1. First I started with the base, so I drew a tor, named it base1.s , rotated it 90 degrees along the Y-axis and scaled it to make a perfect fit.
2. Then I drew a rcc named it bosy1.s(should have named it body1.s) and scaled it so that it’s radius is about one-fourth of the outer radius of the tor (base1.s) just created. Then using set H, I decreased it’s height until I got a good looking level. Then using the shift grips, I moved the base of the rcc (bosy1.s) so that it is in the exact half of the tor (base1.s) when viewed from front. By this I could set a perfect position for the body of the pawn.
3. Then I drew another tor and named it neck1.s, rotated it 90 degrees and scaled it until it became smaller than the tor (base1.s) previously created. Then I translated it to the top of the rcc (bosy1.s) and placed it in such a way that the upper surface of the tor (neck1.s) and the rcc (bosy1.s) were at the same level. This step ensured that the neck and other upper-parts of the pawn were to be placed with the help of this tor (neck1.s).
4. Then I created an eto and named it base.s, rotated it 180 degrees along the X-axis and then scaled it so that it fits the upper portion of the tor (base1.s). Then using set r I decreased the inner radius of the eto (base.s) such that it surrounds the rcc (bosy1.s) but with some gap between them. Then using set D I changed the shape of the eto (base.s) to make it look like a half-cut cone with flat curved surfaces. Then using set C I increased it size vertically until the inner radius of the eto (base.s) perfectly surrounds the rcc (bosy1.s). Then translated it so that it sits comfortably in the tor (base1.s).
5. Again I created two etos and named it body2.s and neck2.s respectively then scaled them as before to make a perfect neck for the pawn including the tor(neck1.s).
6. For the head I created a sph and named it head1.s resized it fit the (neck2.s) eto and placed it just above it.
7. Then I created two rccs and named It plate1.s and plate2.s respectively. Then I resized plate1.s smaller than the tor(base1.s) and plate2.s slightly larger than the tor(base1.s). Then I placed them one below the other and both below the tor(base1.s) so that it seemed like the base-stand for the chess piece.
8. Then I made regions in the following way :

* Base.r : ( u base1.s u plate1.s u plate2.s )
* Body.r : ( u bosy1.s u body2.s u base.s )
* Head.r : ( u head1.s u neck2.s u neck1.s )

1. Then I assigned plastic shader to all the regions with a white color ( 255 255 255 ).
2. Grouped all of them into pawn.c to get the final product.