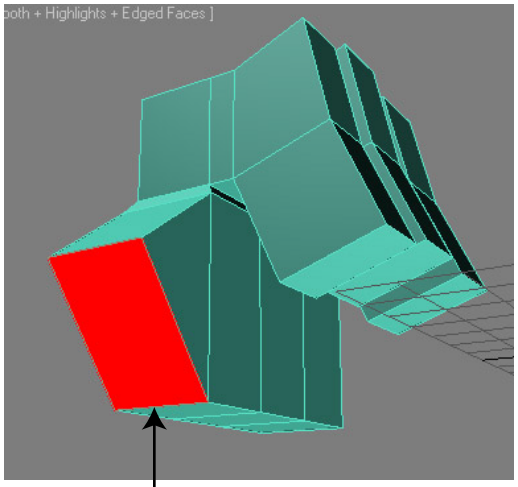
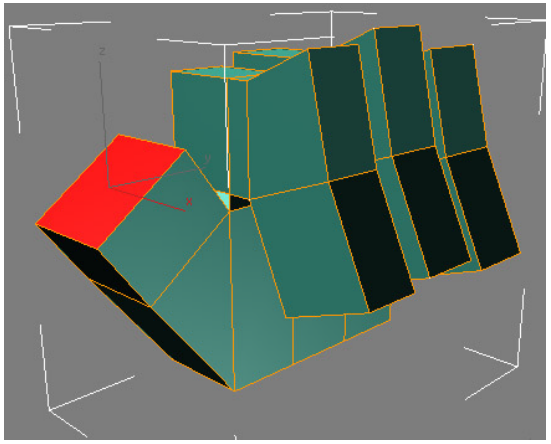
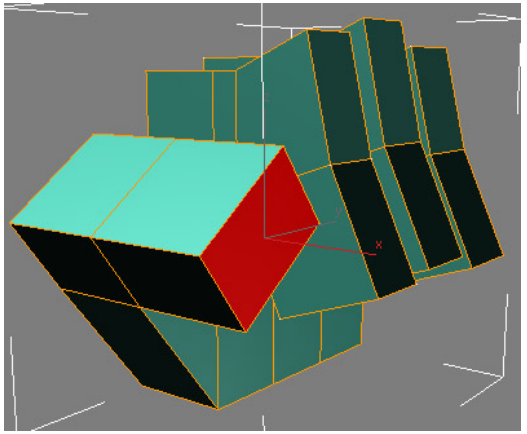
Modeling a Cartoon Hand



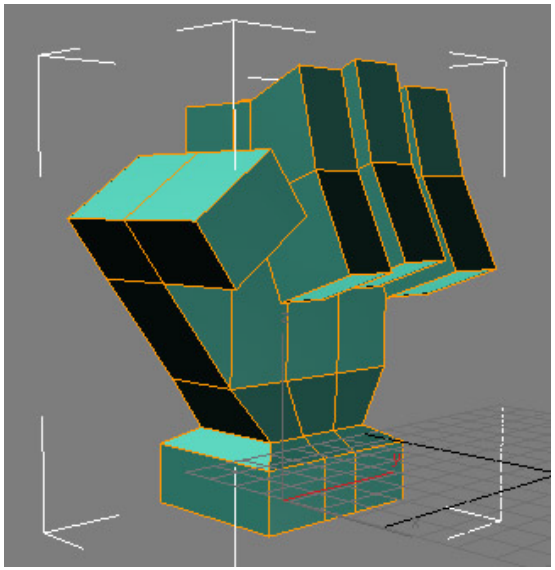
6. Select the "Hinge From Edge" button in the "Edit Polygons" panel and hinge the side of the hand as shown.

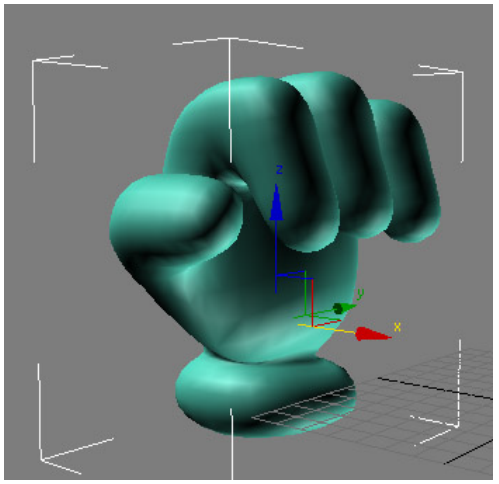
7. Extrude the poly to form the thumb.





8. Extrude the tip of the thumb



9. Extrude the base of the hand to create the "glove" effect.

10. Add a Turbosmooth and fine tune the hand.