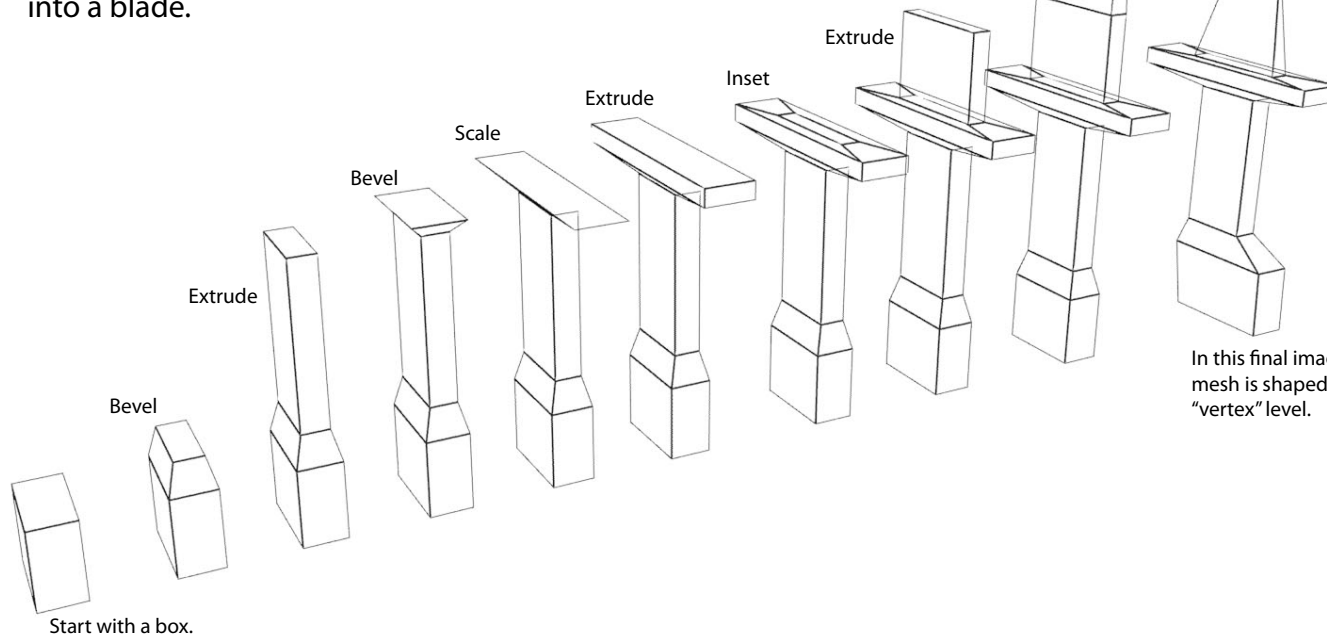


# BOX MODELING

**Box Modeling, often called Poly Modeling, refers to beginning with a simple mesh (maybe a box) and thru various actions such as extruding, inseting, beveling and more, building a more complex mesh.**

This series shows the building of a blade. From left to right. It begins with a simple box. Then you add the "Edit Poly" modifier and open it to reveal it sub-object level.

Using a series of actions the box is transformed into a blade.



Add the "Edit Poly" modifier and click the "+" to reveal the sub-objects of the box.

These are some of the actions you might use at the Polygon sub-object level.

In this final image, the mesh is shaped at the "vertex" level.

