

EXPLODED FROGGY

Beginning Level
(Point Value - 1 to 5 points)

Modeling “Simple Comic Animals” is a bit more complex than making a “Widget” character. You need to analyse the “anatomy” of the animal: where do its legs and arms bend, does it have a neck, what is its’ general shape.

You don’t need to use any modifiers only Standard & Extended Primitives. You just need to adjust their “Parameters”, know how to “Scale” and arrange the parts.

Usually doing a quick sketch helps you figure this stuff out.



Finished Frog

