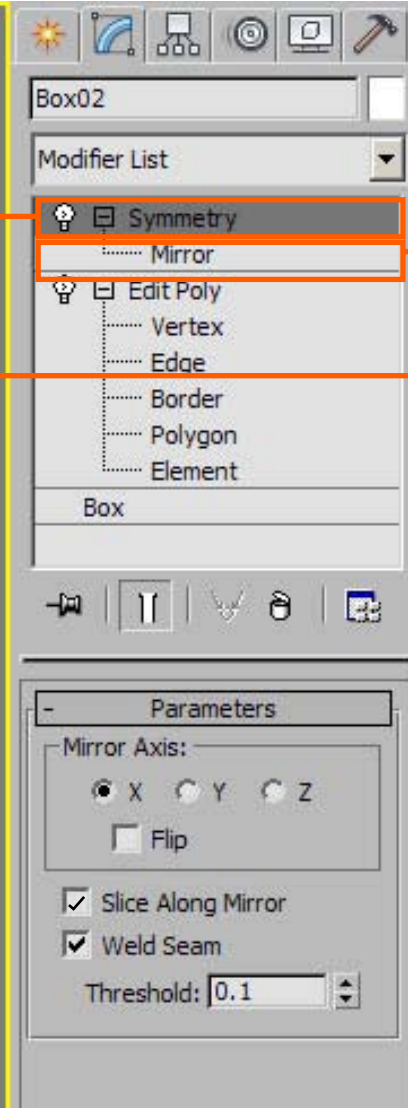
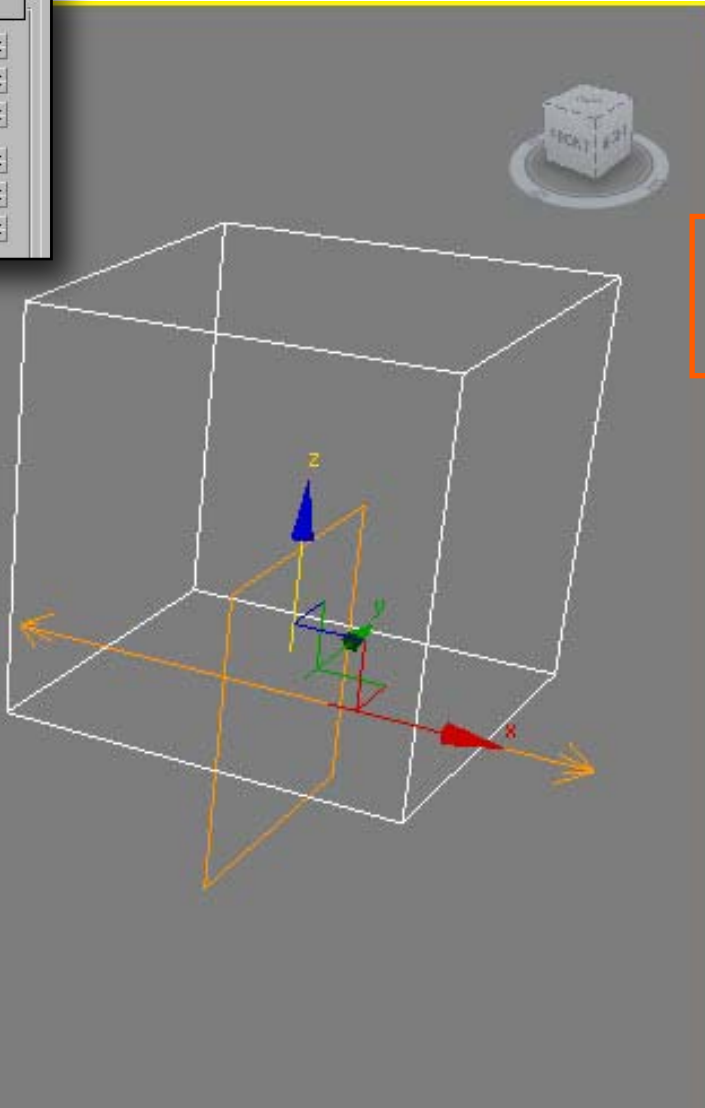
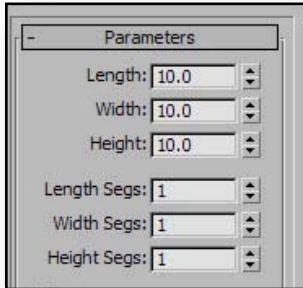


# BASIC FIGURE MODELING METHOD

1. Make a box 10 x10 x10 units with 1x 1 x 1 segments.



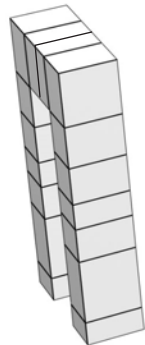
2. Add an "Edit Poly" modifier to the box stack.

3. Add a "Symmetry" modifier box stack.

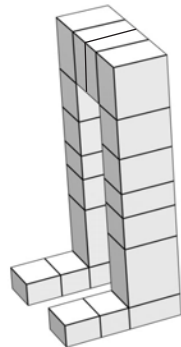
**Using the “Extrude Polygon” function, block out the basic volumes first: torso, legs, arms, neck and head. Ignore the details: facial features, hands and feet.**



Extrude outward 1 time.

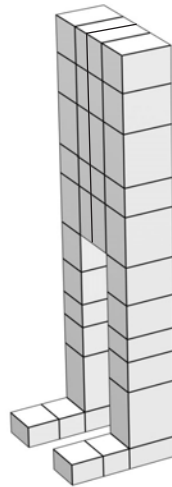


Extrude downward  
6 times.

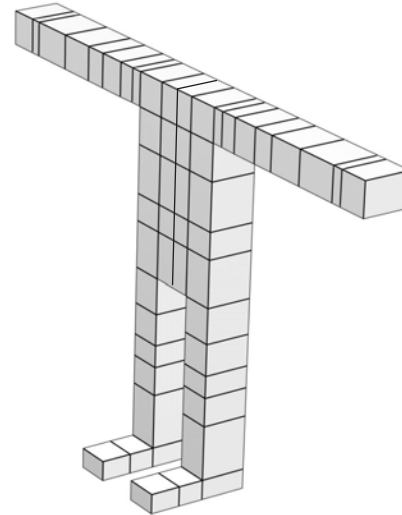


Extrude forward 2 times  
to make the feet.

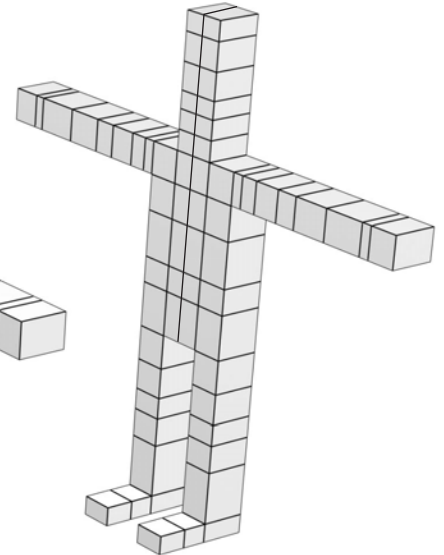
Extrude upwards  
4 times to make  
the chest.



Extrude outward 8 times to make  
the arms.

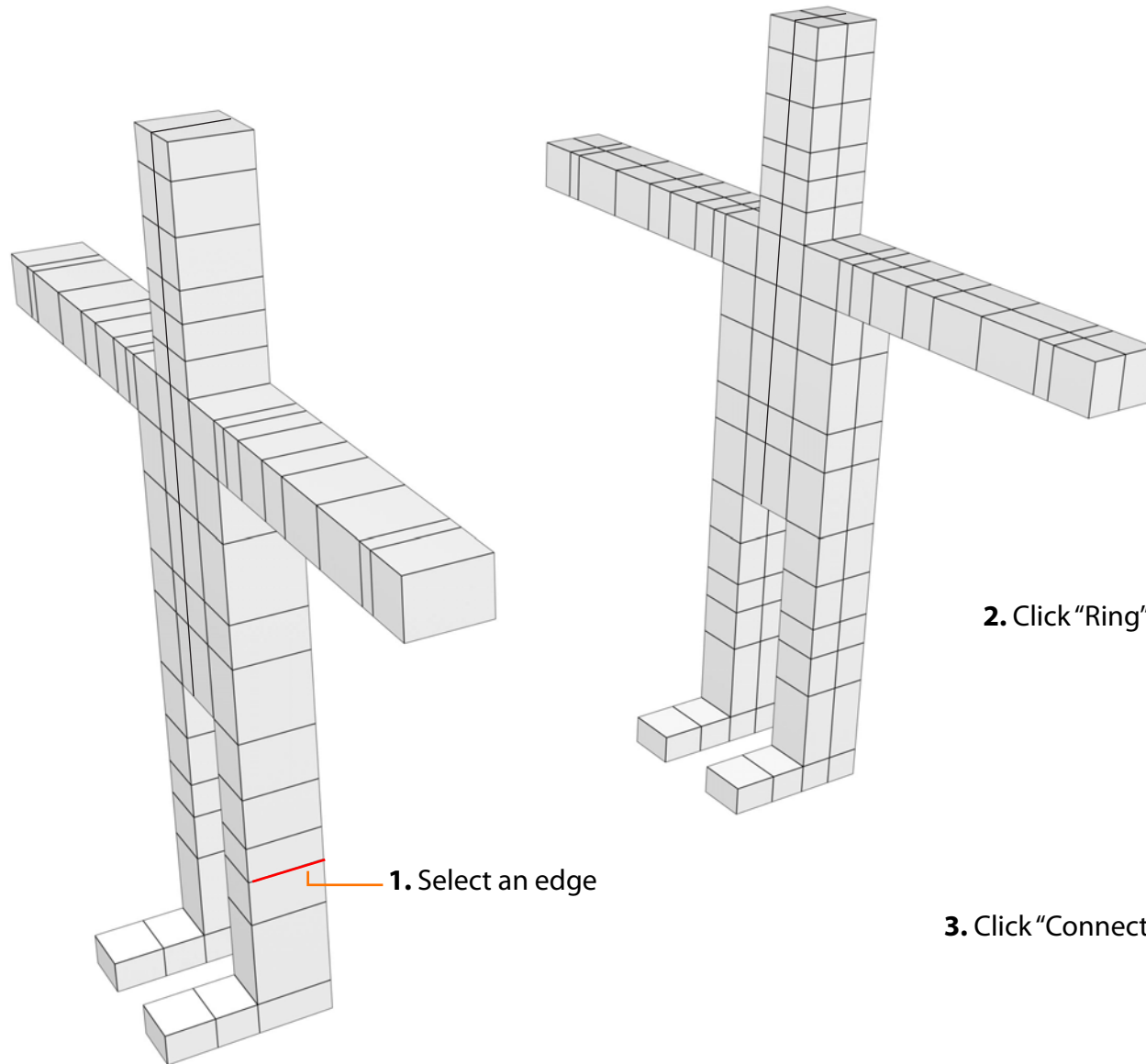
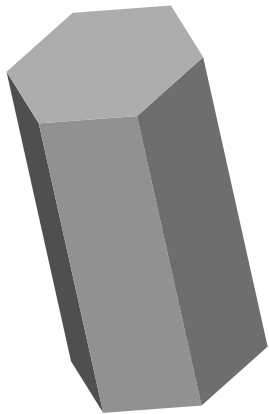
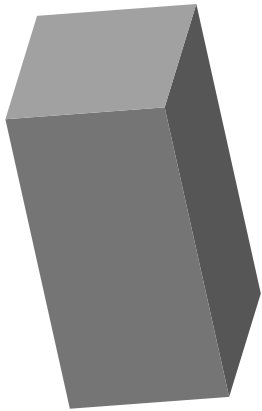


Extrude upwards 6 times  
to make the neck and head.



# BASIC FIGURE MODELING METHOD

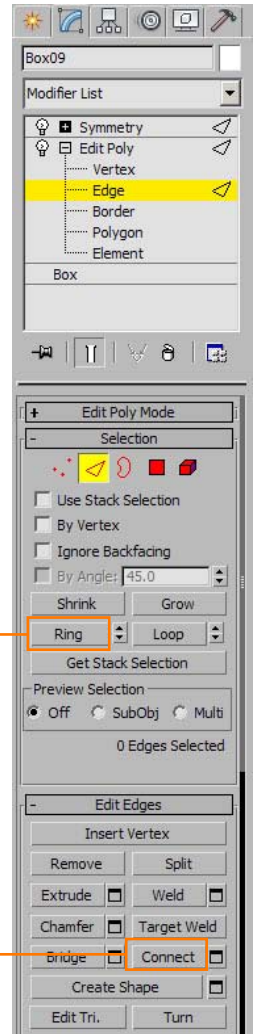
**Now you need to round off the form. This is because you started with a cube, which give your figure a 4 four-sided volume. To eliminate the square-like quality to the figure we need more polygons, we need to have a 6 sided volume.**



1. Select an edge

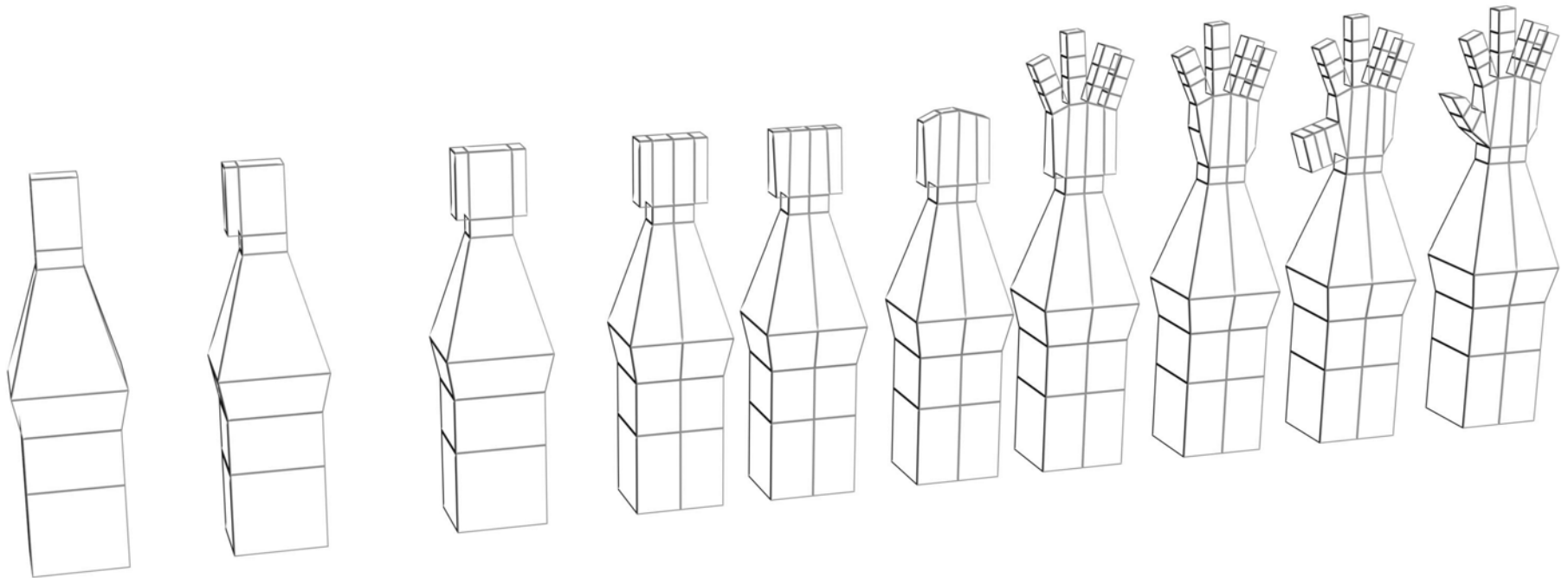
2. Click "Ring".

3. Click "Connect".



# BASIC FIGURE MODELING METHOD

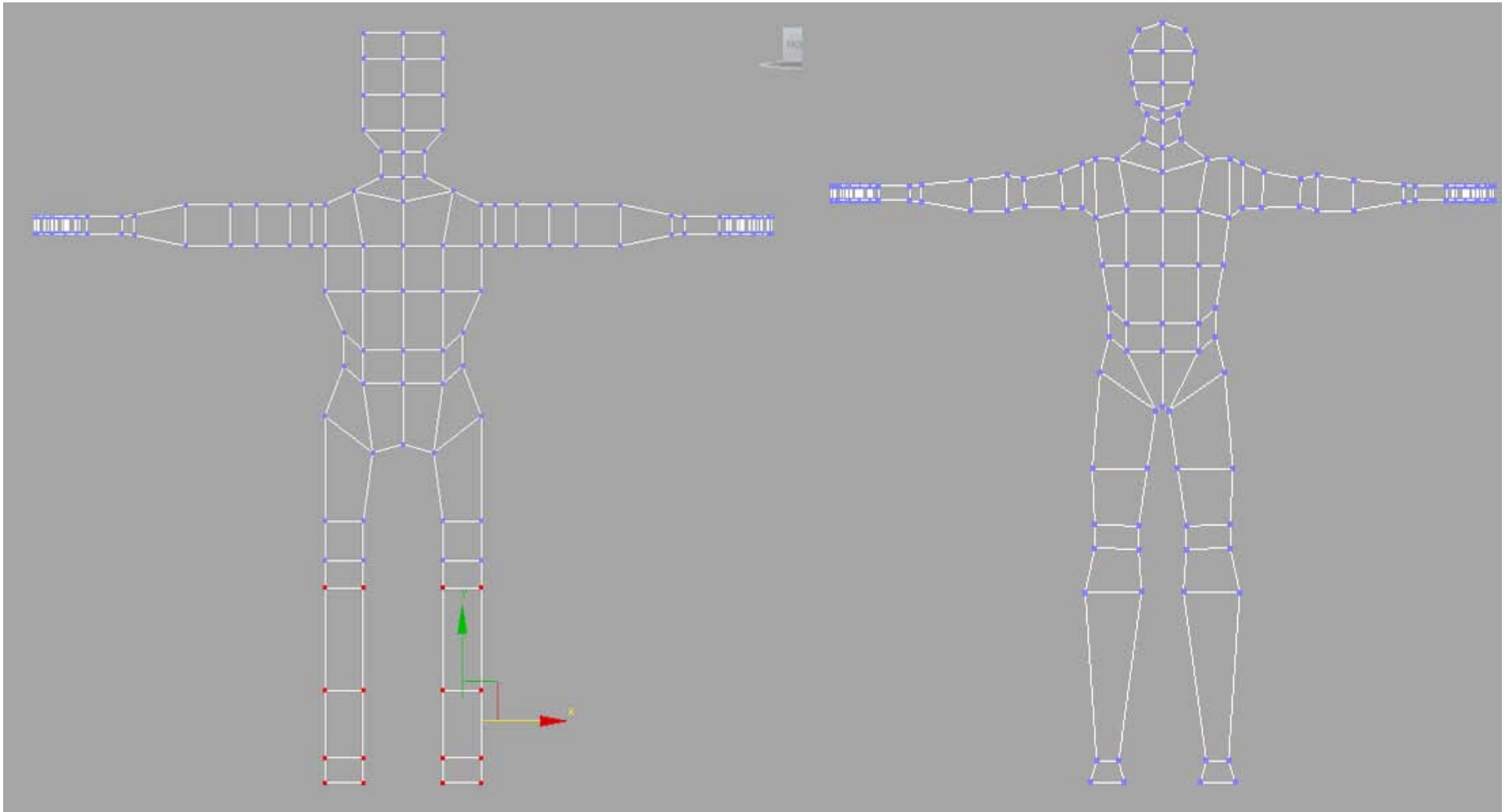
**This diagram illustrates the modeling of a hand.**



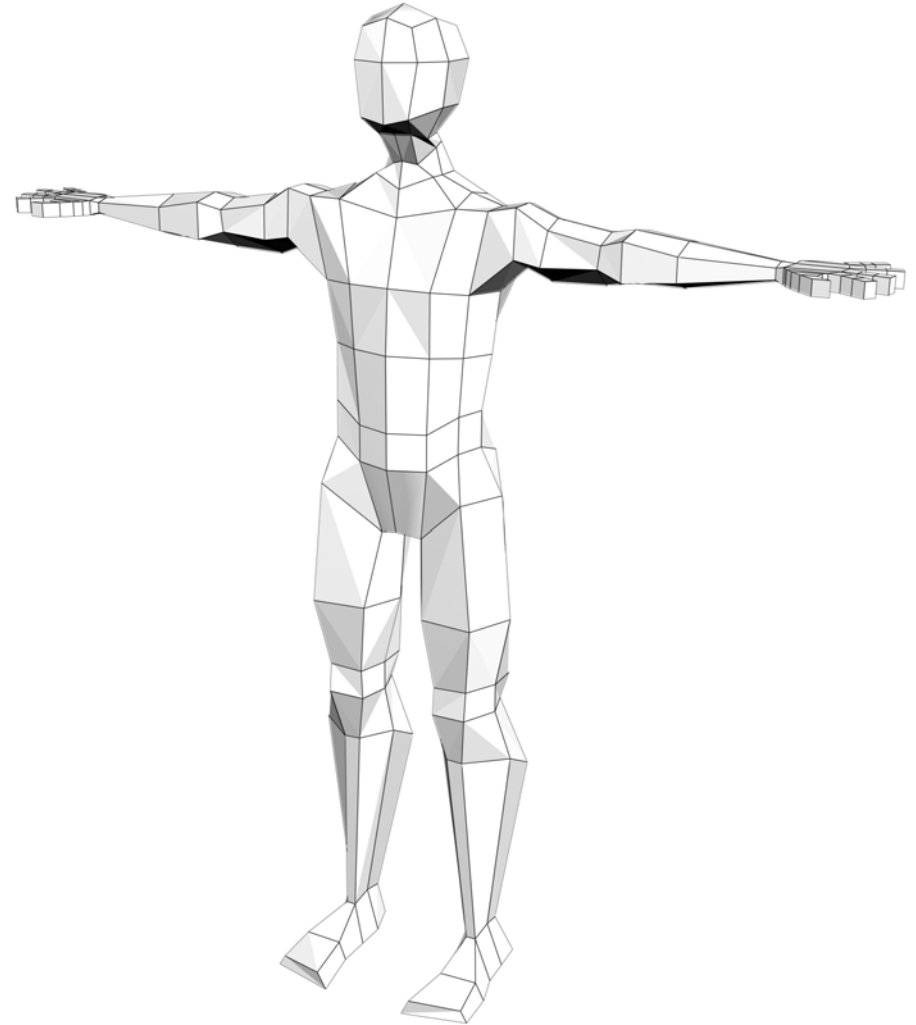
# BASIC FIGURE MODELING METHOD

**Now you'll begin shaping the figure.**

1. In the front , at the "Vertex" level, select and move the vertices to form your character.



1. In the side view, at the "Vertex" level, select and move the vertices to form your character.



2. Round out the figure by pulling out the new edges