



USING SUBSURF FOR HEAD MODELING

By *Olivier Saraja*

LinuxGraphic.org

Introduction — **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** →

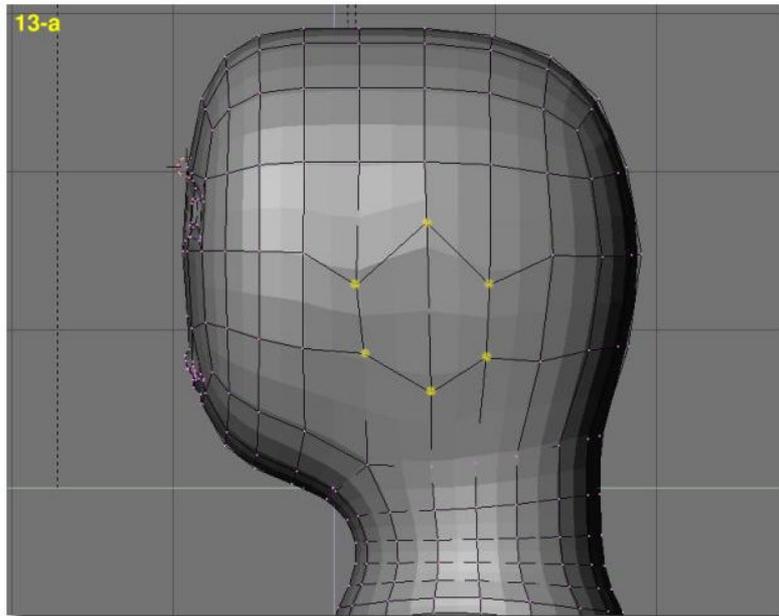
Step 13

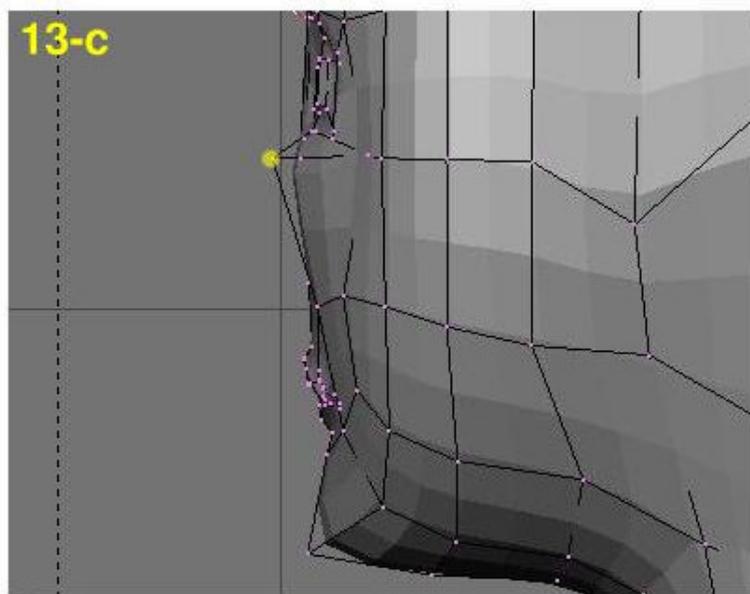
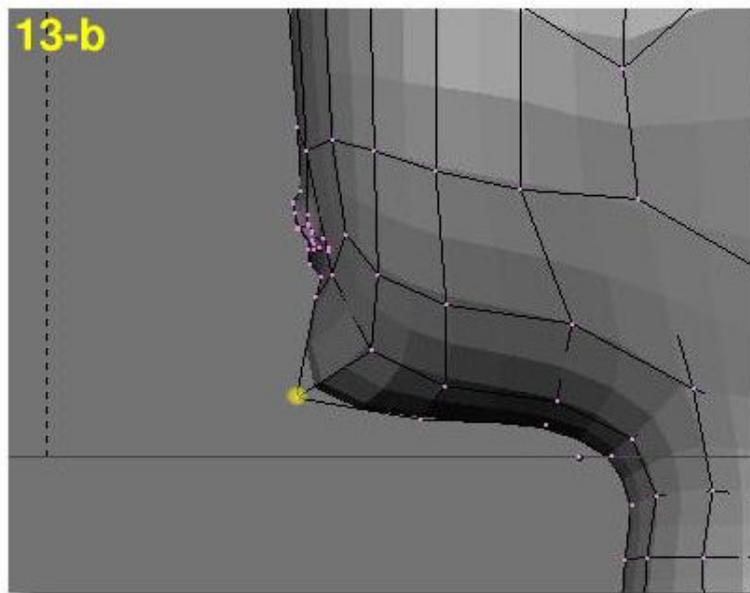
Here we go for what is, IMHO, the hardest part of face modeling, but also the most fun, thanks to the SubSurf tools featured in Blender. It's just about your own modeling talent, right now! Do multiple saves of your work, and don't forget that you can undo all the changes you made to your model since the last time you exited and then reentered the edit mode (TAB-TAB) with the U-KEY. Some tips:

- Consider the fact that you should not be too symmetrical in the way you move the vertice. This way, you will get more "natural" shapes.
- Again, the magnet tool (O-KEY) could prove useful, but I prefer rather NOT use it at this step.
- By pressing the SubSurf button while working in edit mode, you will have a better glimpse of what you are doing!
- Don't bother getting right now a perfect face shape, you can work on details later!

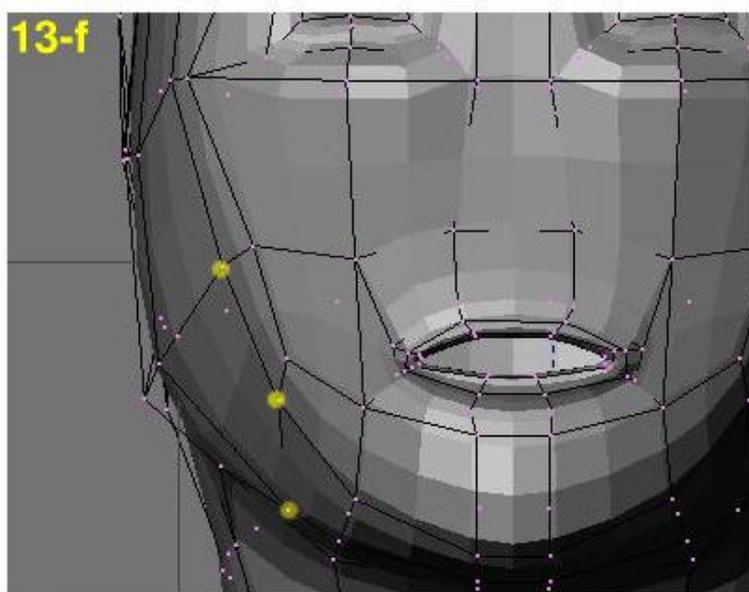
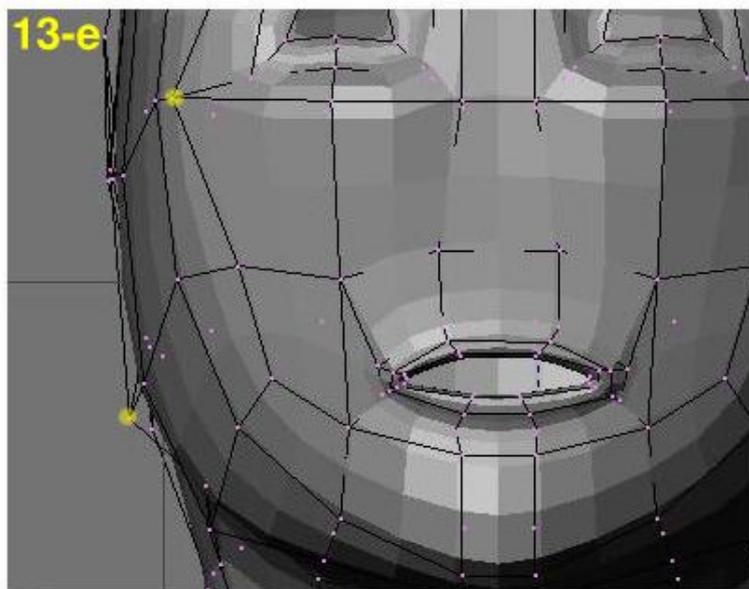
Here we go:

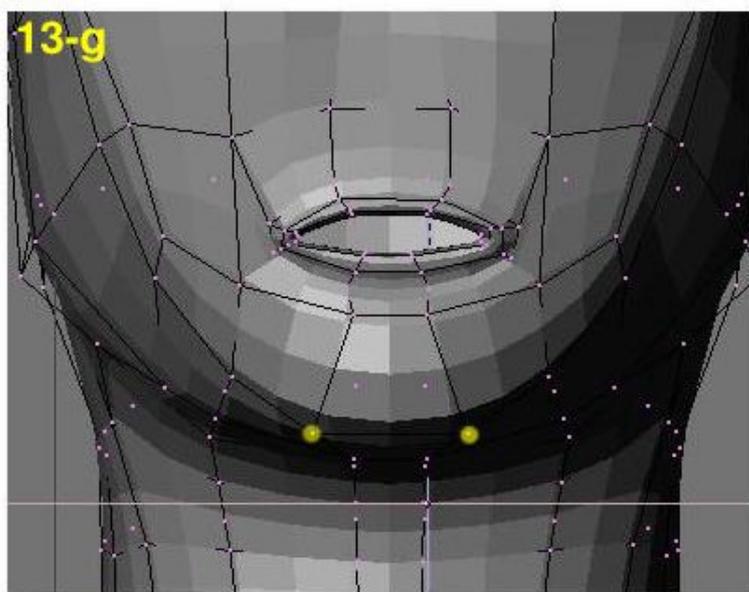
In side view, re-arrange vertices in the area of the ears (a) and work on the chin (b). Rearrange slightly the cheeks (c). Rearrange vertice in order to shape the jaws (d).





In face view, work a little more on the cheeks (e), the jaws (f) and the chin (g).





⏪ Previous Page

Tutorial Index

Next Page ⏩