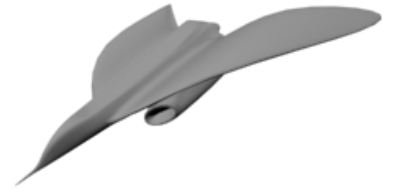
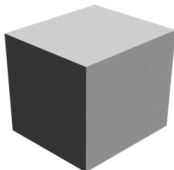


3D Modeling & Animation

Box Modeling a Jet Fighter



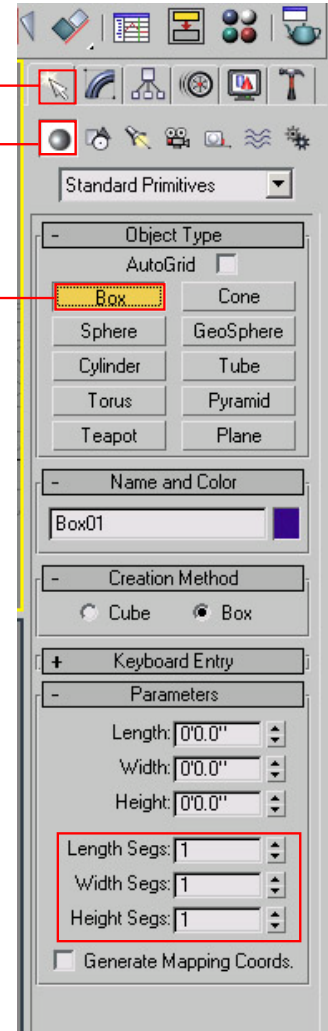
1. Create a "Box"-
with only 1 segment
in each direction



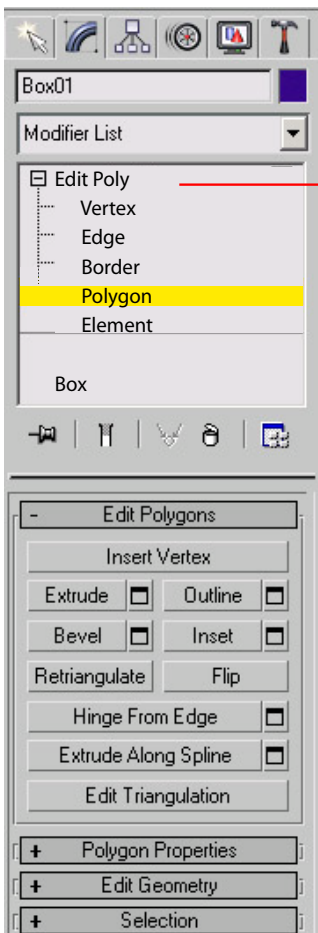
Create Panel

Geometry Button

Box



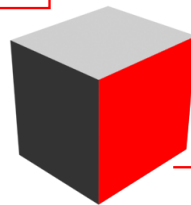
2. From the "Modifier" list add "Edit Poly"



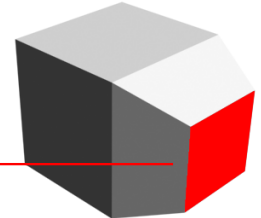
3. Open the Sub-Object level of the Box

4. Select "Polygon"

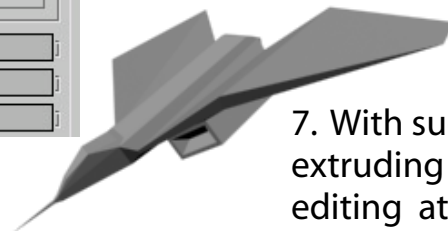
5. Choose "Extrude"
from "Edit Polygons"



6. Select a face on the box and click. It will turn red. Hold mouse button down and pull out new faces. Release and bevel red face.



7. With successive beveling, extruding etc., as well editing at the "Vertex" level a jet can be designed.



8. From the "Modifier" List, add the "TurboSmooth" modifier to smooth the model.

