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and login to the LYNDACOM with your UNI CatID and password.
REVIEW: Smoothing objects – we smoothed the HAND after creating the Polygonal model. 4 m 22 s (4 minutes 22 seconds Lynda video).

REVIEW: Using the Extrude Tool (7m 41s); Wedging Faces (6m 20s); Cutting Faces and Splitting Polygons (5m 1s). We extruded fingers, we wedge faced the foundation for the thumb, we cut faces of polygons to add the knuckles with the POKE FACE.

REVIEW: Manipulating pivots, Ctrl+A to for Channel Box and Attribute Editor.

PREVIEW: Importing Reference Images (5 m 38 s) and Modeling With Reference Images (6 m 44 s). We will cover these sometime during week #3.

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