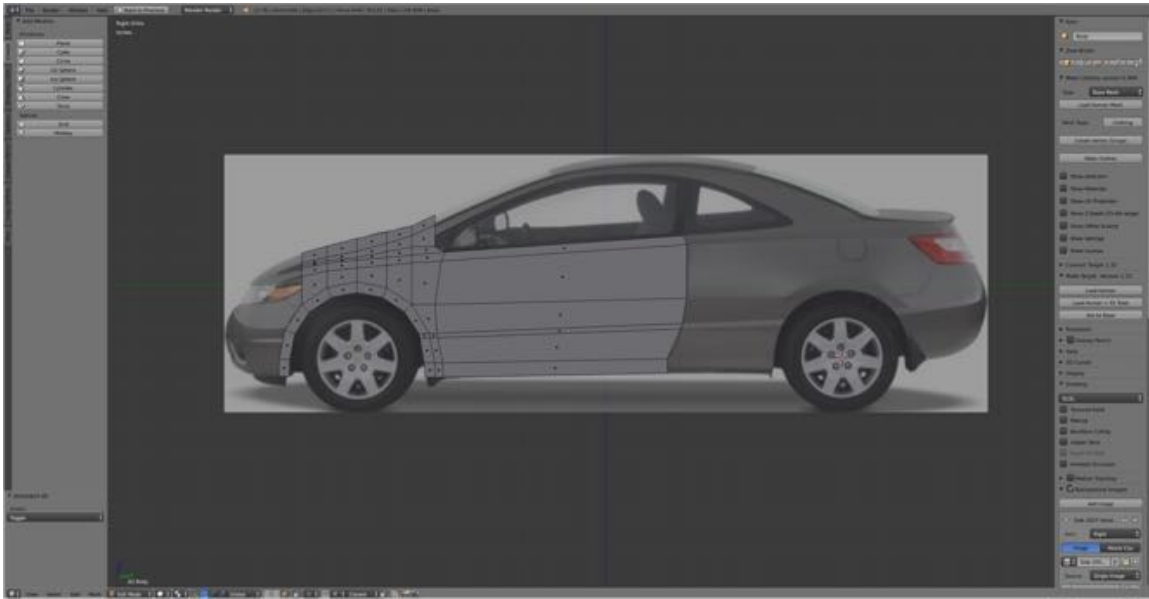
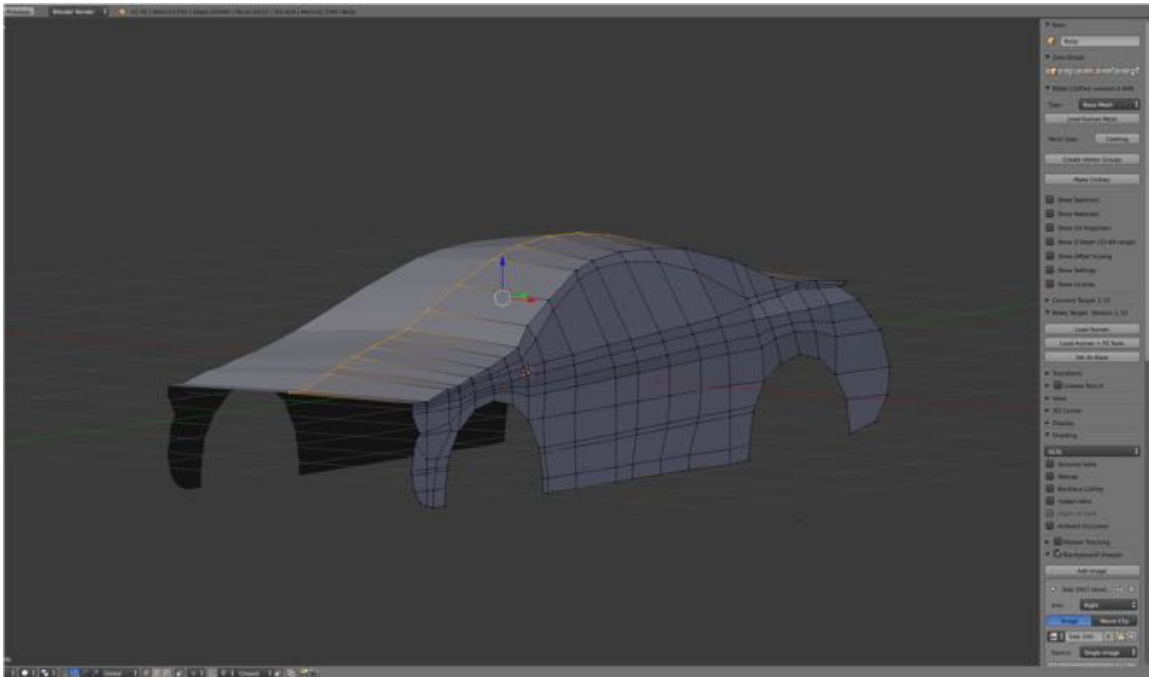


Edge Extrusion Modeling

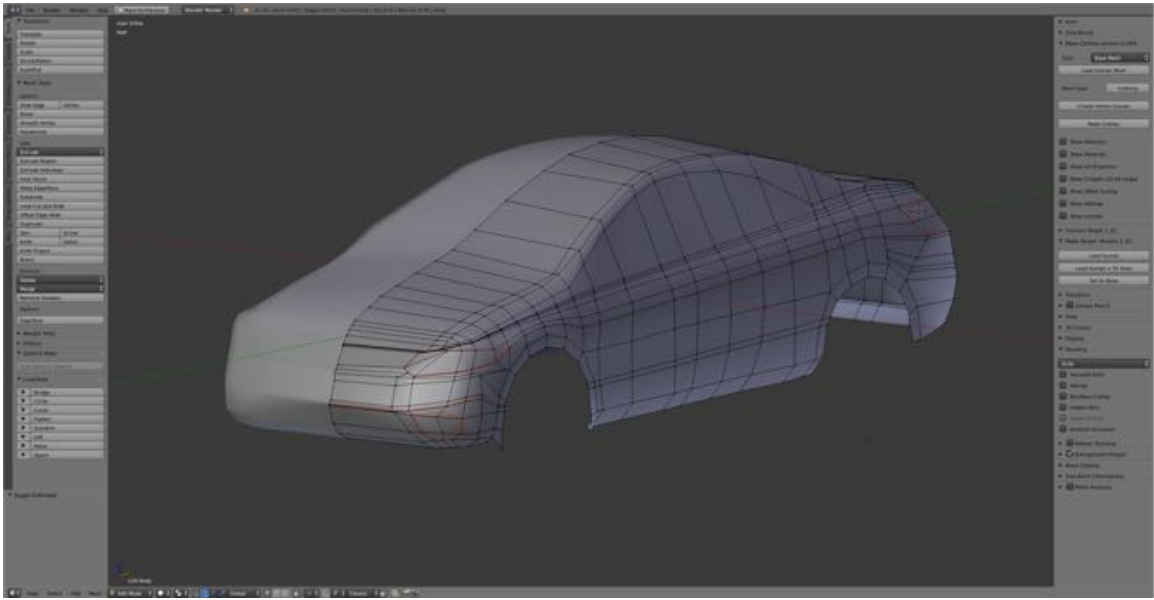
Edge Extrusion Modeling, often referred to as Face Modeling or Poly-to-Poly Modeling, is used to model curved surfaces (e.g., humans, animals, cars, trucks, etc.). As with Face Extrusion Modeling, the Extrude Tool (see website) is used extensively in this form of modeling. Usually one starts with the Plane Primitive and extrudes edges to form faces.



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