# Modeling a Cartoon Hand H-1
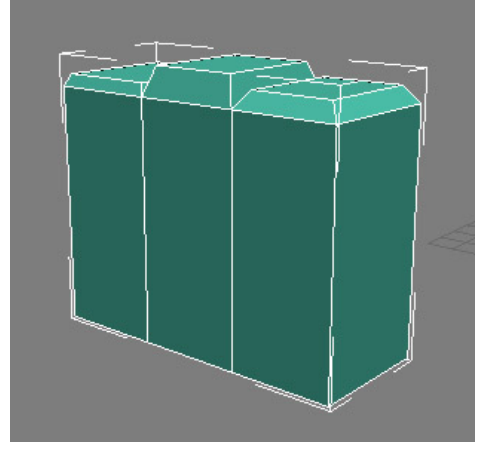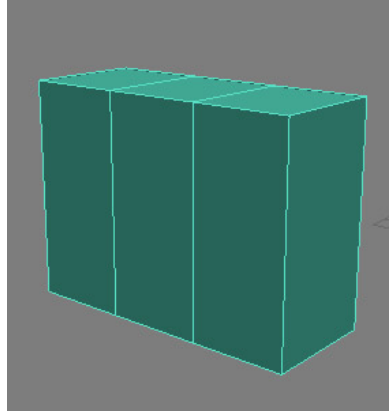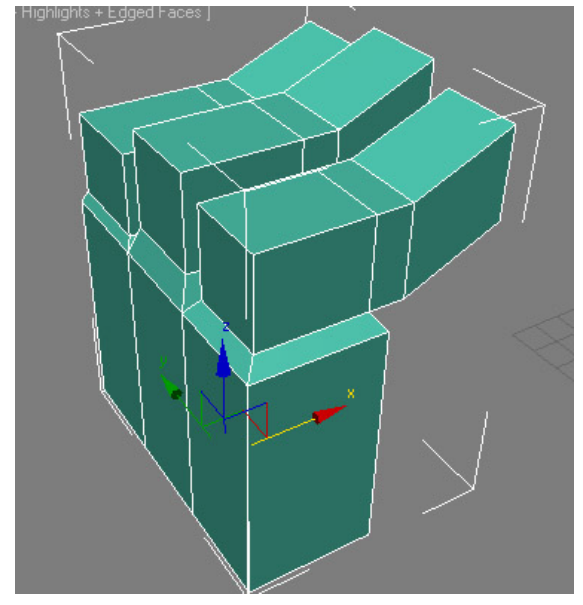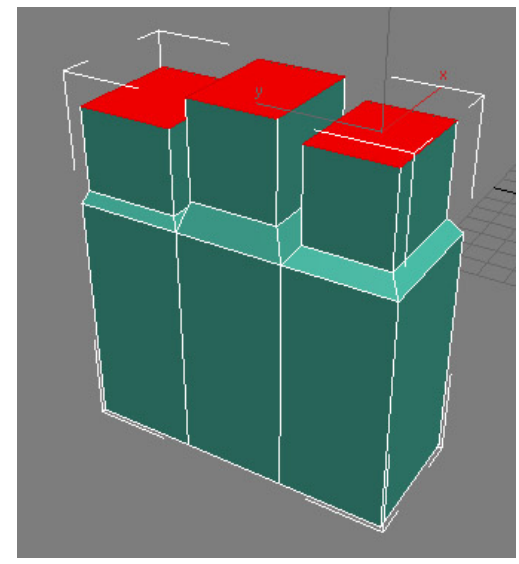
**1.** Start with a box that has 3 vertical segments.

**2.** Bevel the top 3 polygons.

**3.** Extrude the polygons upwards.

**4.** Extrude the polygons sideways twice.

[ Highlights + Edged Faces ]

**5.** Extrude the polygons down t make the finger tips.