Edge Modeling a Soldier
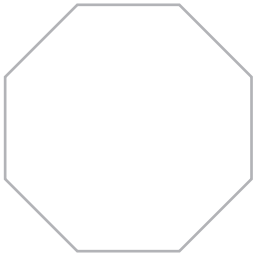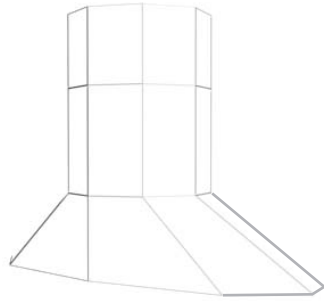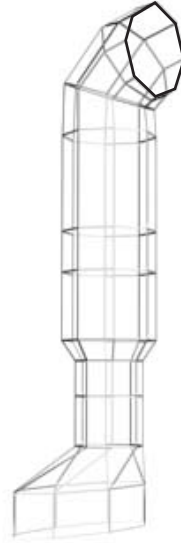
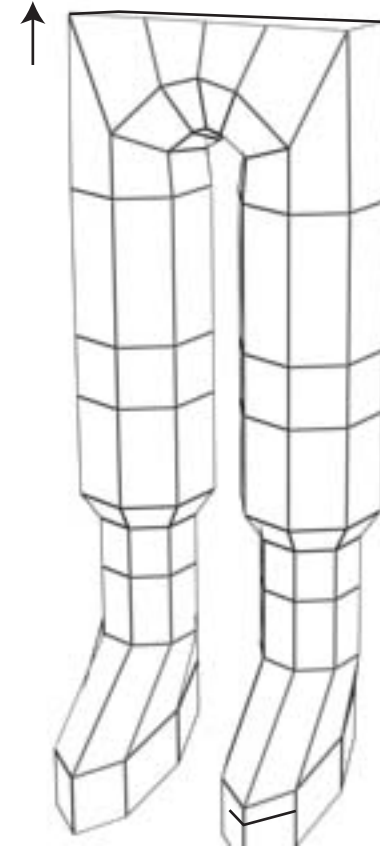1. Begin with an Octagon. Place an "Edit Poly" on top.

Delete this top polygon before extruding upward

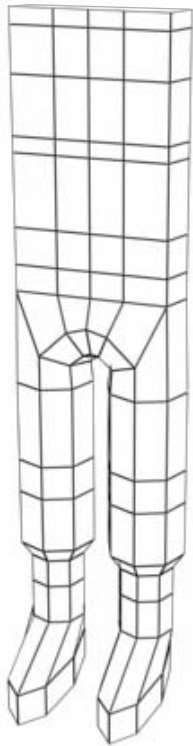2. Pull edges down to form the boot. Then delete the polygon from the octagon.
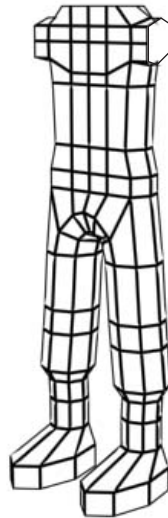
3. Pull edges up to make the leg. Rotate edges inwards.

4. Apply the 'Symmetry" modifier. Then adjust vertices into a plane.

5. Pull edges to make torso, seven times.

6. Delete polygons on the side of the torso and pull out edges to begin arms.

7. Tilt and shape the area from which the neck will come.