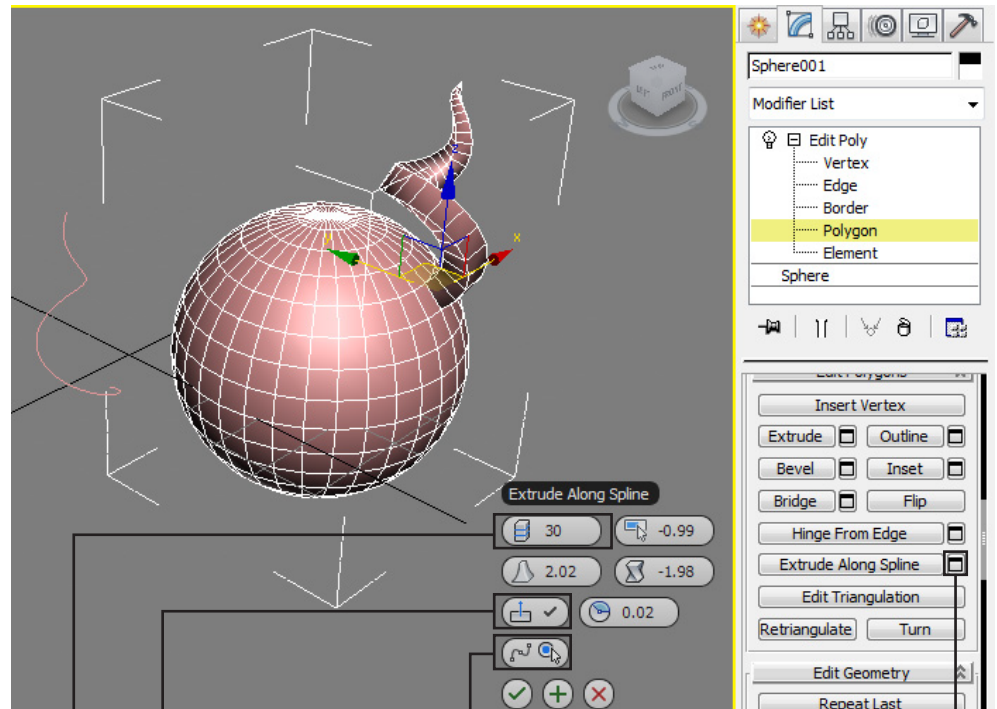


Making Horns and Tails

Creatures often need horns and tails. An easy way to make these is to use the “Extrude Along Spline” tool within the “Edit Poly” modifier.

1. Create a sphere and add the “Edit Poly” modifier.
2. Create a spline (the helix works well for making horns)
3. Select a polygon on the sphere’s surface.



4. Open the “Extrude Along Spline” dialog panel

5. First select “Pick Spline” option, then select the spline (Helix)

6. Next, make sure the “Align to Face Normal” is checked “ON”!

7. Smooth out the extrusion by increasing the “Segments”!

