



USING SUBSURF FOR HEAD MODELING

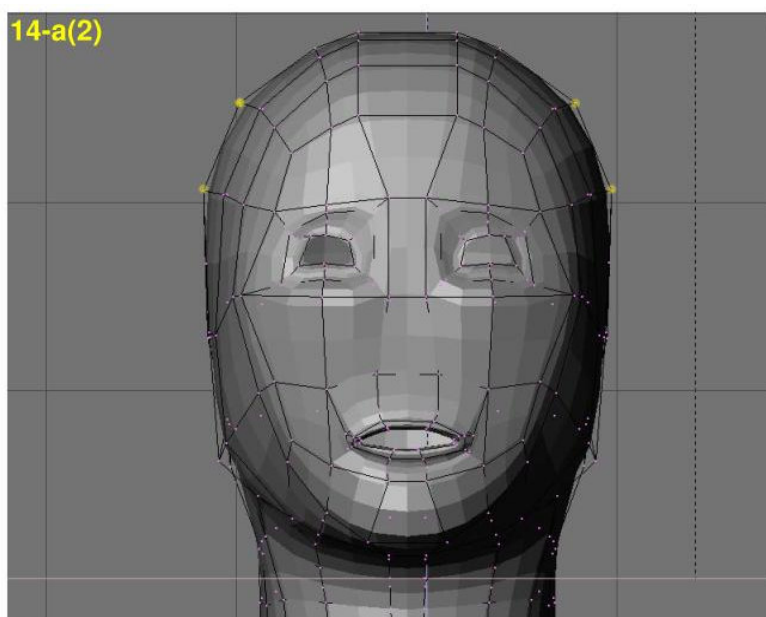
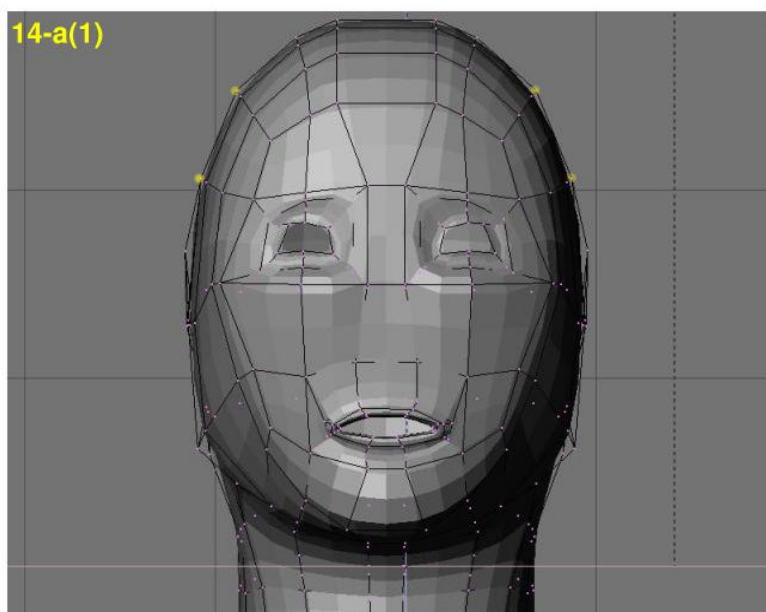
By *Olivier Saraja*

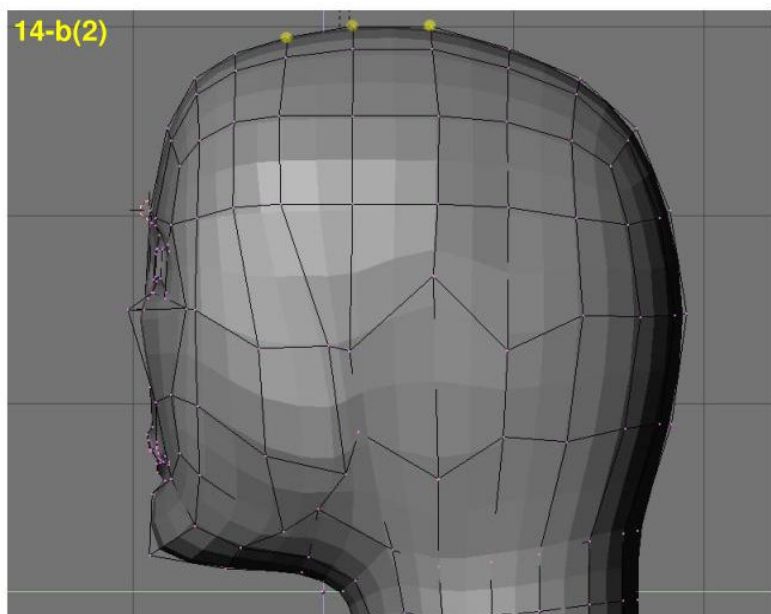
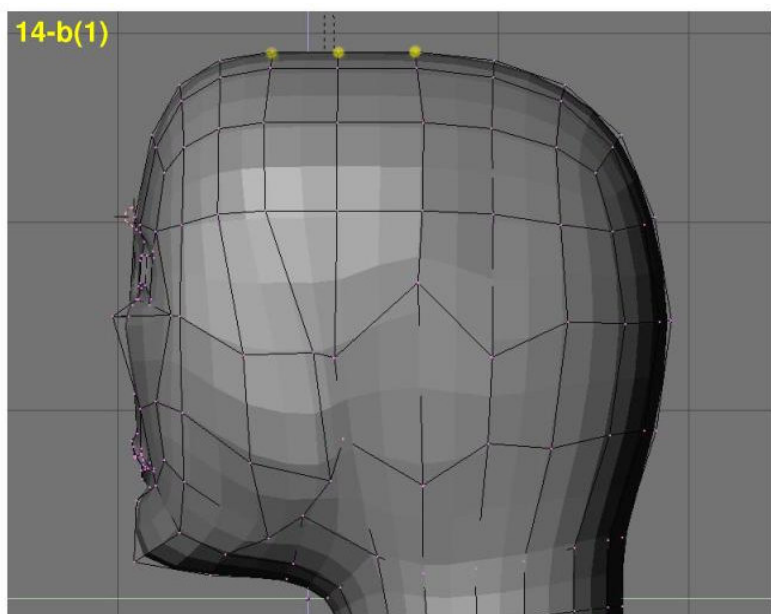
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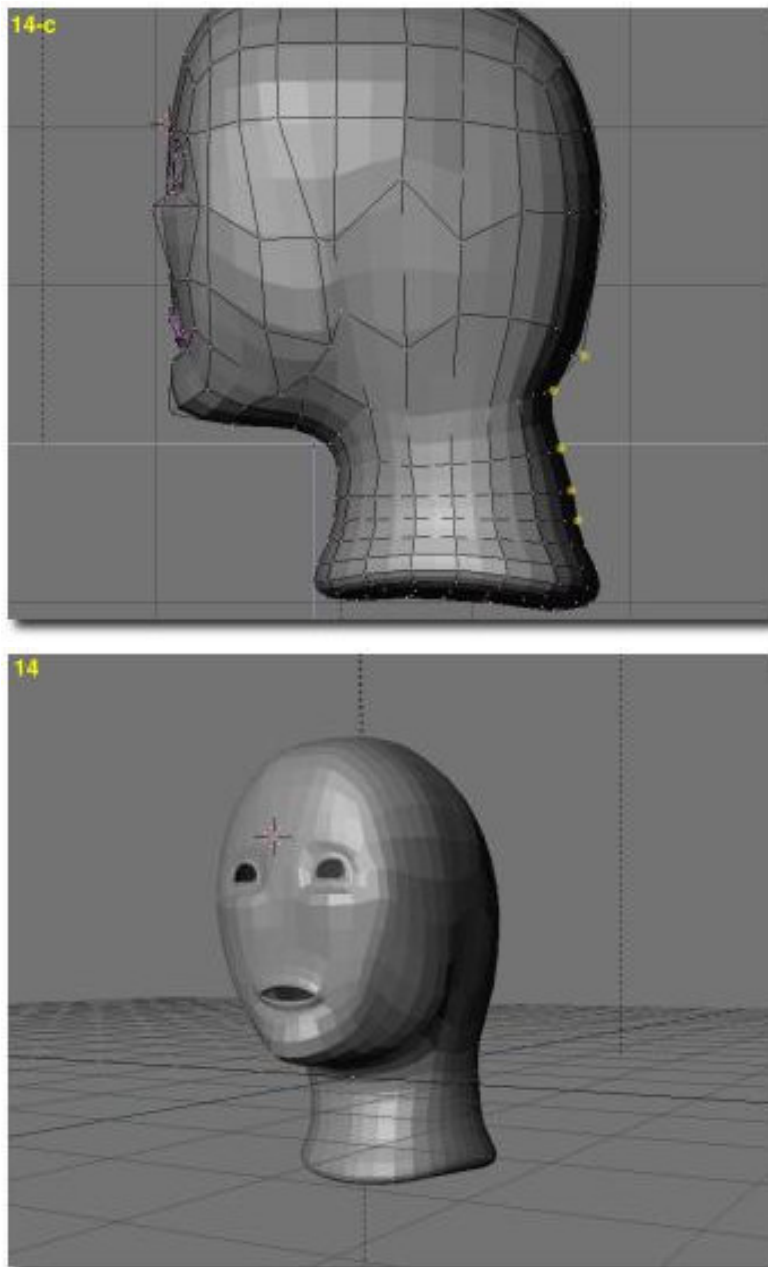
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Step 14

Let's work now on the shape of the head. In front view, give it a more natural shape (a). Give it more roundness in side view (b) and in top view. Adjust the neck and the back of the head in side view (c).







For the moment, we have a rather cool E.T. or toon-like face, haven't we? It lacks yet some features so let's move to the next step.

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