Modeling Process: Pseudocode

Base Objects

- Input Objects
- Mesh Cube
- Mesh Cylinder (Hollow)
- Mesh Sphere

Modifications and Base Forms

- Inset → Extrude → Pyramid Base
- Scale → Subdivide → Rings
- Loopcut → Extrude → Eye

Detailing

- Loopcut → Extrude → Array → Vertex Slide → Small Stairs and Angled Steps
- Mesh Cube → Loopcut → Extrude → Pyramid Symbols
- Extrude Faces → Mesh Cylinder → Remove Faces → Ring Connections and Symbols
- Final Object