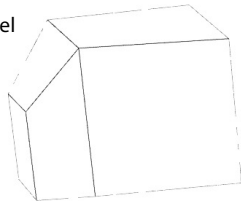


Modeling a Cartoon Dolphin

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.

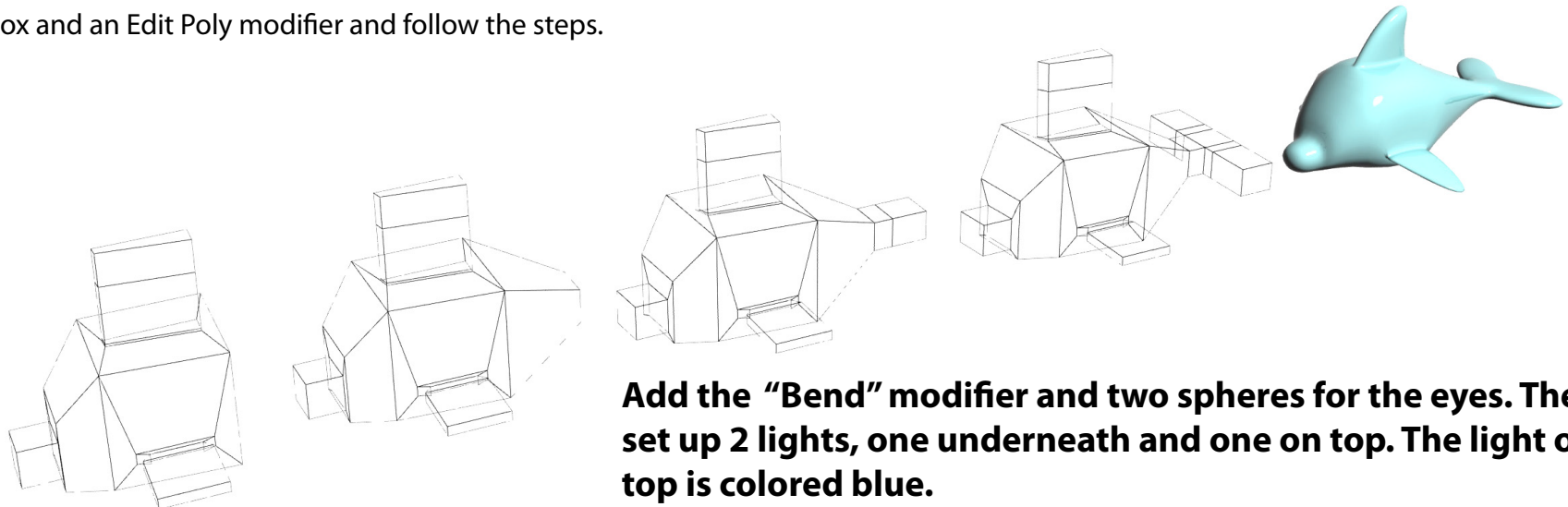


Bevel



2. The last modeling step is to go to the “Vertex” level and 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.