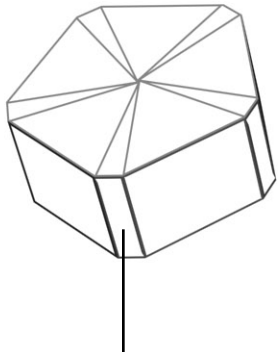


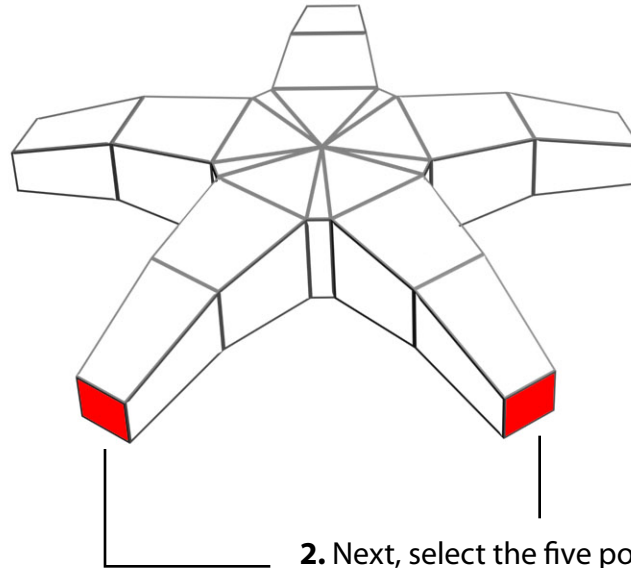
# STARFISH - BOX MODELING

Intermediate Skill Level

1. You begin with a five sided Gengon (found under "Extended Primitives").

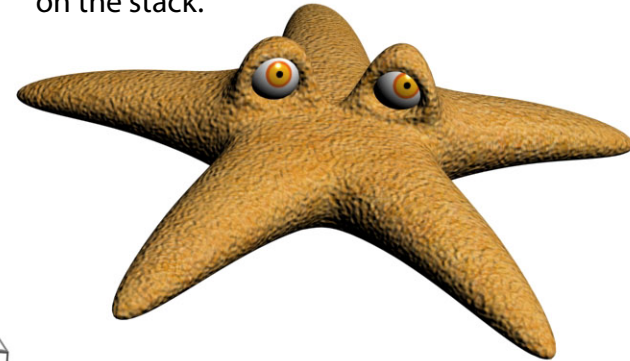


Set the Fillet as shown.



2. Next, select the five polygons. Then "Bevel" them twice to create the arms.

3. Model the eyes and place a "TurboSmooth" modifier on the stack.



4. Finish the starfish with a "Noise" bump map material.