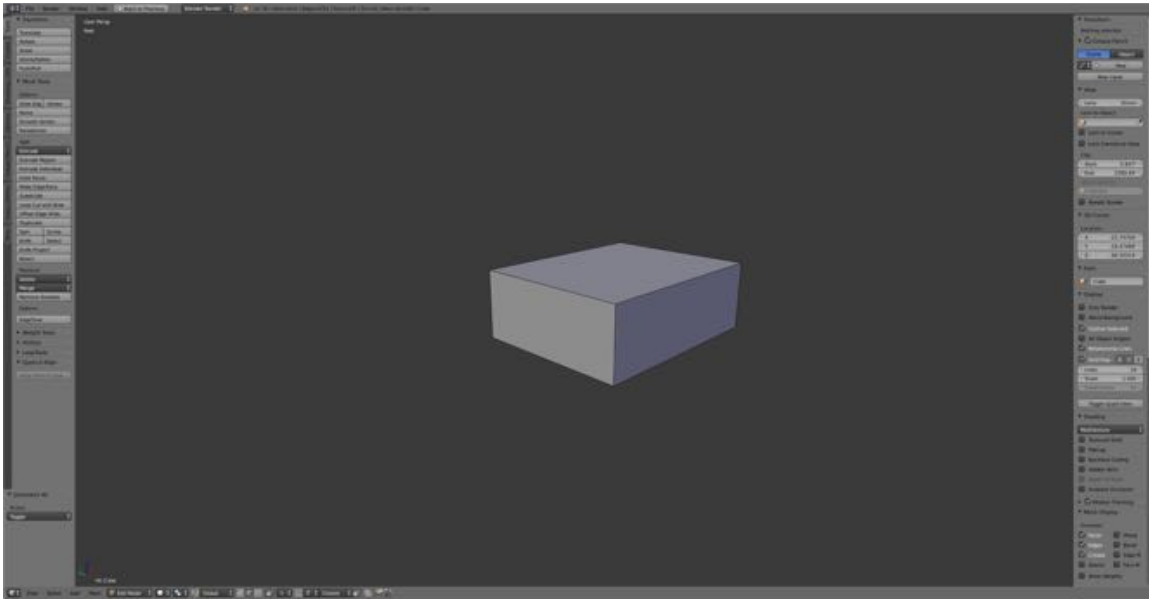


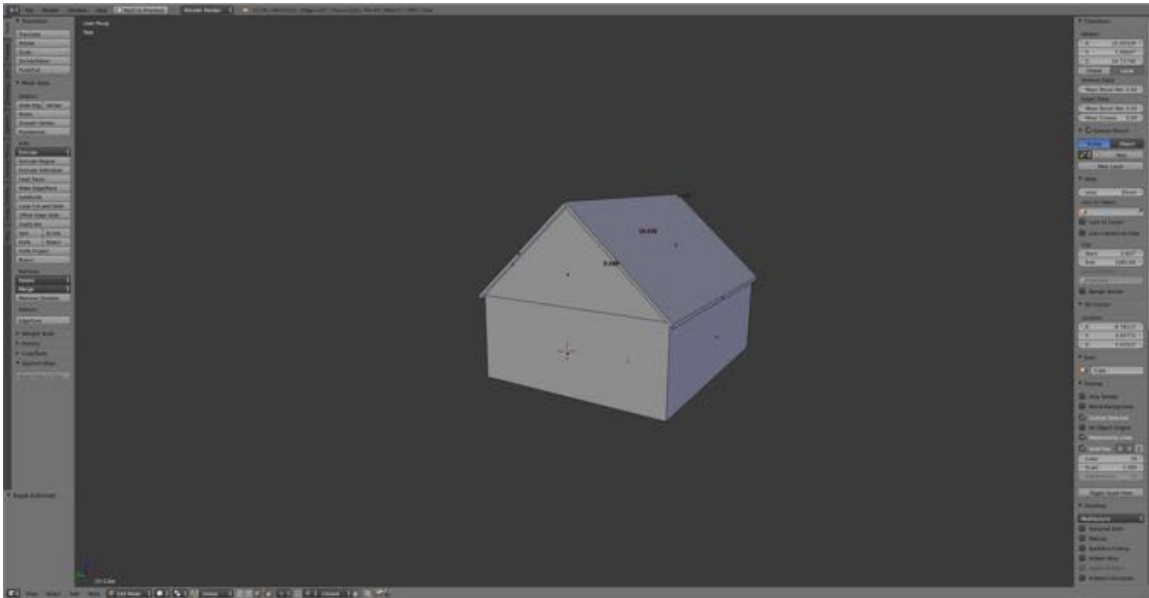
## Face Extension Modeling

Face Extension Modeling is often referred to as Box Modeling. Modeling often begins with the Default Cube, which is then extended to form the model. But, you need not start with the Default Cube. Other Primitives are often used as the starting point, in particular, the Plane, Circle or Cylinder. This method usually relies heavily on the Extrude Tool (see website).

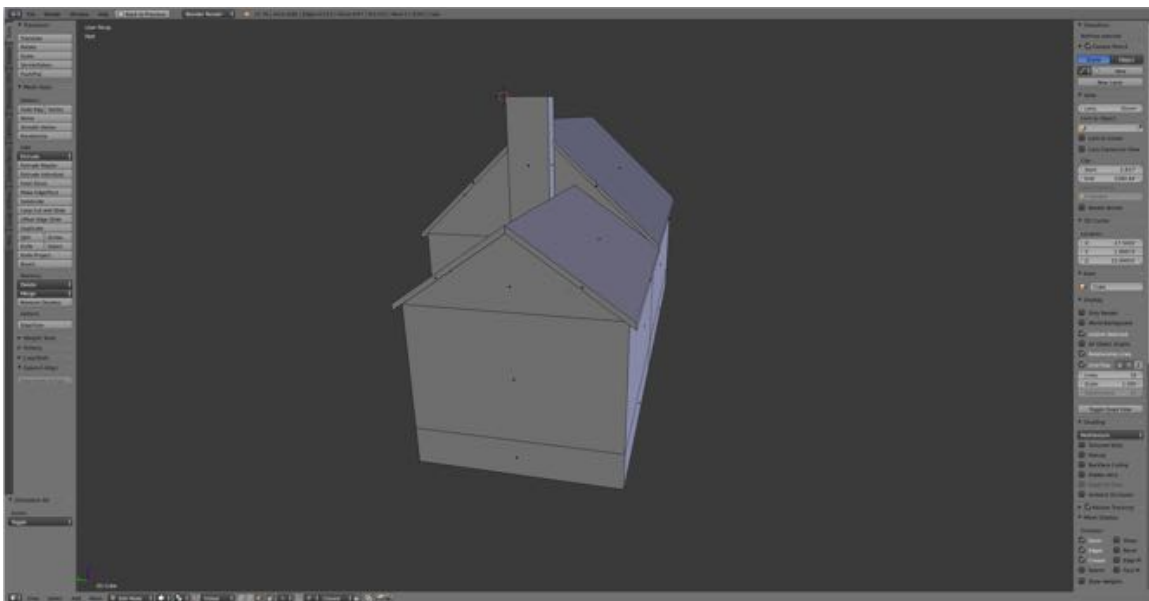
Starting with the Default Cube and modeling by Face Extension is probably the best approach to creating buildings (e.g., houses, stations, etc.).



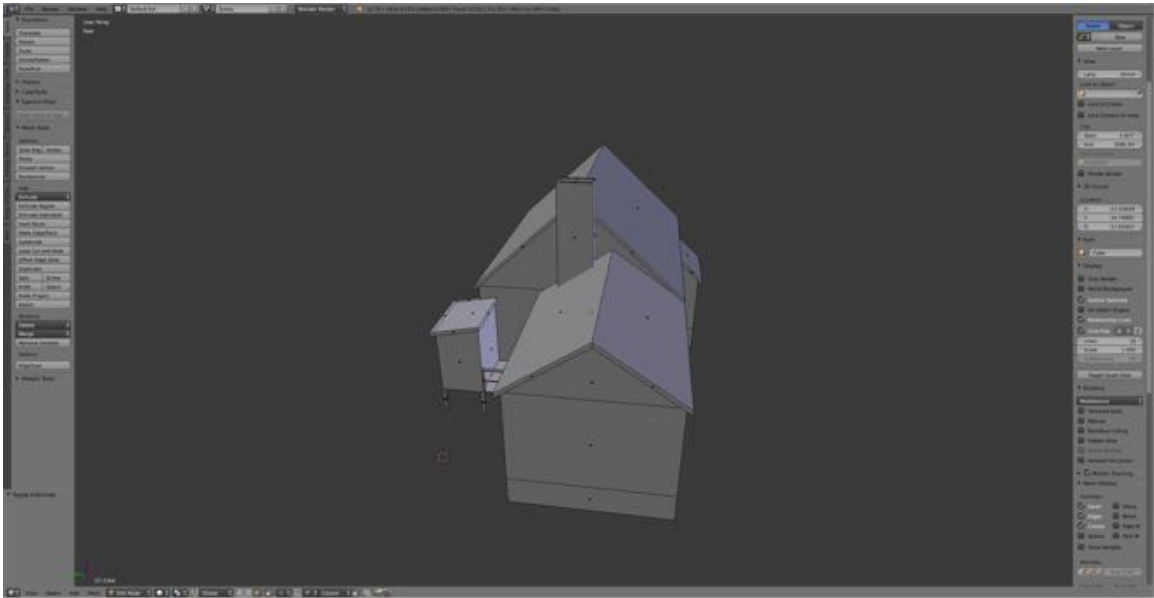
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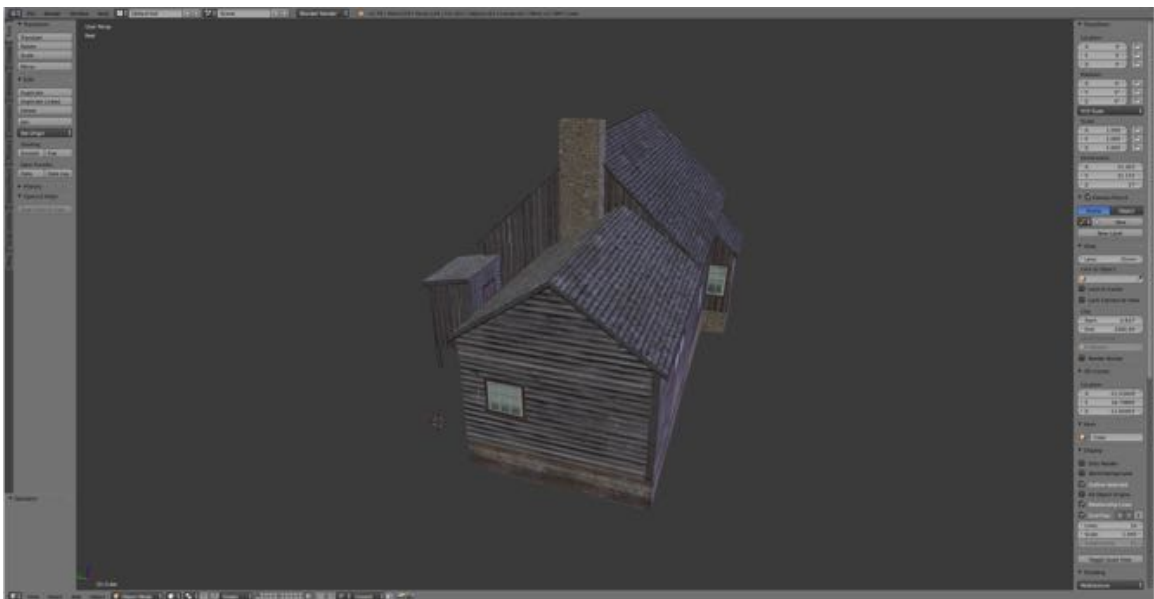
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