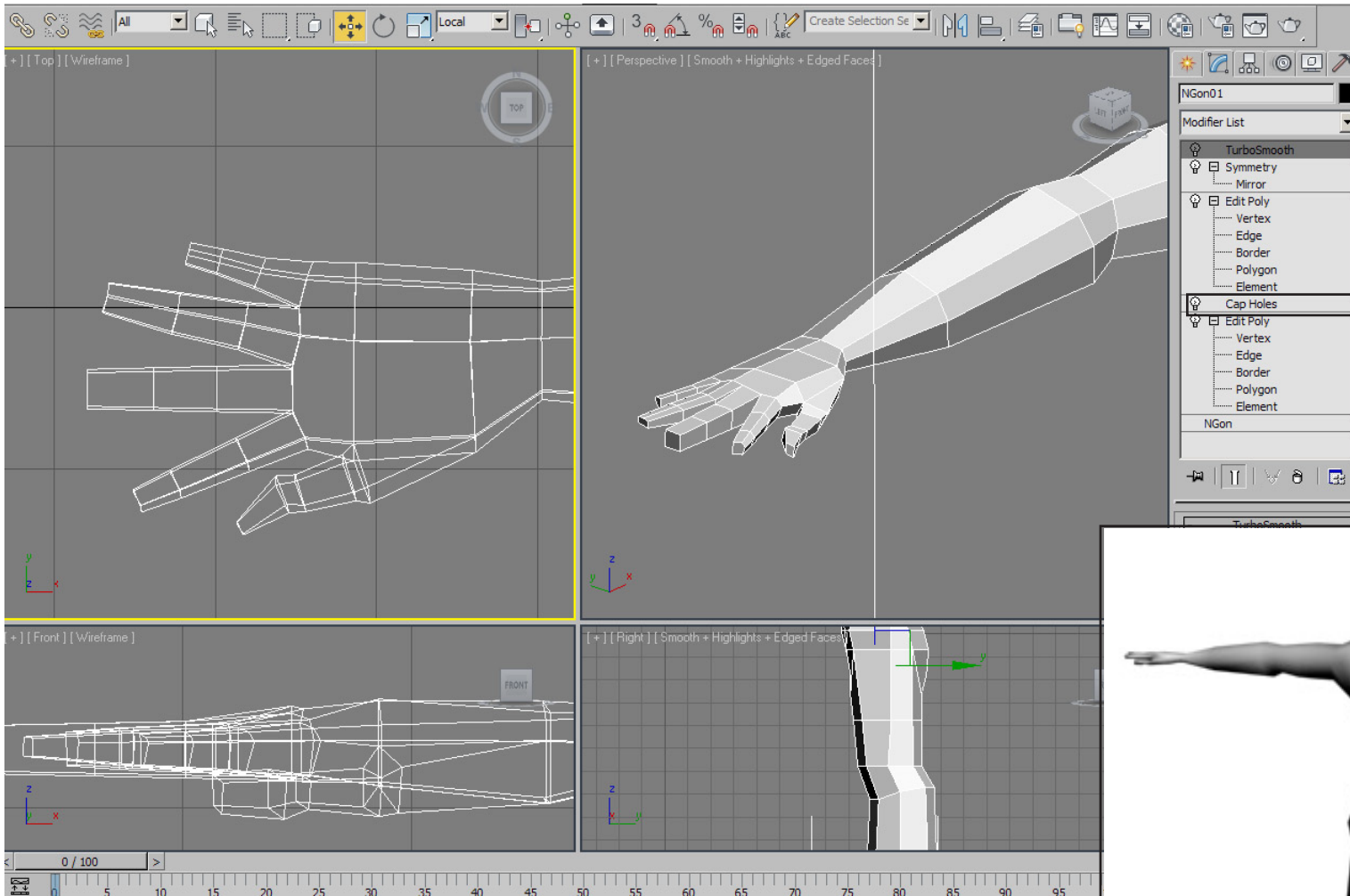


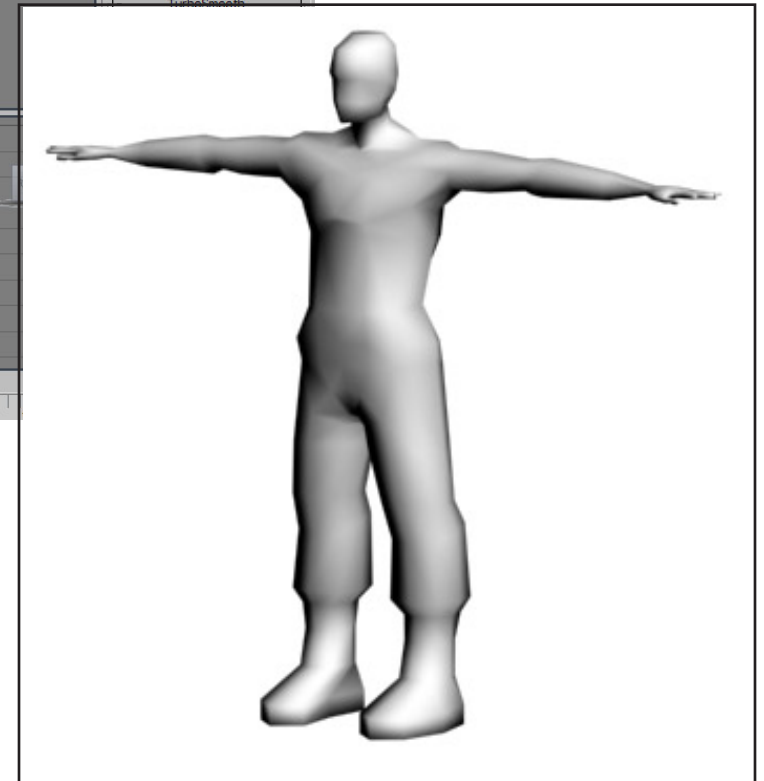
Edge Modeling a Soldier

page 3



When you reach the hands, stop and place a "Cap Holes" modifier on the stack.

This will create a polygon. Now add another "Edit Poly" modifier and box model the hand.



Finished Soldier with "AutoSmooth" applied.