Modeling a Soldier
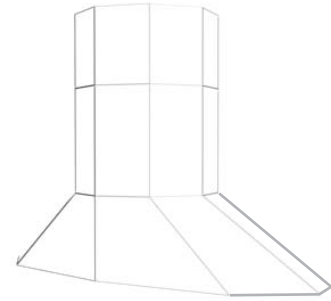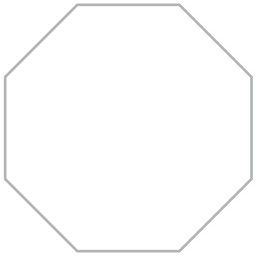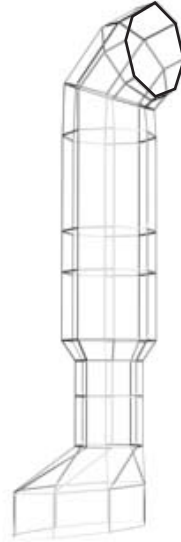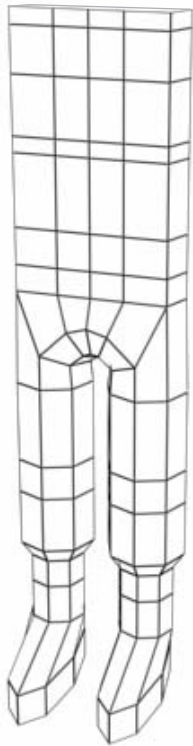
1. Begin with an Octagon. Place an "Edit Poly" on top.

2. Pull edges down to form the boot. Then delete the polygon from the octagon.

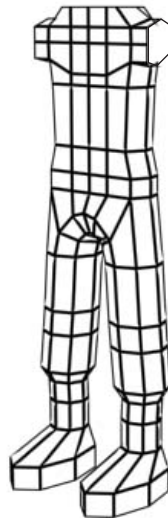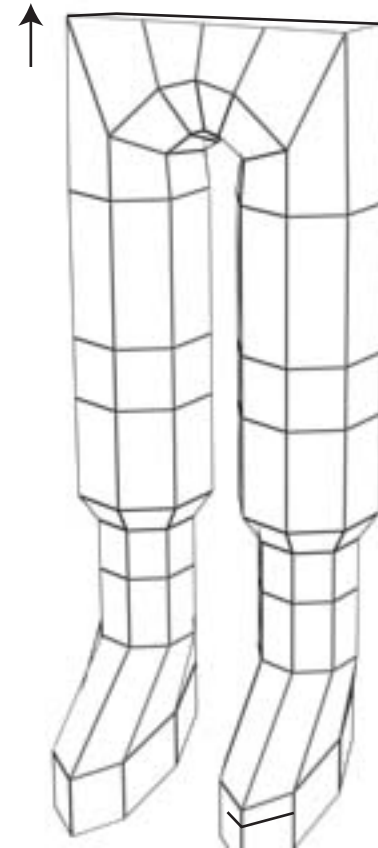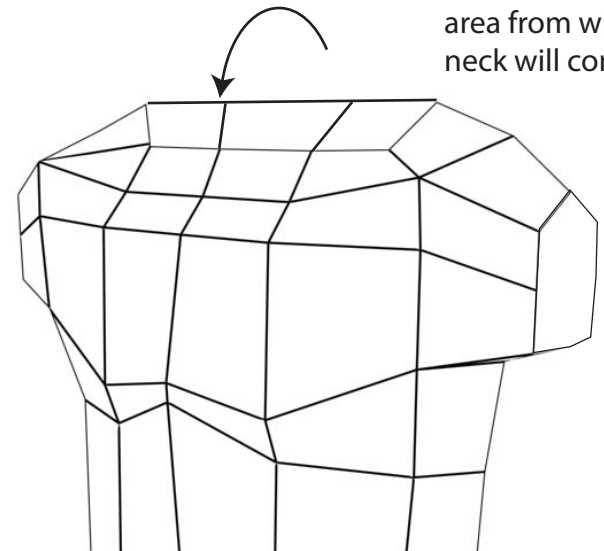3. Pull edges up to make the leg. Rotate edges inwards.

4. Apply the 'Symmetry" modifier. Then adjust vertices into a plane.

5. Pull edges to make torso, seven times.

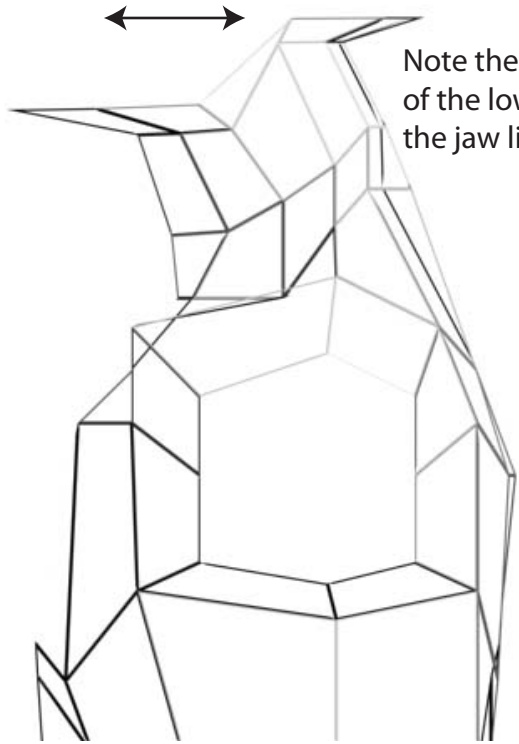6. Delete polygons on the side of the torso and pull out edges to begin arms.

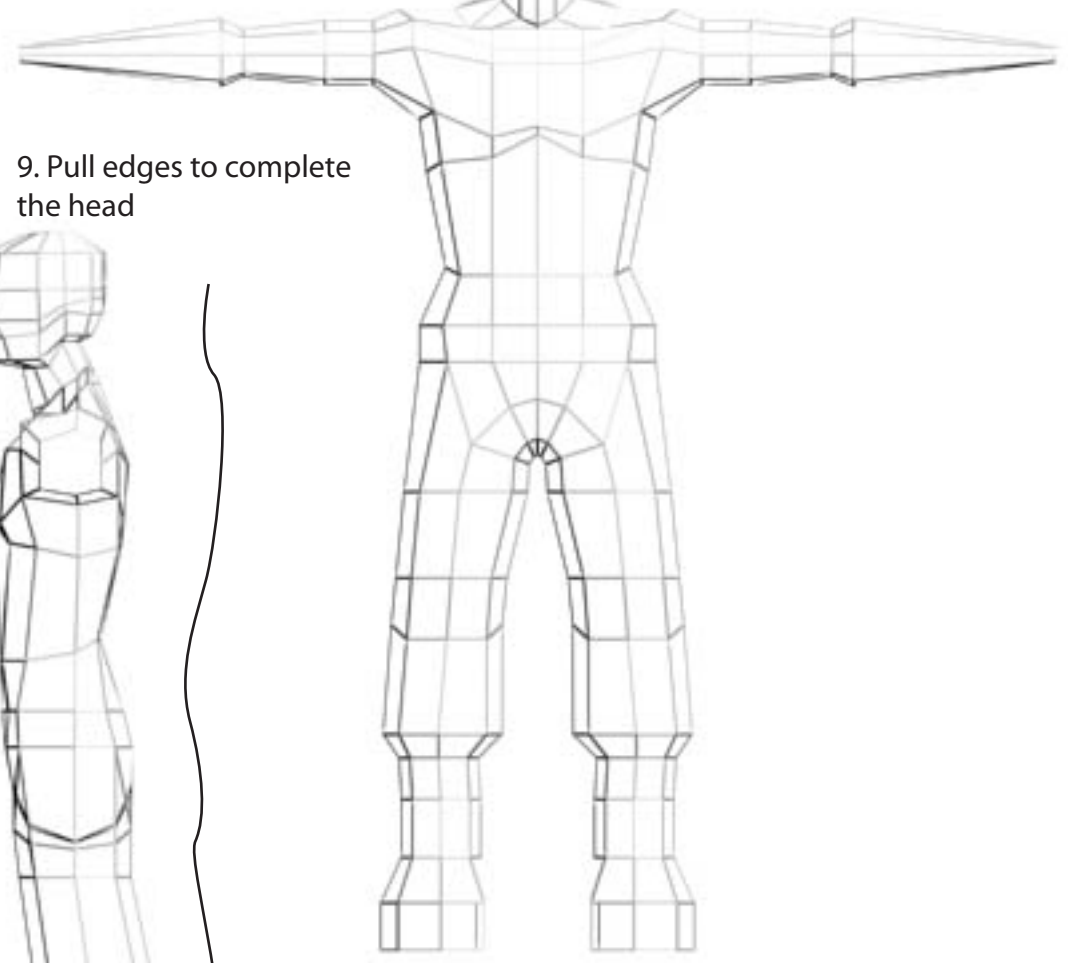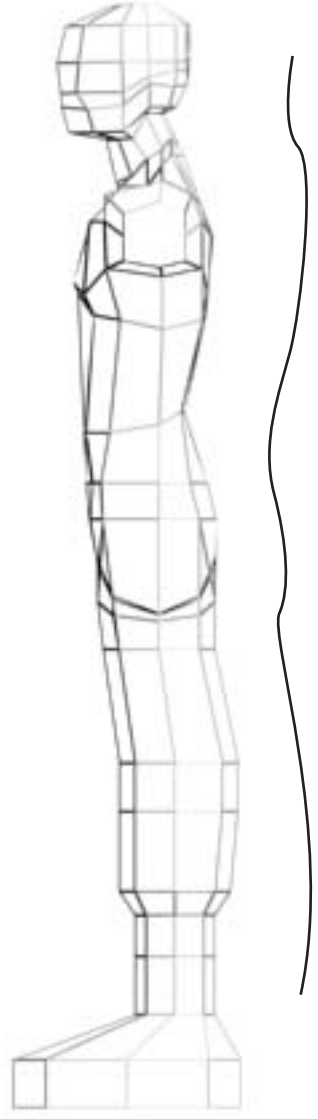7. Tilt and shape the area from which the neck will come.

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8. Pull edges from the clavicular region to make the neck. Scale the last pull.

Note the zig zag profile of the lower skull and the jaw line.

9. Pull edges to complete the head

10. From the front and side views shape the figure at the vertex level to form a natural looking posture.