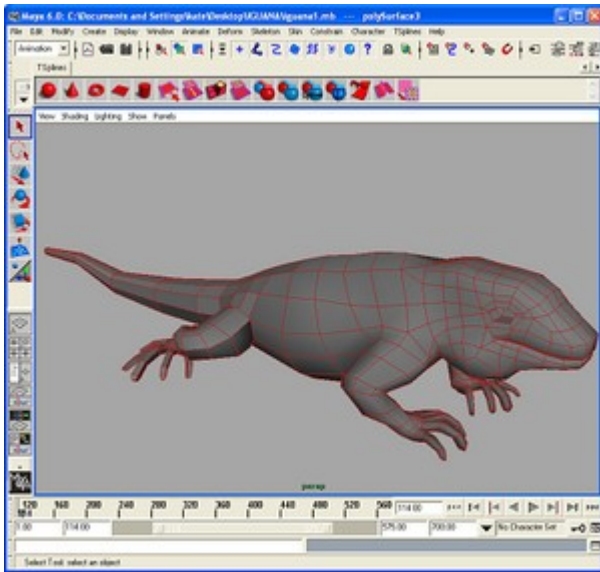
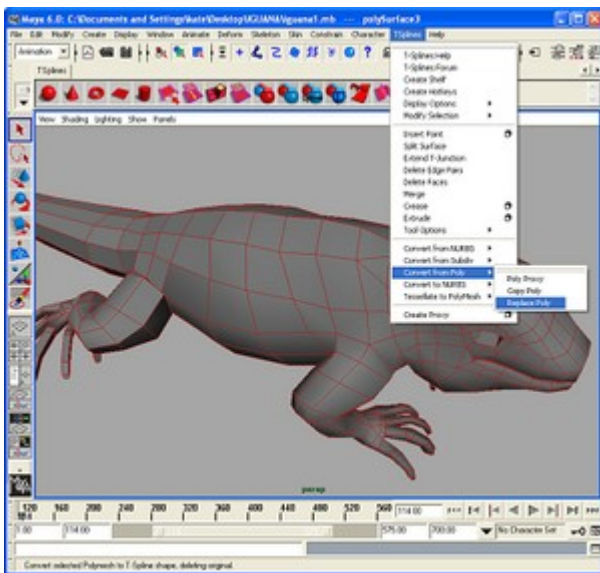


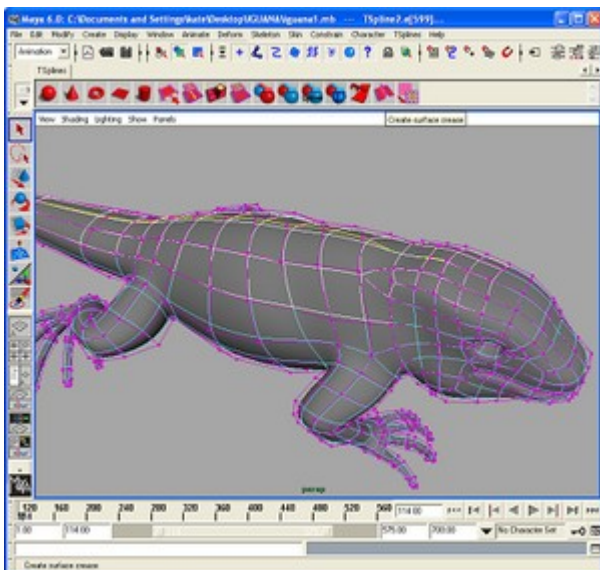
Using t-junctions to model an iguana



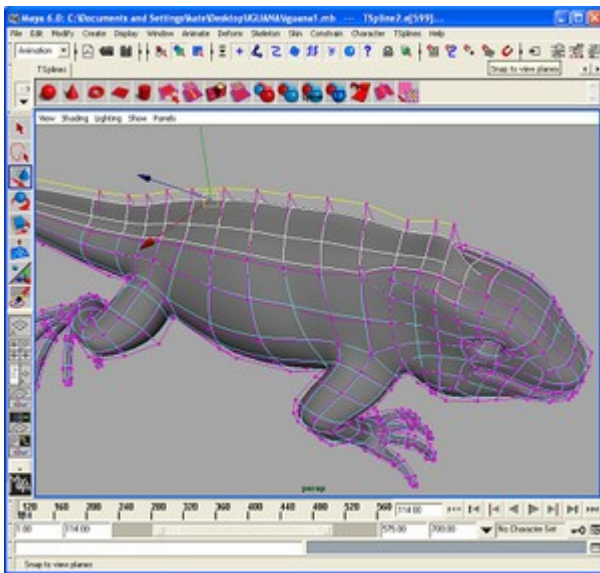
1. Model a simple iguana using polygons.



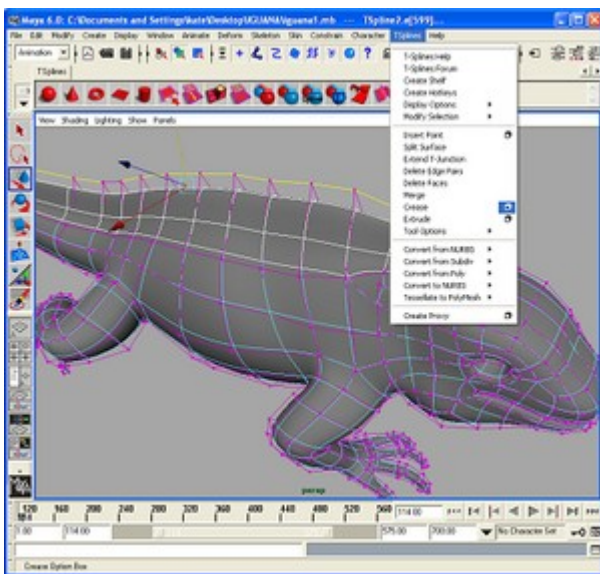
2. Convert the polygon model to a TSplines surface.



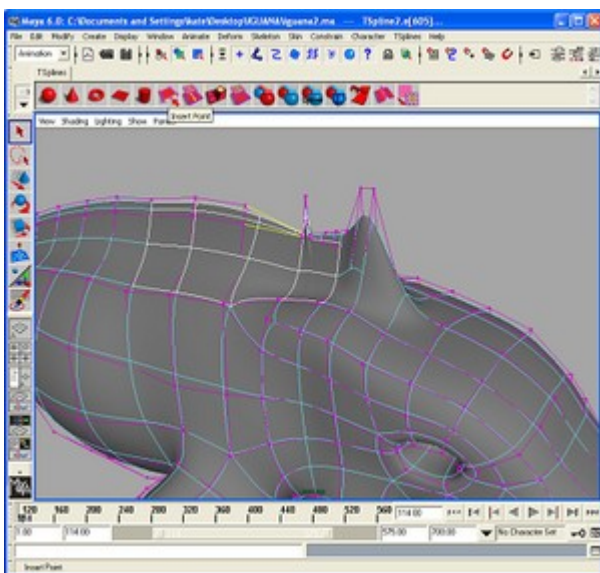
3. Create a dorsal fin by selecting the centermost edges down the back and using the crease button.



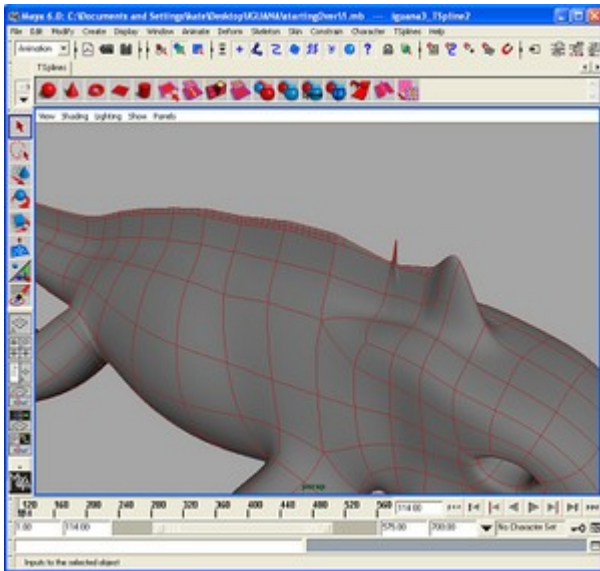
4. Raise the edges by using the move tool.



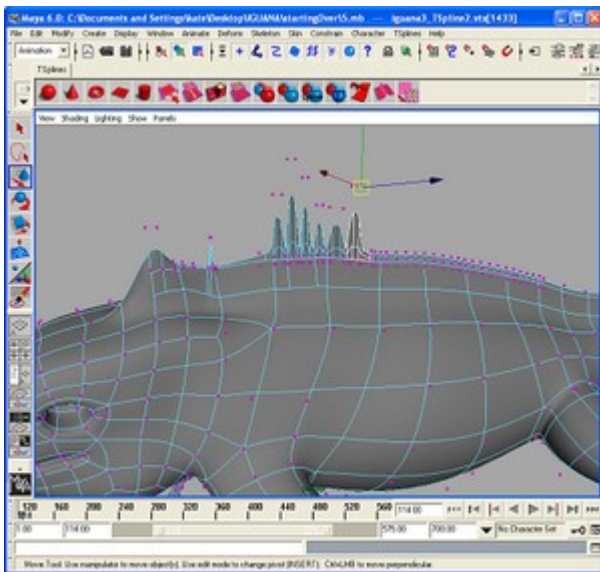
5. Adjust the sharpness of the crease in the options box, under TSplines\Crease.



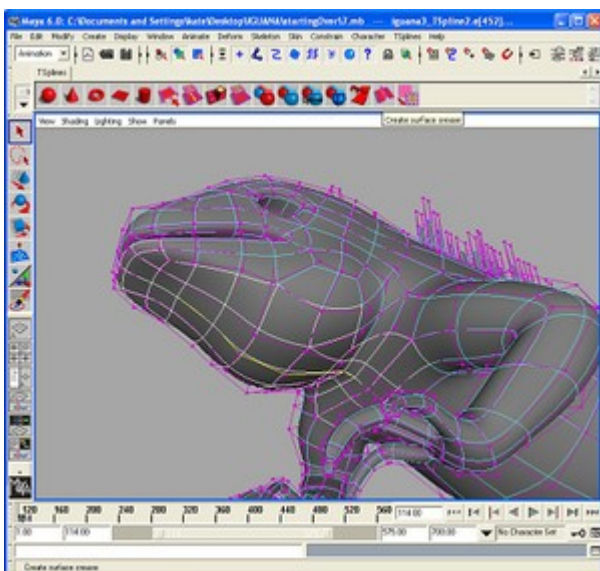
6. Give the dorsal fin character by adding another crease and adding Tjunctions as shown. To do this, select the highlighted edges and use the "Insert Point" tool to add another edge in between. Move the vertices around as you like, to give the fin a bumpy edge.



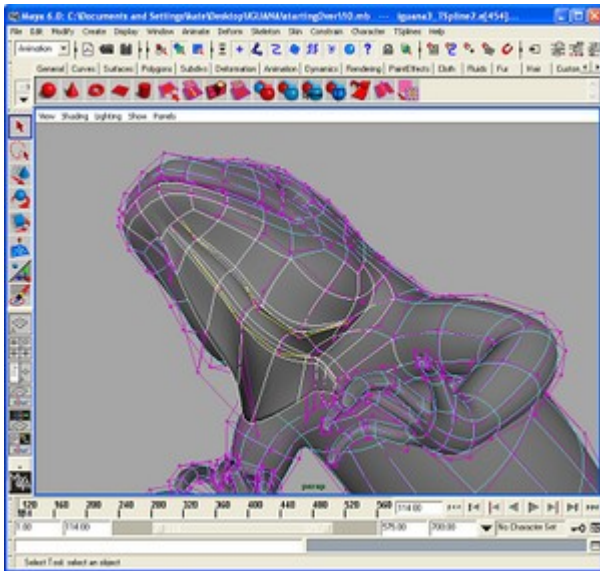
7. Continue down the fin, inserting edges in the same way.



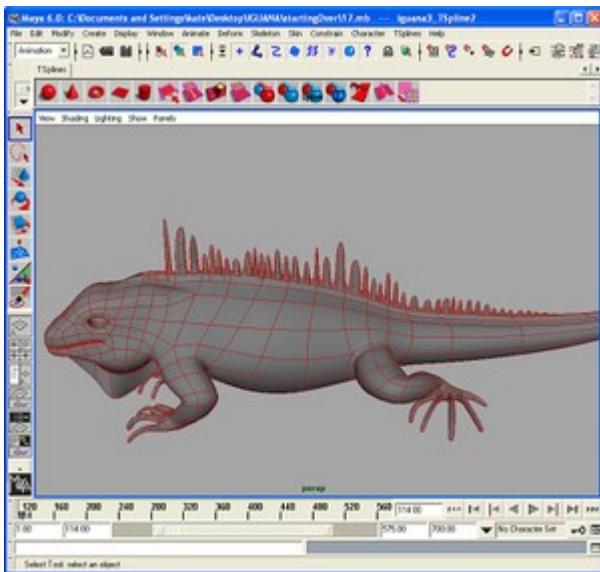
8. Move the vertices up and down to create the spines.



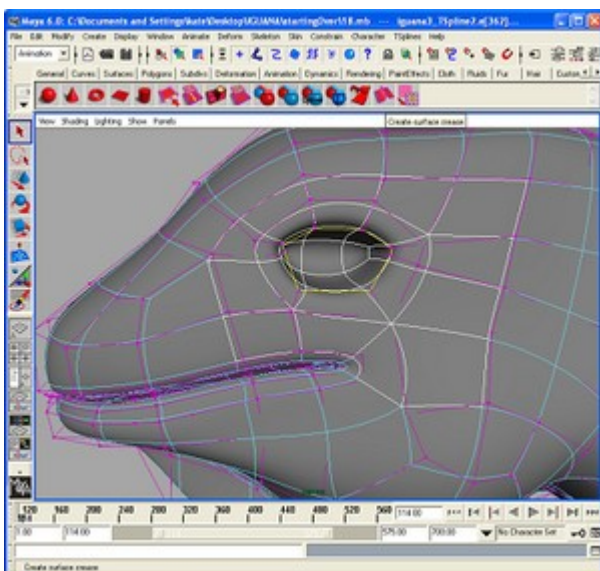
9. Now give the iguana a fin under his lower jaw by selecting the edges and creating a crease as shown.



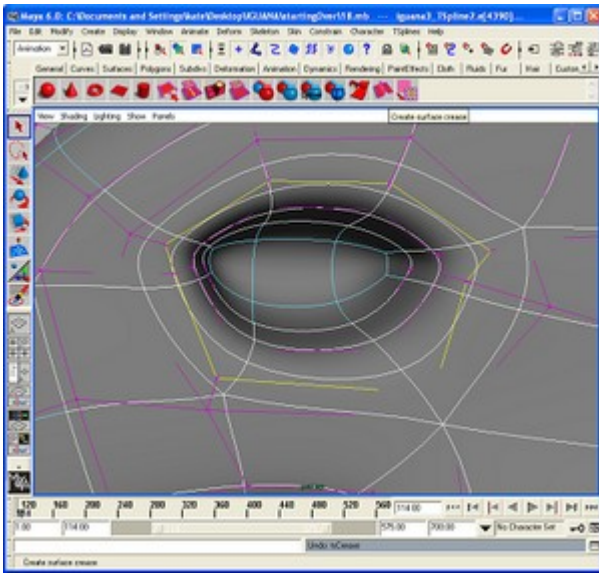
10. Do the same on either side of the laryngeal fin. Move the vertices of the central laryngeal spine left and right, giving it a natural wave.



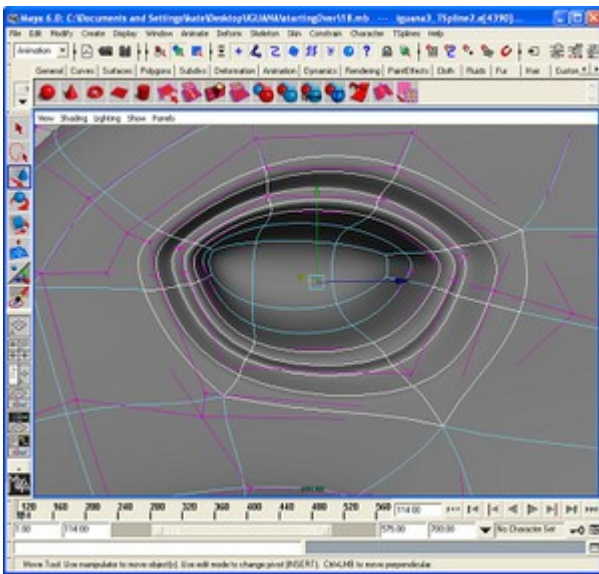
11. The iguana should look something like this. Now time for the eyes...



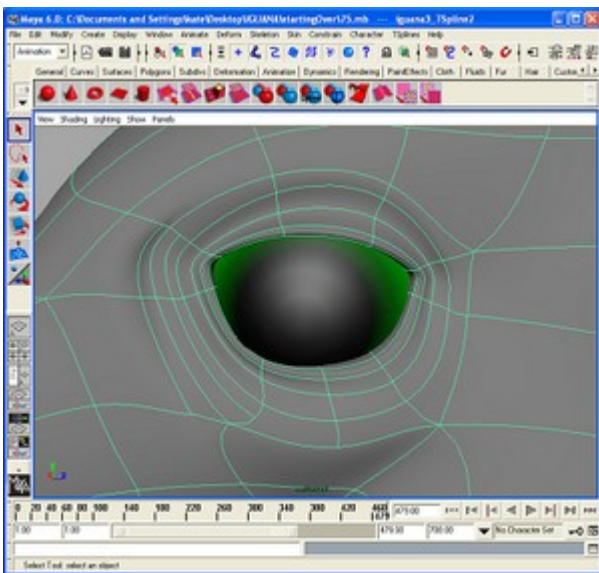
12. There are two ways to do this; inserting T-junctions or by creating creases. We will use creases. Select the ring of edges as shown, and create a crease.



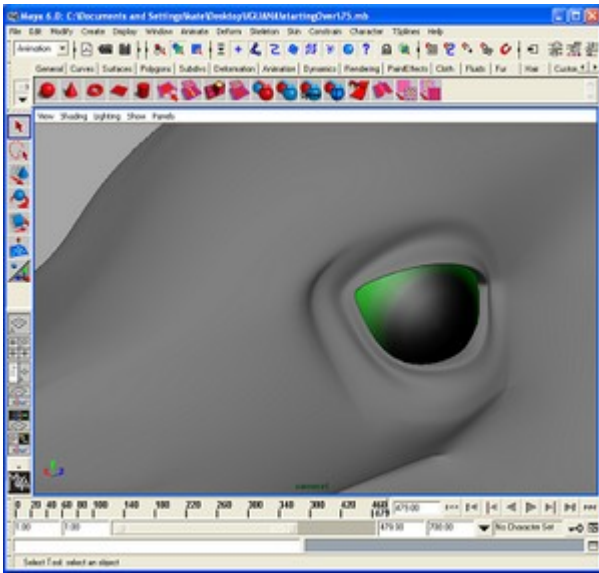
13. Then select the outer ring and create another crease...



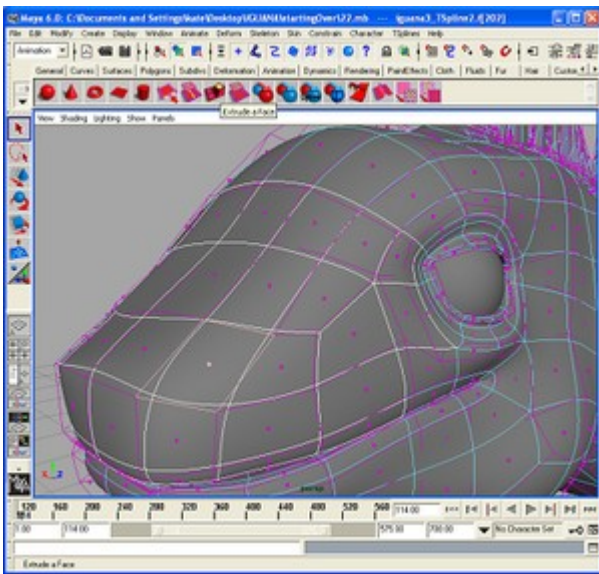
14. ...which you will need to move inward.



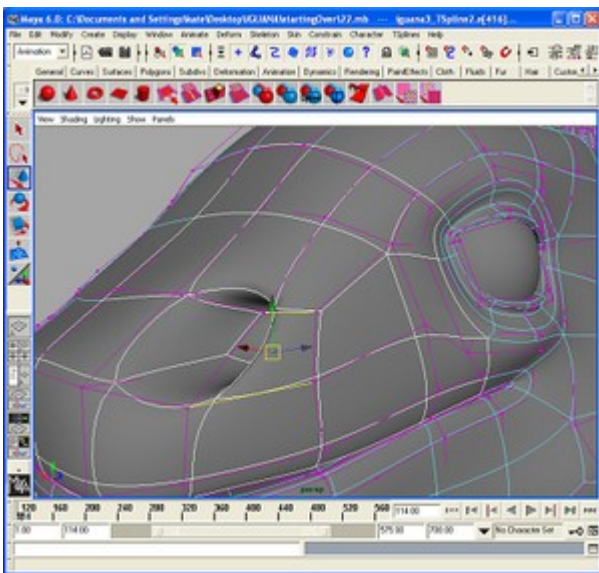
15. Create a sphere for the eyeball and insert T-junctions by selecting parallel edges and using the "Insert Point" until...



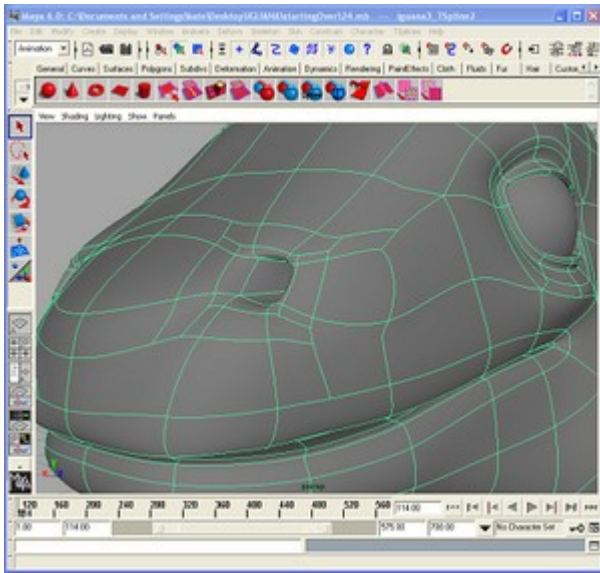
16. ...You get the shape you want.



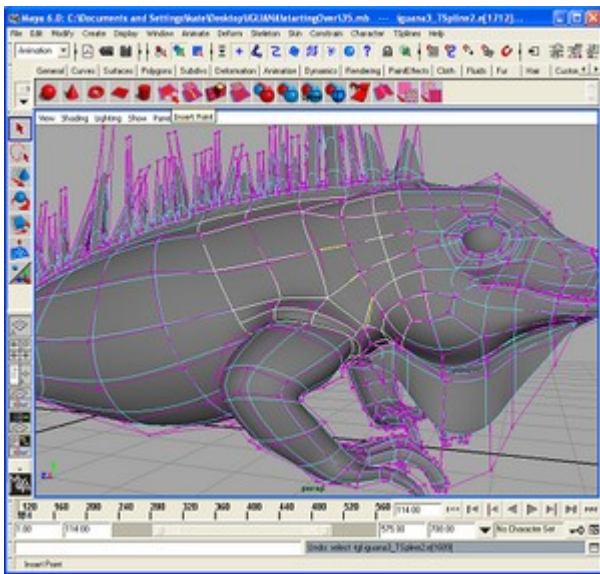
17. Now time for the nostrils. Select the face shown and extrude it, moving it inward.



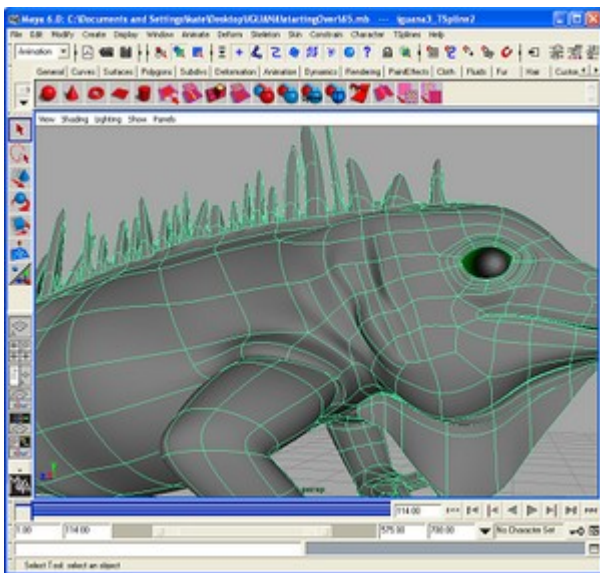
18. Insert edges around the nostril...



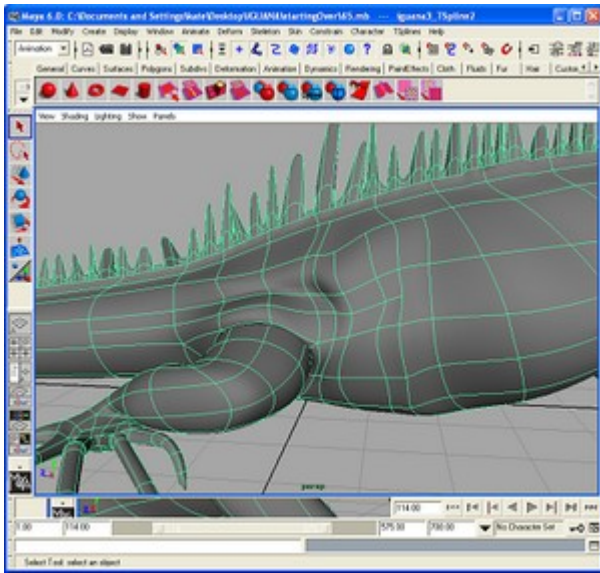
19. ...and bring them in until you get the desired shape. Do the same for the other nostril.



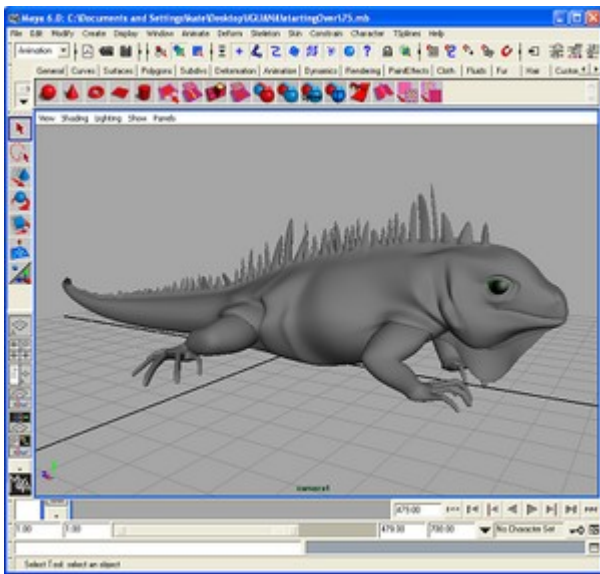
20. Now for the final touches. Make some creases in front of the foreleg by selecting parallel edges and using the "Insert Point" tool, then moving the vertices outward, until...



21. ...it looks like this.



22. Do the same for the hind leg.



23. Be creative, moving vertices and inserting T-junctions and creases until you are pleased with the result.