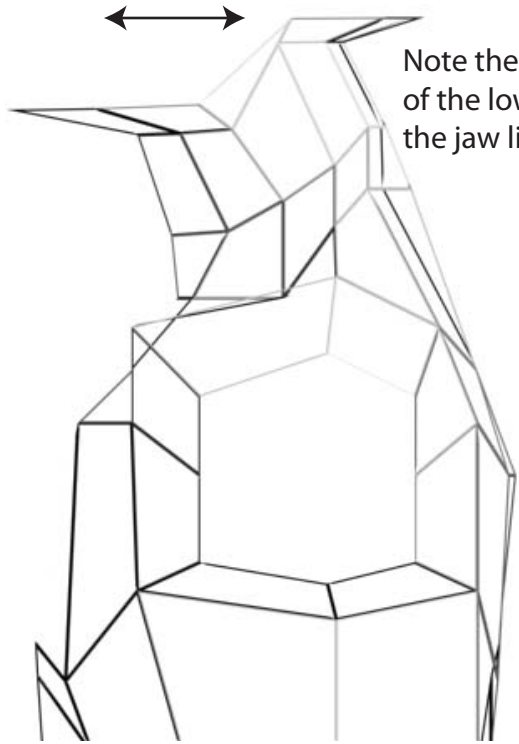


Modeling a Soldier

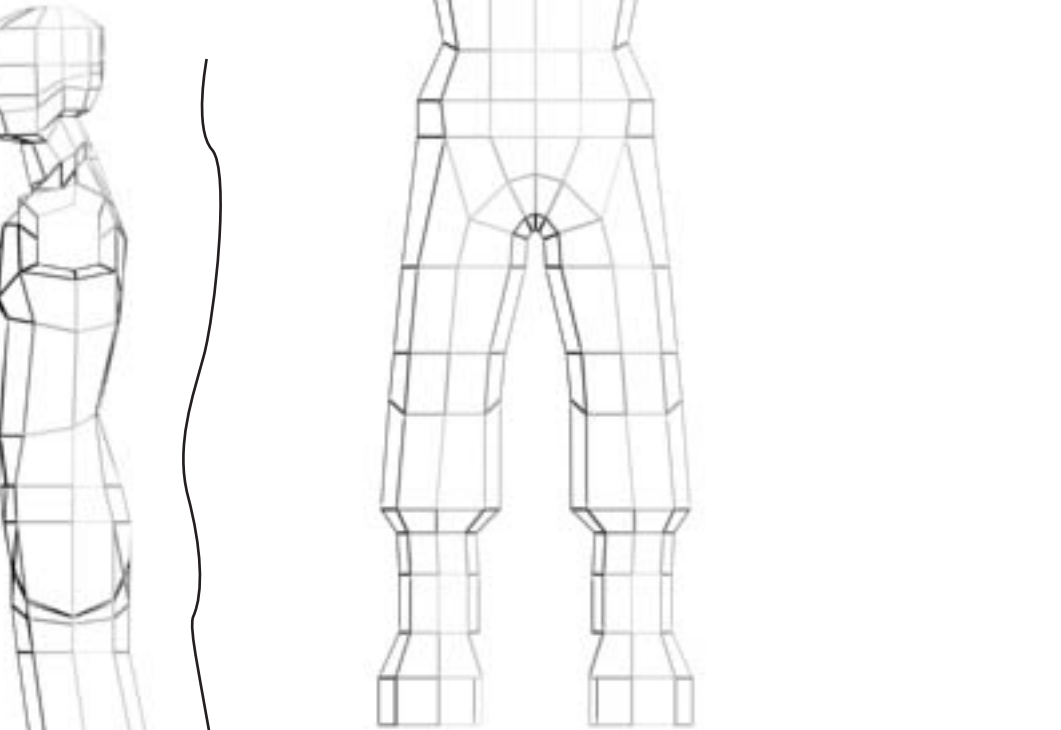
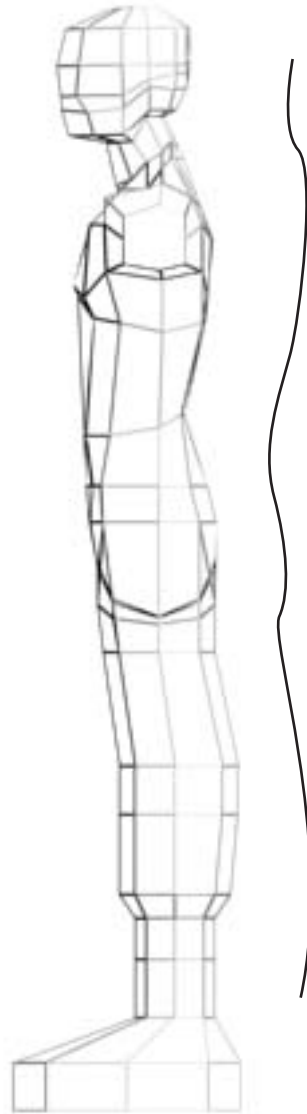
page 2

8. Pull edges from the clavicular region to make the neck. Scale the last pull.



Note the zig zag profile of the lower skull and the jaw line.

9. Pull edges to complete the head



10. From the front and side views shape the figure at the vertex level to form a natural looking posture.