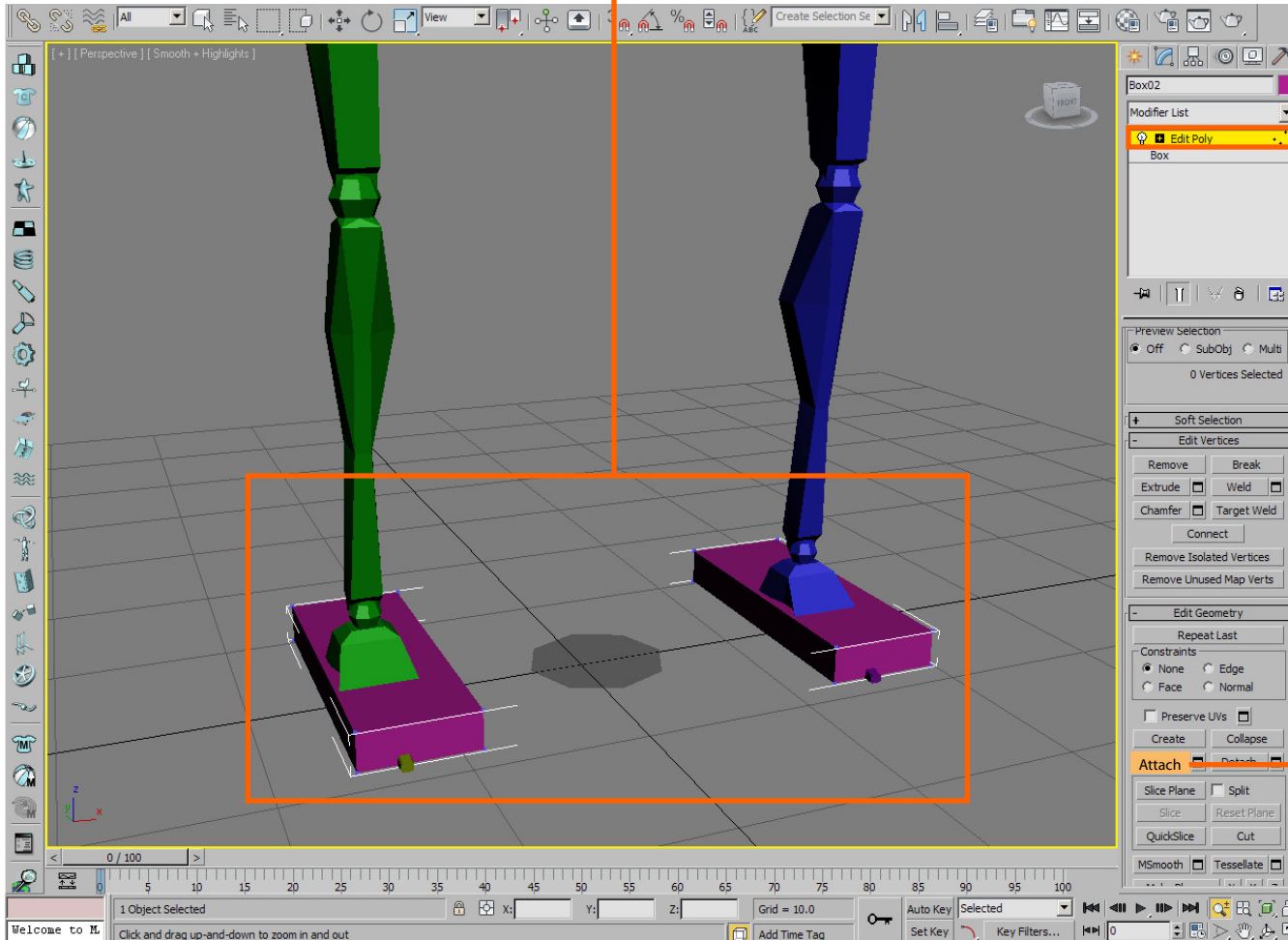


Walking Teapot Character

1. Make two boxes (feet).



2. Place an Edit Poly modifier on one box and then "Attach" the other. This turns them into one object.

Attach by clicking the Attach button and then clicking on the other box.