

BASIC FIGURE MODELING METHOD

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Now you need to round off the form. This is because you started with a cube, which give your figure a 4 four-sided volume. To eliminate the square-like quality to the figure we need more polygons, we need to have a 6 sided volume.

Box09 Modifier List Symmetry $\langle |$ Vertex - Edge - Border Polygon - Element Box -⊨ ||11||∀∂|⊡ Edit Poly Mode 10 Lise Stack Selection By Vertex Ignore Backfacing 2. Click "Ring" Shrink Grow Ring ÷ Loop Get Stack Selection Preview Selection 🖲 Off 🕜 SubObj 🔿 Multi 0 Edges Selected Edit Edges Insert Vertex Remove Split 1. Select an edge Weld Extrude 3. Click "Connect". Chamfer 🗖 Target Weld Bridge 🗖 Connect 🗖 Create Shape Edit Tri. Turn