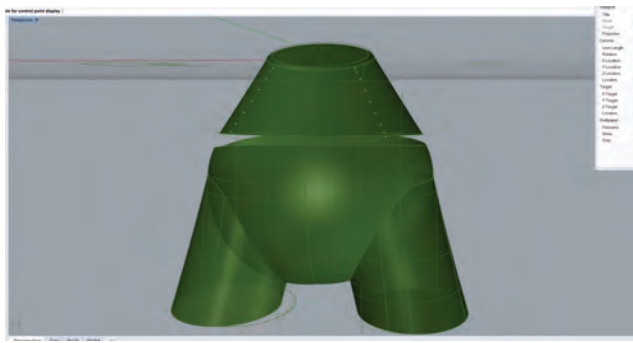
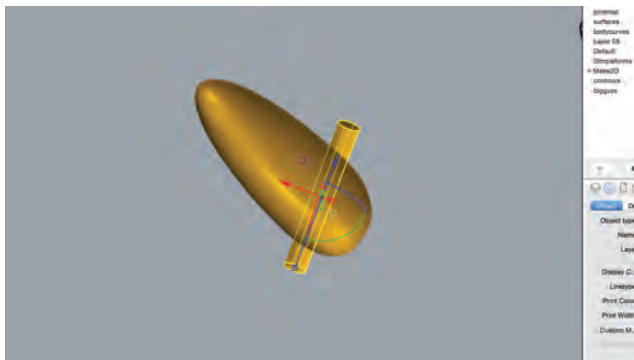
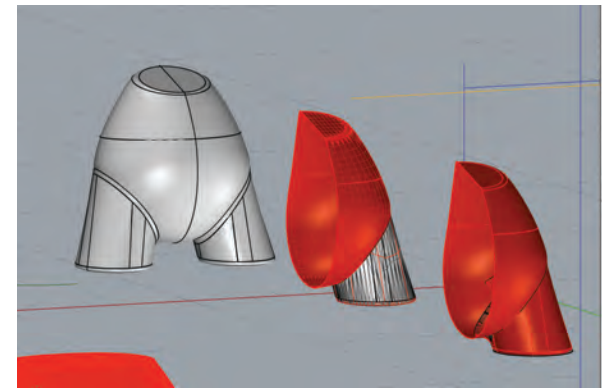


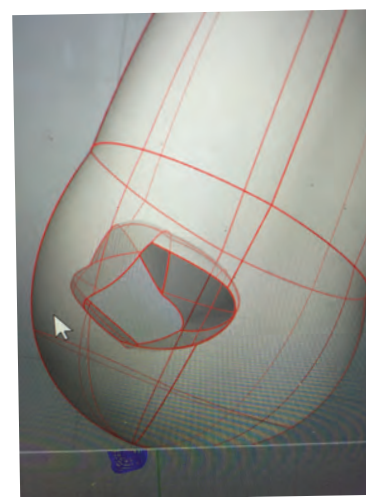
Shapes were modified using control points and trimmed (using cut planes) until edges and curves aligned and they could be joined. Cap tool closed top void.



Once the solid body was created, a leg was created by lofting between two contours. Foot was filleted and leg was attached using boolean difference followed by blend surface. The body was split and the body/leg was mirrored to complete this step.

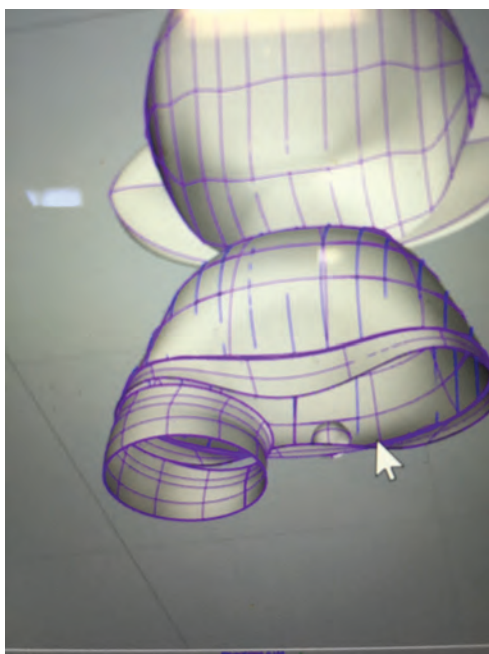
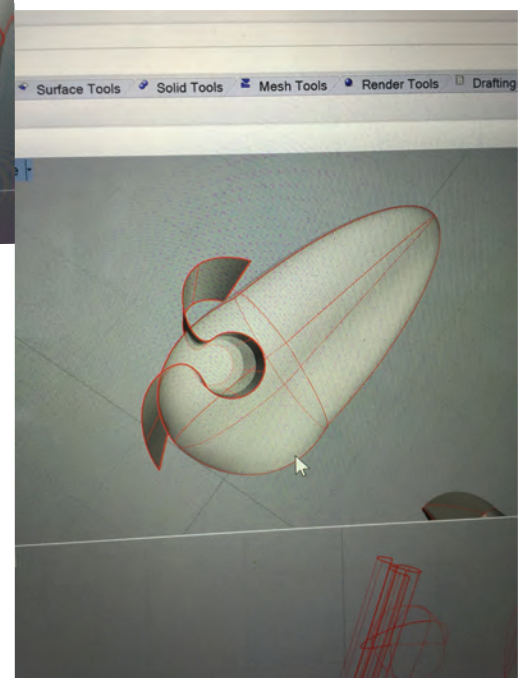
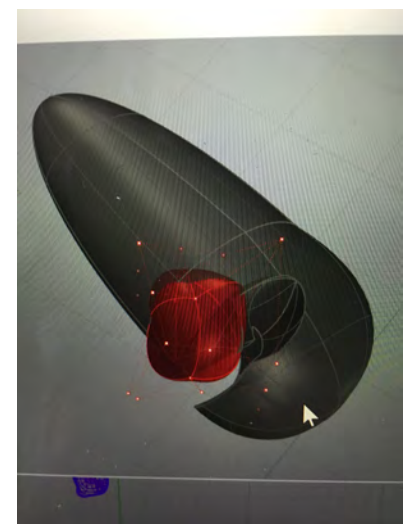


After many attempts using Curve Network, arms were created using the contours as a template instead for manipulating primitive shapes. A cylinder-like shape and Split tool were used to create voids and surfaces of palm. These surfaces were scaled and manipulated with control points and blended back together with BlendSrf. Complete arm was further stretched and pulled to scale using control points.

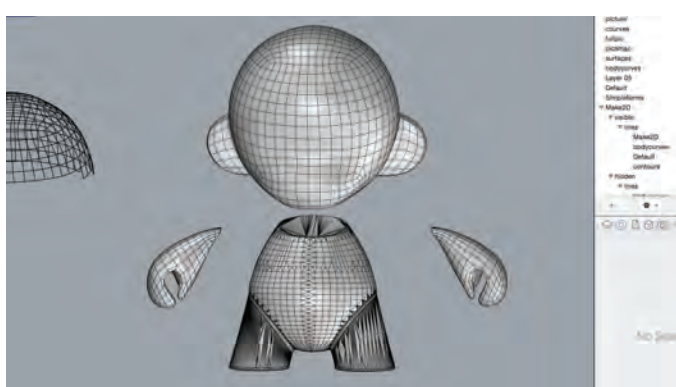
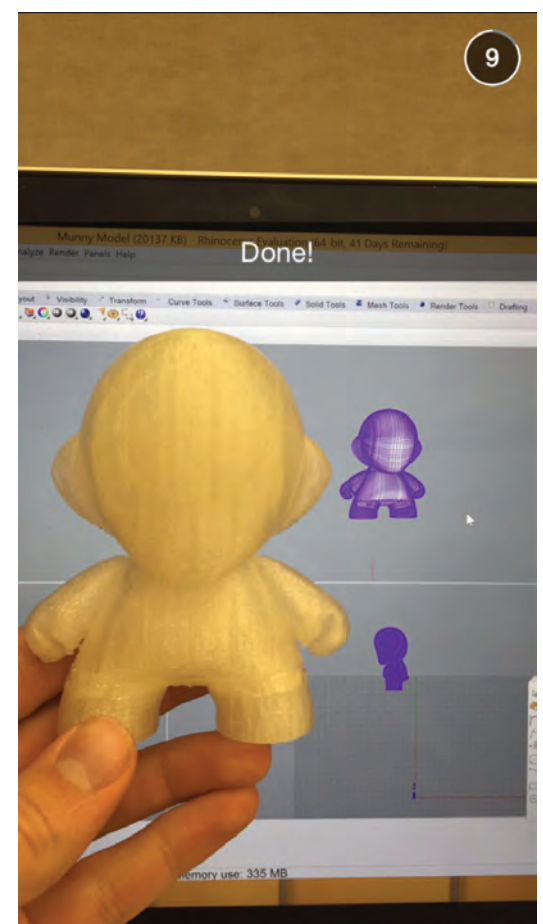


The arm was modelled also out of an oval but the hands, thumb and Gap proved very difficult. I attempted to Boolean out a complex shape that I tried to form to represent the hand gap, but it never looked good

The final solution was to create a curved plane that represented a simplified shape of the hand. Using a Boolean split the hand was finally modelled to be very close to the true toy



Finally the legs proved a huge challenge for me. The connection between very cylindrical legs to an amorphic body was probably the most time consuming area shown above is one attempt to understand the curves needed to make this work



Water-tight pieces were converted to meshes and kept separate for ease of manufacture. Pieces were put back together for export to KeyShot.