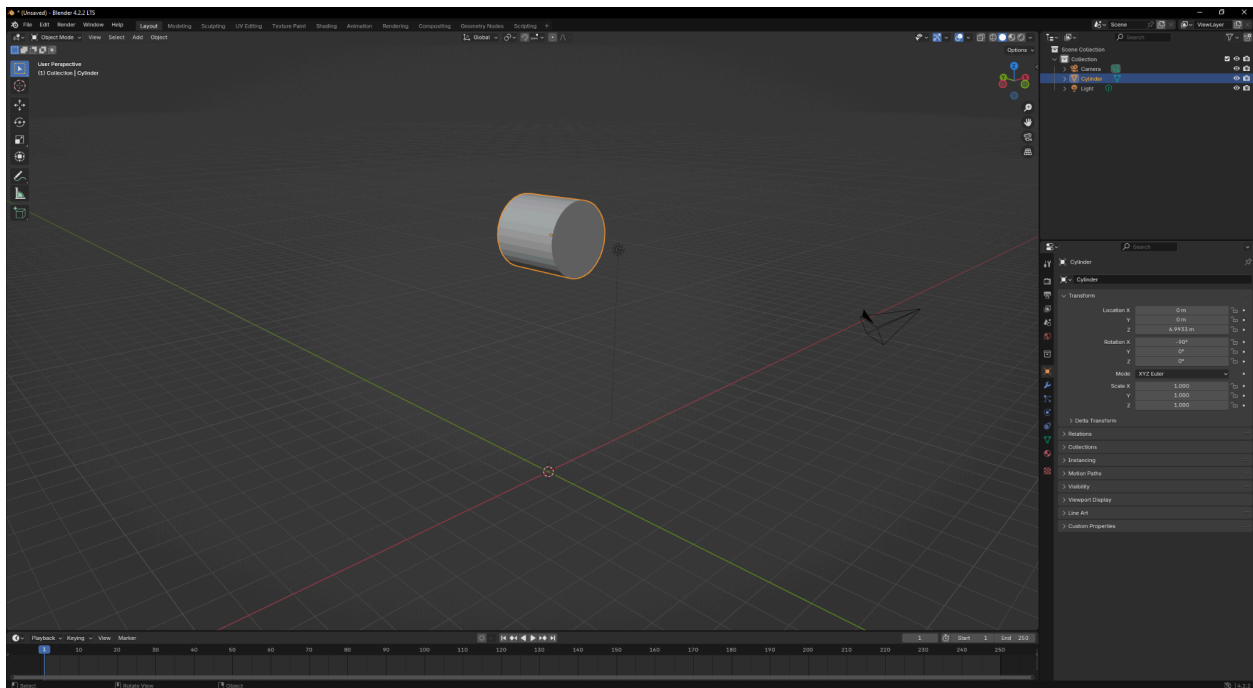
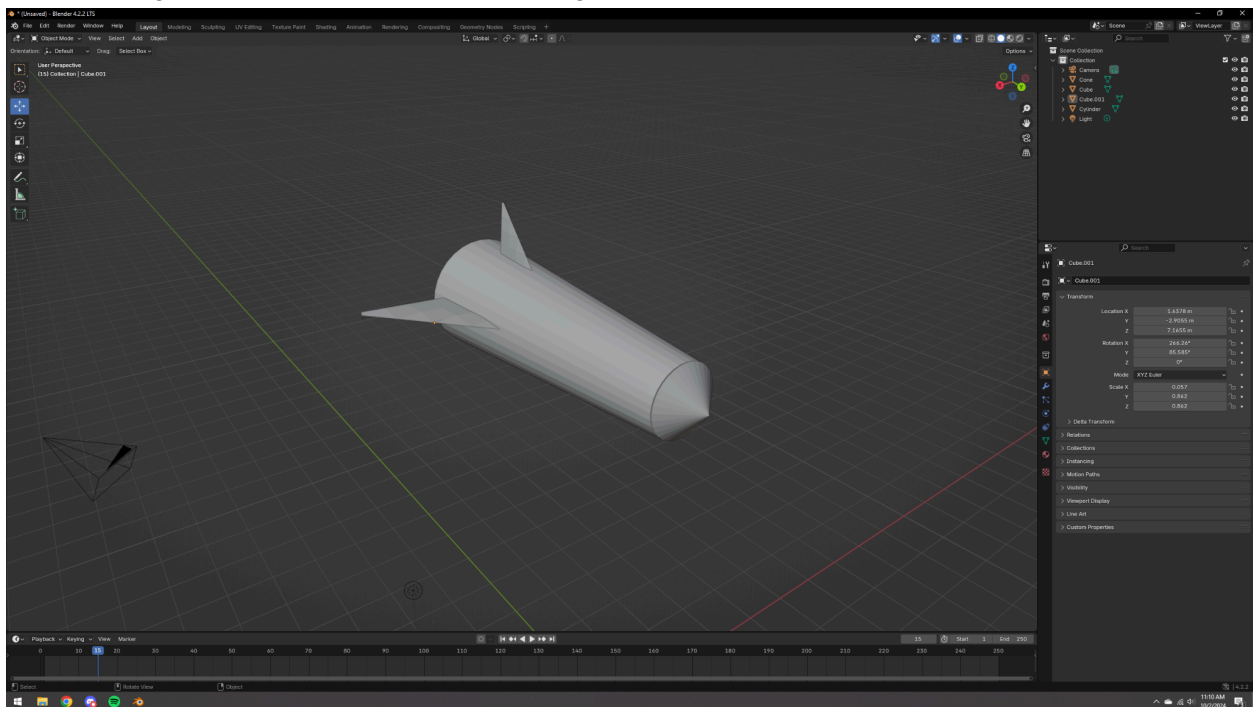


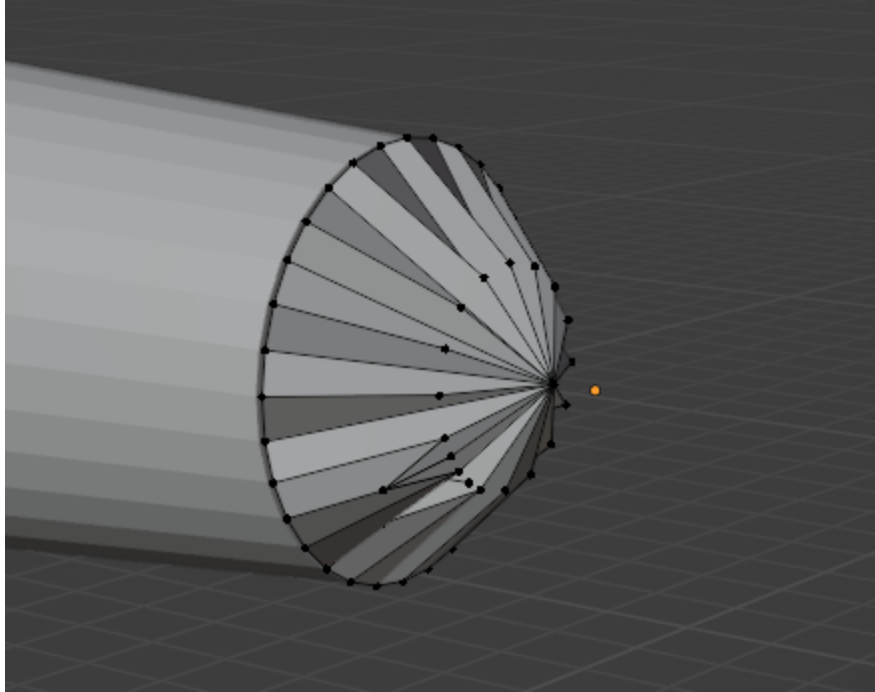
## Starting with a cube



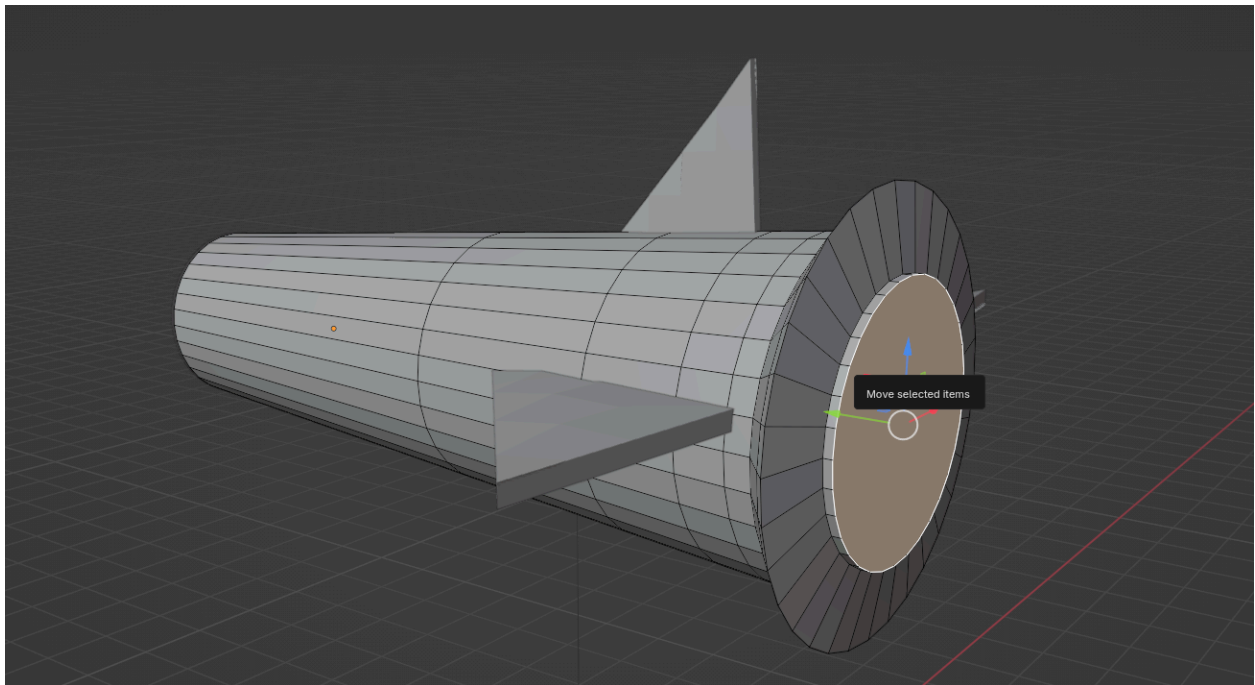
## Manipulating cones and cubes to create wings and a shape



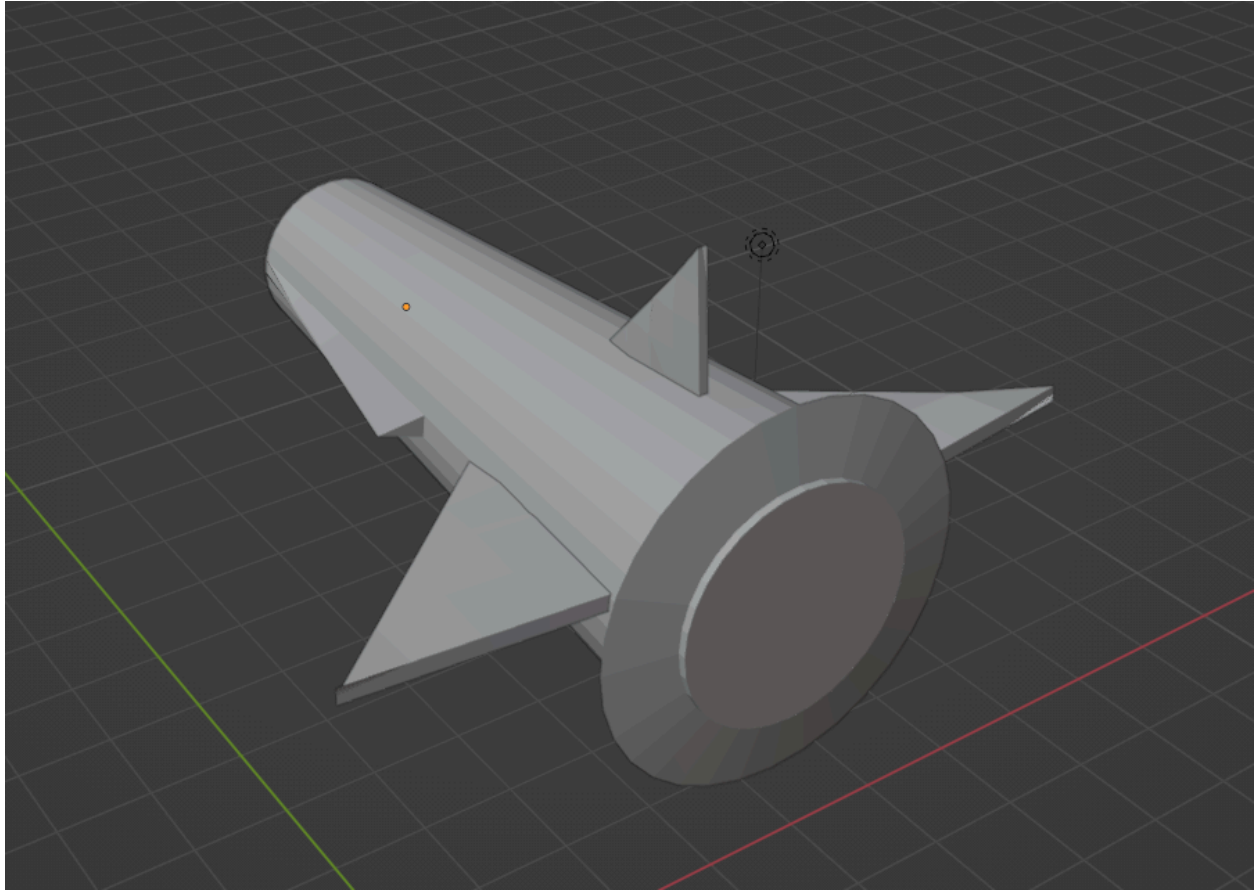
## Giving ridges to the front



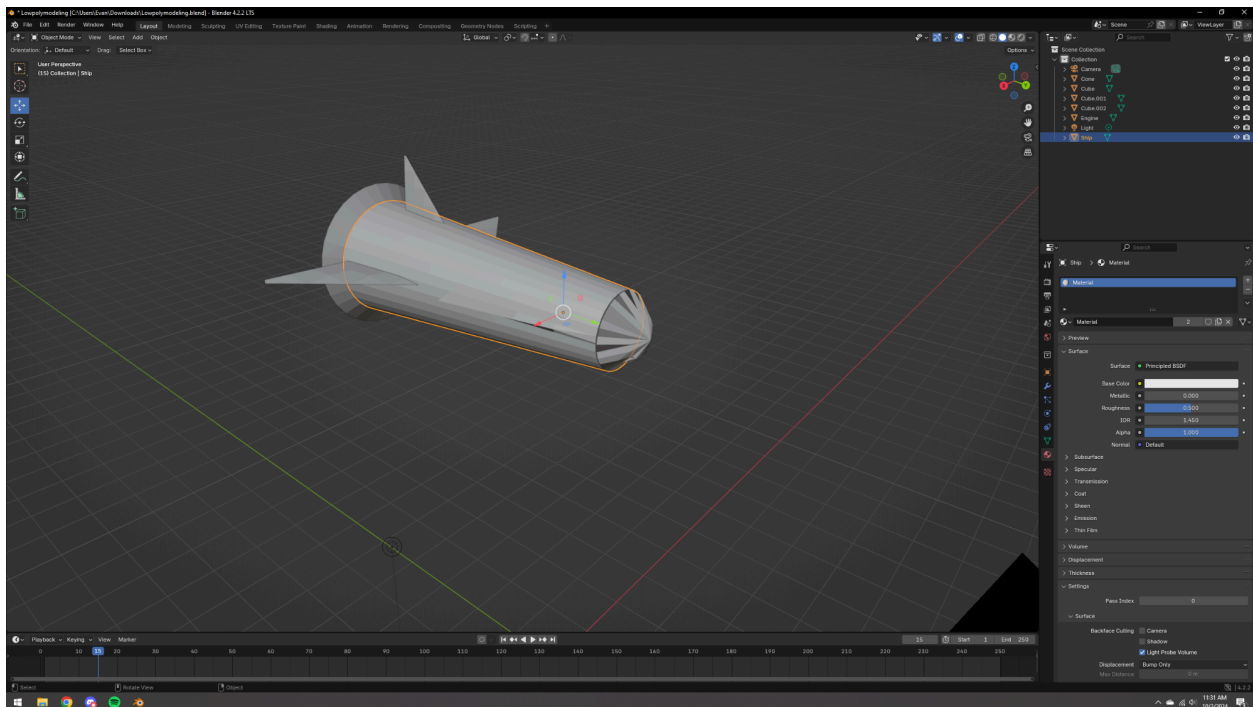
Adding propulsion/engine by modifying the original cylinder by extruding it and adding faces through the loop cut tool.



Completed model, now looking to add color

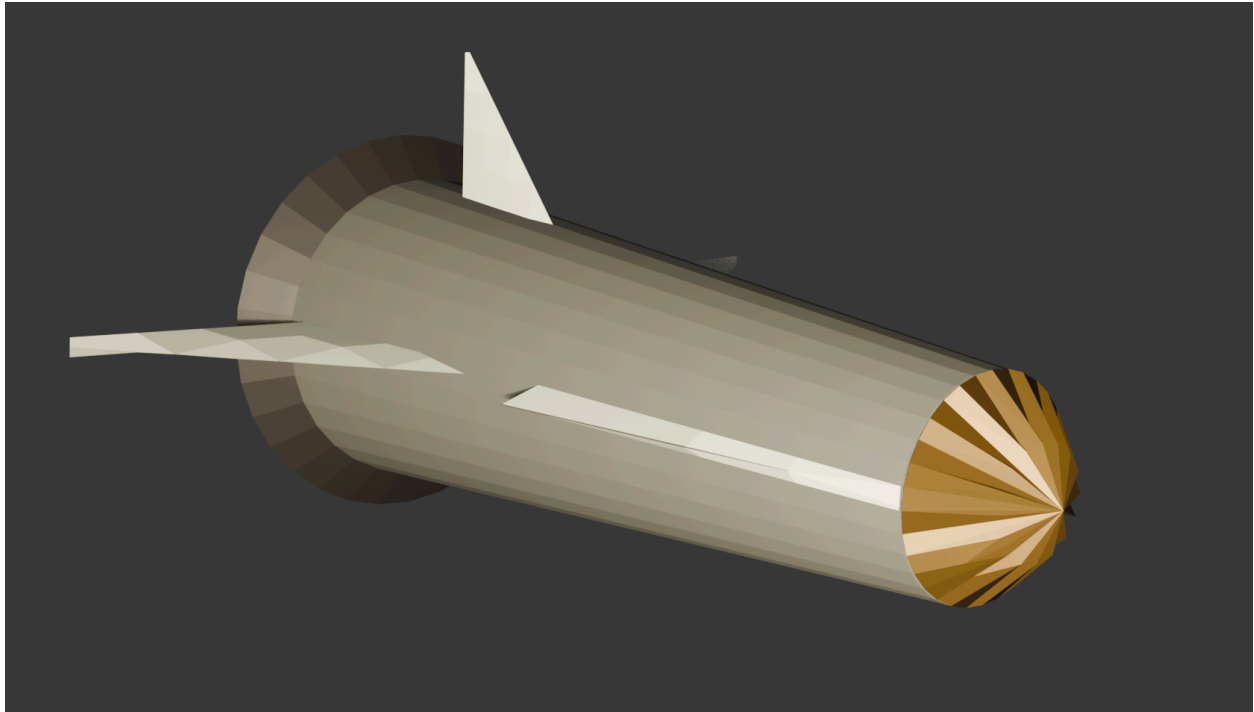


Adding colors and materials



Creating space

## Finalized colors



## Creating a satellite

