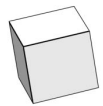
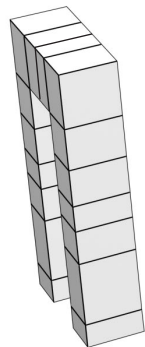
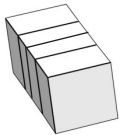


BASIC FIGURE MODELING METHOD

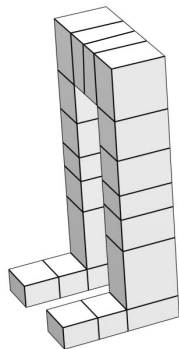
Using the "Extrude Polygon" function, block out the basic volumes first: torso, legs, arms, neck and head. Ignore the details: facial features, hands and feet.



Extrude outward 1 time.

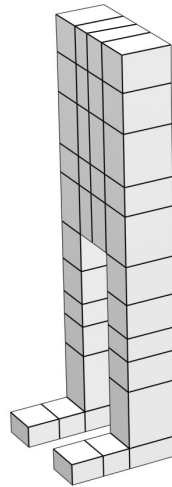


Extrude downward
6 times.

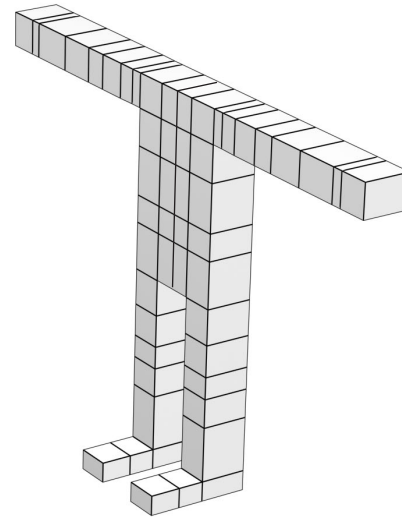


Extrude forward 2 times
to make the feet.

Extrude upwards
4 times to make
the chest.



Extrude outward 8 times to make
the arms.



Extrude upwards 6 times
to make the neck and head.

