



USING SUBSURF FOR HEAD MODELING

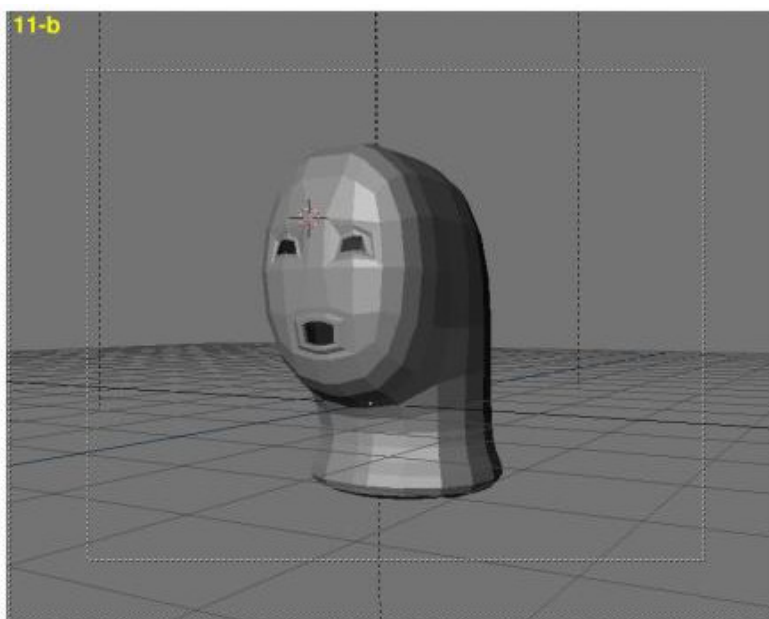
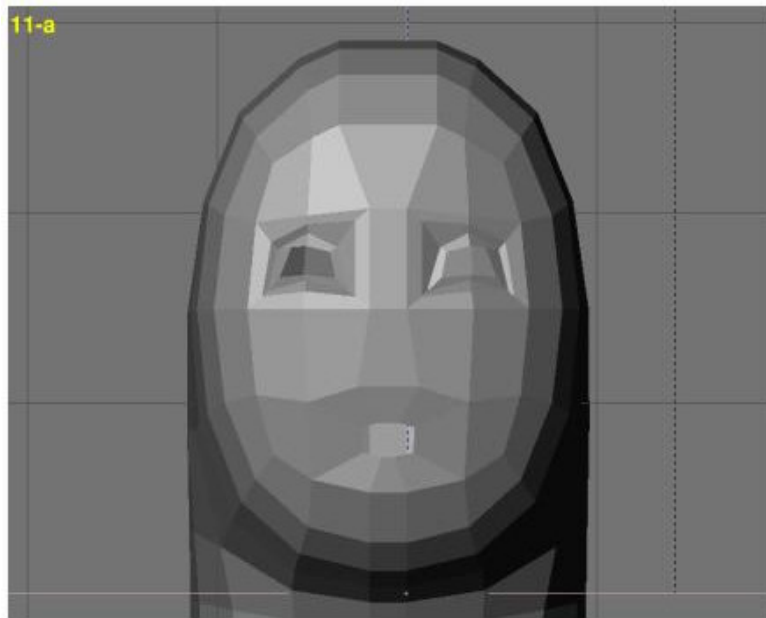
By *Olivier Saraja*

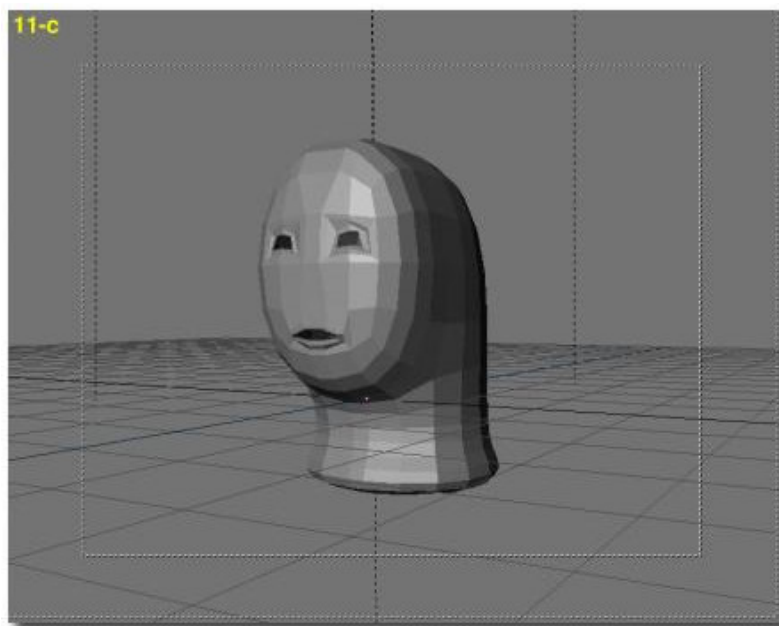
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Step 11

As in step 08, we will use extrusion (E-KEY) and resizing (S-KEY) to create the lips. Go through it four times (a). Now select the vertice newly extruded, press Select Swap and then Hide. First of all, move the third and fourth circle of vertice slightly deeper in the head, and resize the fifth and last circle in order for it to be only slightly smaller than the fourth row (b). Then, in front view and side view, rearrange vertex by vertex the shape of the lips, using the G-KEY (c).





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