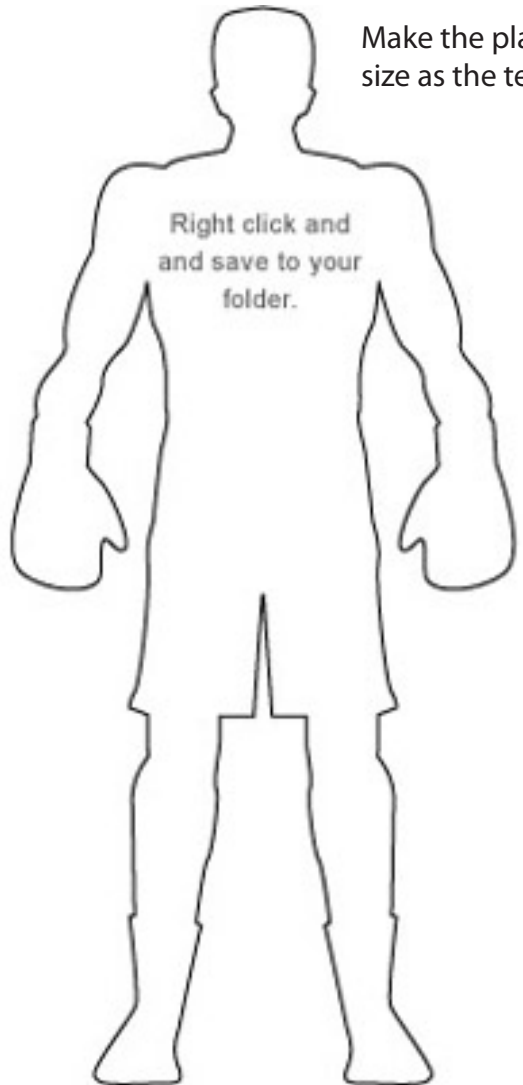
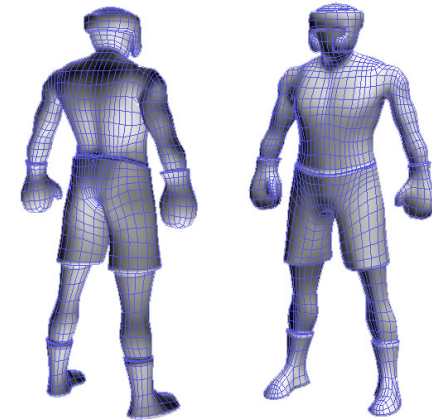
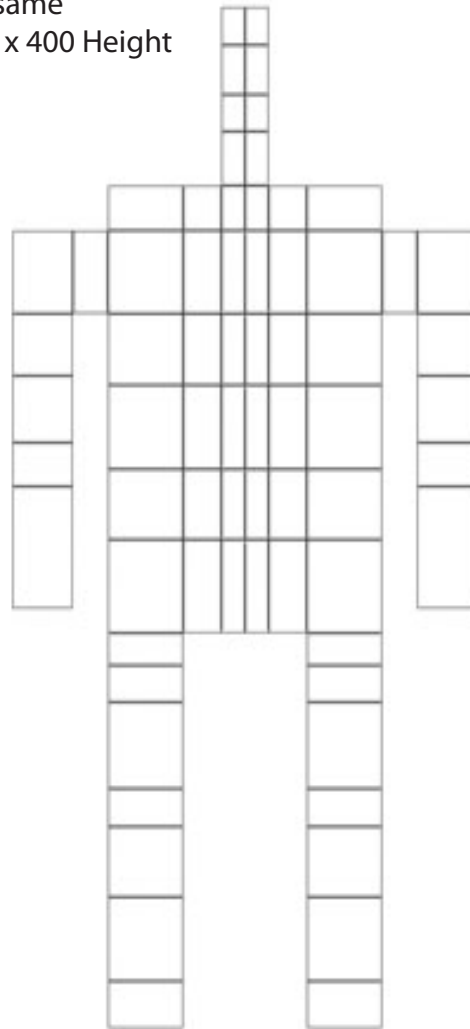


ADVANCED VIDEO GAME DESIGN

Use the line template* below and place it as a texture on a plane in 3D Max. Use it as a guide to shape the boxer, changing it from a robot like shape into a natural looking human.



Make the plane in 3D Max the same size as the template - 300 wide x 400 Height



*The line templates for the front view and the side views can be found on our web site.

Place your model over the template plane and adjust it to match.