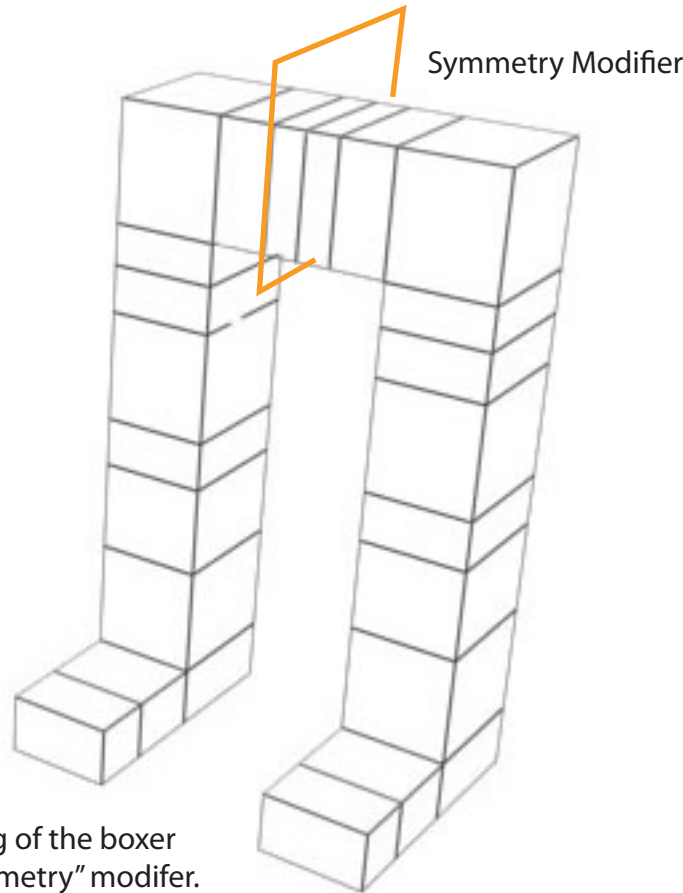
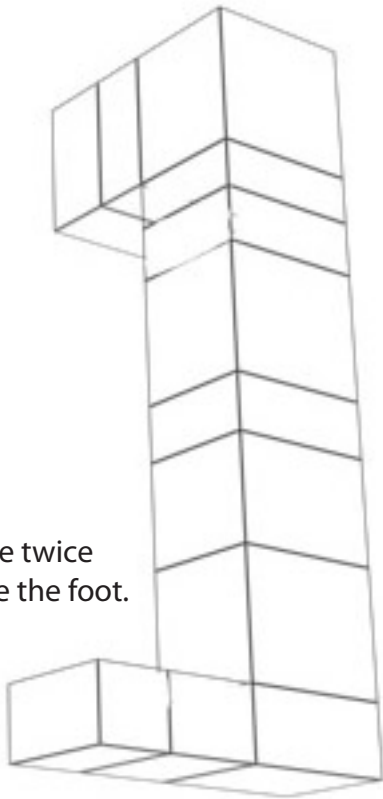


ADVANCED VIDEO GAME DESIGN

4. Extrude twice to make the foot.



5. After modeling left leg of the boxer you can add the "Symmetry" modifier.

The "Symmetry" modifier makes a reflected copy of the left leg. Now all you need to do is model the left side of the boxer and the right side will automatically follow.

