**Vest:**

* Start with cube
* Divide it to have more face surfaces
* Extrude part of the face to distinguish vest from body
* Pull bottom edges towards the body for rounded effect
* Make the face extruded smaller
* Rounded the edges
* Extrude small portion on the bottom of the cube
* Bevel face
* Create extra edges and pull vertexes in to create holes for arm
* Extrude bottom of shirt
* Circularize bottom and resize
* Extrude and resize again
* Select top faces and extrude and circularize to create the bottom of the neck

**Neck:**

* Create cylinder and resize

**Dress:**

* Create 2 circles and loft
* Delete history and get rid of the circles
* Convert to poly surface
* Extrude to create 3d object
* Select faces and extrude to create apron

**Torso:**

* Create curve and revolve
* Reshape to fit
* Place legs and Boolean difference
* Fix geometry

**Head:**

* Create sphere
* Change it into a more oval shape
* Select faces on the sides and extrude
* Circularize sides to create the earmuffs
* Extrude earmuffs and make them smaller
* Select faces end extrude backwards for eyes

Headdress:

* First attempt: select faces around the head and extrude
* Second attempt: create two circles
* Loft
* Turn into polygon
* Extrude

Flower:

* Create curve
* Revolve around curve at 150 degrees
* Extrude to create 3d petal

**Arm:**

For chains:

* Create torus
* Modify the shape
* Duplicate

For joints:

* Create torus and alter shape
* Extrude on one side and flatten it into a rectangle
* Extrude the rectangle and make it bigger
* Duplicate it and mirror it
* Boolean union the two

For wrist:

* Take the ring used for the joints
* Extrude and reshape

For claws:

* Wedge side faces at 30 degrees
* Extrude
* Wedge at 30 degrees again
* Extrude
* Wedge at 45 degrees
* Extrude

**Legs:**

* Create cylinder
* Pull the vertex in the middle of the face facing downwards to enlongate the shape into a cone
* Make the foot a bit bigger and place it in the cone and Boolean difference
* Fix the geometry to have only squares
* Extrude top faces and resize
* For knee create 2 circles, reshape them and loft
* Convert loft to poly and extrude to make it 3d
* For upper part of the leg create cylinder and extrude and resize
* Select top edges and rotate

**Skates:**

* Create cube
* Extrude in L shape
* Bevel and move top faces to round up the “ankle”
* Change the size of edges to round up the front of the skate
* Select faces on the side and extrude inwards for the indent and move edges around to make a round teardrop kind of shape
* Select faces on the bottom of the object and extrude inwards to create the compartment where the blades retract

**Blades:**

* Create 2 curves and loft as a polygon so I won’t have to convert it
* Extrude to make 3d object
* Extrude some faces to create the part that connects with the feet
* For the cavities where the blades retract to, I used a cube, created divisions and extruded inwards