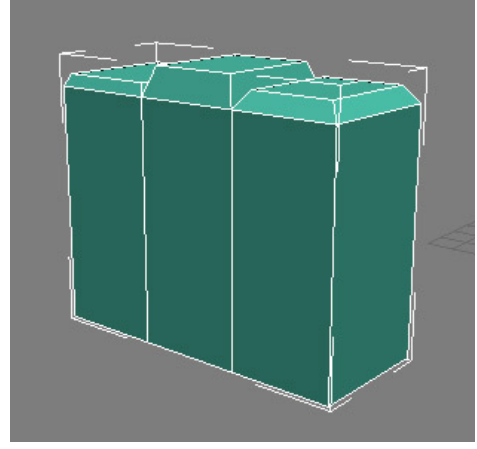
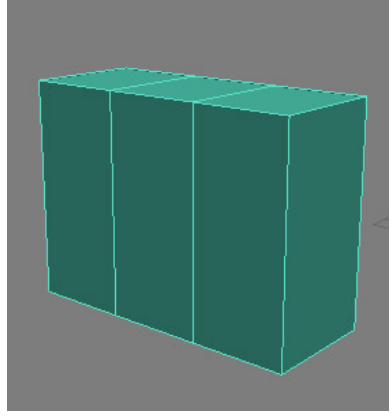


Modeling a Cartoon Hand

H-1

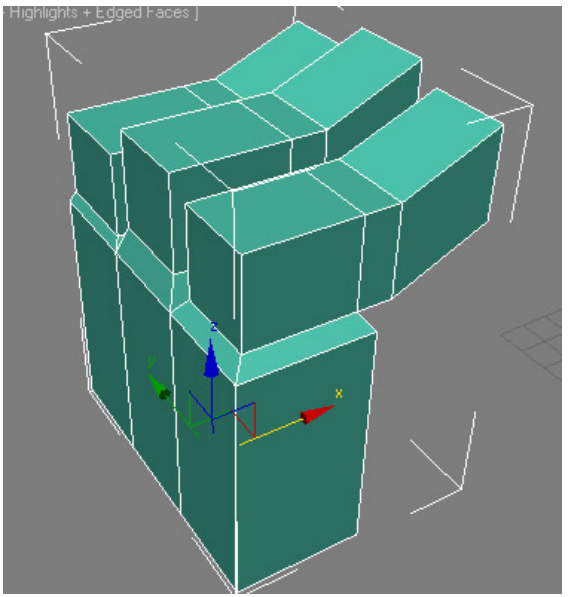
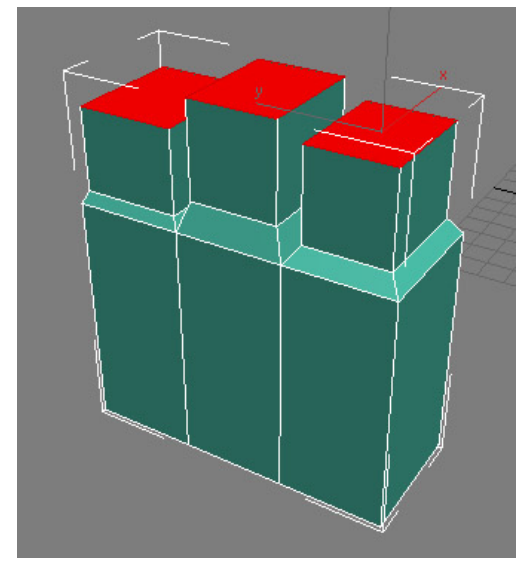


1. Start with a box that has 3 vertical segments.



2. Bevel the top 3 polygons.

3. Extrude the polygons upwards.



4. Extrude the polygons sideways twice.

5. Extrude the polygons down to make the finger tips.

